DUNGEONS & DRAGONS®

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|---|---|---|
| Alelite Alefist | Barbarian 3 (Path of the Berseker) | Soldier |
| CHARACTER NAME | CLASS & LEVEL | BACKGROUND / PLAYER NAME |
| | Mountain Dwarf | Chaotic Good |
| | RACE | ALIGNMENT / EXPERIENCE POINTS |

| | |
|---|---|
| STRENGTH | +3 (17) |
| DEXTERITY | +1 (13) |
| CONSTITUTION | +2 (15) |
| INTELLIGENCE | +0 (10) |
| WISDOM | +1 (12) |
| CHARISMA | +0 (10) |

INSPIRATION

2 PROFICIENCY BONUS

| | | |
|---|---|---|
| ● | +5 | Strength |
| ○ | +1 | Dexterity |
| ● | +4 | Constitution |
| ○ | +0 | Intelligence |
| ○ | +1 | Wisdom |
| ○ | +0 | Charisma |

SAVING THROWS

| | | |
|---|---|---|
| ○ | +1 | Acrobatics (Dex) |
| ○ | +1 | Animal Handling (Wis) |
| ○ | +0 | Arcana (Int) |
| ● | +5 | Athletics (Str) |
| ○ | +0 | Deception (Cha) |
| ○ | +0 | History (Int) |
| ○ | +1 | Insight (Wis) |
| ○ | +0 | Intimidation (Cha) |
| ○ | +0 | Investigation (Int) |
| ○ | +1 | Medicine (Wis) |
| ● | +2 | Nature (Int) |
| ○ | +1 | Perception (Wis) |
| ○ | +0 | Performance (Cha) |
| ○ | +0 | Persuasion (Cha) |
| ○ | +0 | Religion (Int) |
| ○ | +1 | Sleight of Hand (Dex) |
| ○ | +1 | Stealth (Dex) |
| ● | +3 | Survival (Wis) |

SKILLS

13 ARMOR CLASS

+1 INITIATIVE

25 ft SPEED

Hit Point Maximum 32

32 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12

3 HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I face problems head-on. A simple and straightforward solution is the best path to success.

If you enjoy the ale I brew, you're a friend for life.

PERSONALITY TRAITS

Respect. Treat me with it and show me loyalty, I'll return it tenfold. Those who don't will fall in front of me.

IDEALS

Fist o' Ale - the family business. I intend to make my own version a staple in Taverns around the world.

BONDS

I have a short temper. Calling me short, or worse, "half-pint", makes me go into an uncontrollable rage.

FLAWS

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| Greataxe | +5 | 1d12 + 3 |
| | | |
| | | |

Rage: +2 to Melee STR Weapon Attacks

ATTACKS & SPELLCASTING

FRENZY
Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

DWARVEN RESILIENCE
You have advantage on saves against poison and resistance against poison damage.

STONECUNNING
Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

RAGE
- 3 / Long Rest
- +2 Damage
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

UNARMORED DEFENSE
While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

RECKLESS ATTACK
Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE
At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Darkvision (60 ft)

Tools
Brewer's Supplies, Dice Set, Vehicles (Land)

Languages
Common, Dwarvish

Armor
Light Armor, Medium Armor, Shields

Weapons
Martial Weapons, Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 5
PP

Greataxe
Handaxe x2
Javelin x4
Brewer's Supplies
Herbalism Kit
Explorer's Pack

EQUIPMENT

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