DUNGEONS & DRAGONS®

Alelite Alefist	Barbarian 5 (Path of the Berseker)	Soldier
CHARACTER NAME	CLASS & LEVEL	BACKGROUND / PLAYER NAME
	Mountain Dwarf	Chaotic Good
	RACE	ALIGNMENT / EXPERIENCE POINTS

STRENGTH	+4	18
DEXTERITY	+1	13
CONSTITUTION	+2	15
INTELLIGENCE	+0	10
WISDOM	+1	12
CHARISMA	+0	10

INSPIRATION

3 PROFICIENCY BONUS

●	+7	Strength
○	+1	Dexterity
●	+4	Constitution
○	+0	Intelligence
○	+1	Wisdom
○	+0	Charisma

SAVING THROWS

○	+1	Acrobatics (Dex)
○	+1	Animal Handling (Wis)
○	+0	Arcana (Int)
●	+7	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

35 ft SPEED

Hit Point Maximum 41

50 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12

5 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	+7	1d12 + 4

Rage: +2 to Melee STR Weapon Attacks

ATTACKS & SPELLCASTING

SLASHER (STR +1)
Increase your Strength or Dexterity by 1, to a maximum of 20. Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.
When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

EXTRA ATTACK
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

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).

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

RECKLESS ATTACK
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
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.

FAST MOVEMENT
Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

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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