

Barbarian 6 - Courageous Heart

Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

16

+3

DEXTERITY

15

+2

CONSTITUTION

16

+3

INTELLIGENCE

10

-

WISDOM

10

-

CHARISMA

10

-

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS**
- ☒ +6 Strength
 - ☐ +2 Dexterity
 - ☒ +6 Constitution
 - ☐ - Intelligence
 - ☐ - Wisdom
 - ☐ - Charisma

- SKILLS**
- ☐ +2 Acrobatics (Dex)
 - ☒ +3 Animal Handling (Wis)
 - ☐ - Arcana (Int)
 - ☒ +6 Athletics (Str)
 - ☐ - Deception (Cha)
 - ☐ - History (Int)
 - ☐ - Insight (Wis)
 - ☒ +3 Intimidation (Cha)
 - ☐ - Investigation (Int)
 - ☐ - Medicine (Wis)
 - ☐ - Nature (Int)
 - ☐ - Perception (Wis)
 - ☐ - Performance (Cha)
 - ☐ - Persuasion (Cha)
 - ☐ - Religion (Int)
 - ☐ +2 Sleight of Hand (Dex)
 - ☐ +2 Stealth (Dex)
 - ☒ +3 Survival (Wis)

14

ARMOR CLASS

+2

INITIATIVE

35'

SPEED

Hit Point Maximum 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d12 (7)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

greataxe*

+6

1d12 + 3

handaxe*

+6

1d6 + 3

Improvise*

+6

1d4 + 3

Shovel

+6

1d6 + 3

Fist/ Kick

+6

1d4 + 3

Javelin

+6

1d6 + 3

*greataxe heavy, 2-hand

*handaxe throw (range 20/60)

*javelin throw (ranged 30/120)

See Page 2 for subclass features

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Armor:

Improvised, Light / medium armor, shield

Weapons:

simple / martial weapons, shields

Tools:

tinker tools, vehicles (land)

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

60

SP

EP

GP

PP

greataxe, handaxe (2), javelins (4)

backpack, bedroll, mess kit, tinderbox, (10) torches, (10) days rations, 50' rope

tinker tools, shovel, iron pot, common clothes, pouch

EQUIPMENT

LUCKY

When you roll a 1 ON A d20 for an attack roll, ability check, or saving throw, you can REROLL the die and must use the new roll.

BRAVE

Advantage on saving throws against being frightened.

HALFLING NIMBLENESS

Can move through the space of any creature that is of a size larger than yours.

STOUT RESILIENCE

Advantage on saving throws against poison, resistance against poison damage.

RAGE 3 / long rest

Enter a rage as a BONUS ACTION if not wearing heavy armor

- Advantage on Strength checks and saving throws.
- Melee weapon attack using Strength +2 damage
- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or 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. End as a BONUS ACTION.

UNARMORED DEFENSE.

While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

RECKLESS ATTACK.

Your first attack on your turn, can decide to attack recklessly. ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

DANGER SENSE

ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

EXTRA ATTACK

FAST MOVEMENT

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

FEATURES & TRAITS



Barbarian 6 - Courageous Heart

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PATH OF THE COURAGEOUS HEART

Matter at Hand.
Prof improvised weapons,
unarmed attack

Favor the Bold.
When raging, saving throw, attack
unarmed or improvised weapon,
+1d4 to attack

Hearty Blow.
When hit with unarmed or
improvised weapon while raging,
add 1d4 to damage.

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE