

Barbarian 6 - Sacred Kin Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

17

+3

DEXTERITY

13

+1

CONSTITUTION

18

+4

INTELLIGENCE

10

-

WISDOM

10

-

CHARISMA

10

-

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☒ +6 Strength
 - ☐ +1 Dexterity
 - ☒ +7 Constitution
 - ☐ - Intelligence
 - ☐ - Wisdom
 - ☐ - Charisma

- SKILLS
- ☐ +1 Acrobatics (Dex)
 - ☒ +3 Animal Handling (Wis)
 - ☐ - Arcana (Int)
 - ☒ +6 Athletics (Str)
 - ☐ - Deception (Cha)
 - ☐ - History (Int)
 - ☐ - Insight (Wis)
 - ☐ - Intimidation (Cha)
 - ☐ - Investigation (Int)
 - ☐ - Medicine (Wis)
 - ☐ - Nature (Int)
 - ☒ +3 Perception (Wis)
 - ☐ - Performance (Cha)
 - ☐ - Persuasion (Cha)
 - ☐ - Religion (Int)
 - ☐ +1 Sleight of Hand (Dex)
 - ☐ +1 Stealth (Dex)
 - ☒ +3 Survival (Wis)

15

ARMOR CLASS

+1

INITIATIVE

35'

SPEED

Hit Point Maximum 81

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d12 (7)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe*

+6

1d12 + 3

Handaxe*

+6

1d6 + 3

javelin*

+6

1d6 + 3

*greataxe, heavy, two-handed.
*handaxe (range 20/60)
*javelin (ranged 30/120)

EXTRA ATTACK

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Armor:
Light / medium armor, shield

Weapons:
simple / martial weapons, battleaxe, handaxe, light hammer, and warhammer.

Tools:
Smith Tools
Vehicle (land)

Languages:
Common, Dwarven, Deepspeech

OTHER PROFICIENCIES & LANGUAGES

CP

85

greataxe, handaxe (2)
javelins (4).

SP

EP

GP

PP

backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope.

smith tools, shovel, iron pot, common clothes, pouch.

EQUIPMENT

DARKVISION 60'

DWARVEN RESILLIENCE.
ADVANTAGE on saving throws against poison
RESISTANCE against poison damage.

DWARVEN COMBAT TRAINING
PROFICIENT battleaxe, handaxe, light hammer, and warhammer.

TOOL PROFICIENCY.
PROFICIENCY with smith's tools

STONECUNNING.
DOUBLE PROF BONUS on Intelligence (History) check related to the origin of stonework.

DWARVEN ARMOR TRAINING.
PROFICIENCY with light and medium armor.

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.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

PATH OF THE SACRED KIN SPELLCASTING.

When you reach 3rd level, you channel your ancient blood to harness the power of your forbearer. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

Cantrips. You learn three cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

ANCESTRAL ORIGINS (ABERRANT, PSYCHIC OR FORCE)

At 3rd level, when you choose this path, you choose the origin of your ancestor, either celestial, demonic, draconic, or aberrant.

You can speak, read, and write the language of your ancestor and can weave their curses and oaths into your battle-cries. Additionally, whenever you make a Charisma check when interacting with a creature of your ancestors' type, your proficiency bonus is doubled if it applies to the check.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Defining Event.

Led a militia to fight off an invading army.

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

MYTHIC MANIFESTATION

As ancient magic flows through you, physical traits of your lineage emerge. Starting at 3rd level, whenever you cast a spell, you regain hit points equal to three times spell slot's level.

SUPERNATURAL FURY

At 3rd level, you can focus on the magic in your blood, allowing you to concentrate your rage into the ancient magic of your bloodline and enter a Supernatural Fury. You gain the ability to cast and concentrate on spells, even while raging, at the expense of your physical resistances.

When you enter your Supernatural Fury and you aren't wearing heavy armor, the following benefits replace the benefits of the Rage feature:

- You gain a bonus to your AC equal to your Strength modifier (minimum of +1).
- You have advantage on Constitution checks and saving throws made to maintain concentration on a spell.
- You have resistance to magical damage and are immune to the damage type you chose from your Ancestral Origin.

Your Supernatural Fury lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature, cast a spell, or taken damage since your last turn. You can end your Supernatural Fury on your turn as a bonus action.

ADDITIONAL FEATURES & TRAITS

ANCESTRY POINTS (4)

METAMAGIC (See Spell Sheet)

TRANSCENDENT LEGACY

At 6th level, when you enter your rage, you can spend 1 ancestry point to imbue your weapons with the damage type you chose from your Ancestral Origin. For 1 hour, your weapon attacks deal magical damage of that type instead of bludgeoning, piercing, or slashing damage. At 14th level, weapon attacks with this feature ignore resistance, but not immunity, to the damage type of your Ancestral Origin.

TREASURE



Barbarian Sacred Kin (Know 4)

SPELLCASTING
CLASS

Constitution

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Blade Ward

Shocking Grasp

3

6

METAMAGIC

☐ EMPOWERED SPELL

- ☐ When you roll damage for a spell, you can spend 1 ancestry point to reroll a number of damage dice up to your Constitution modifier (minimum of one). You must use the new rolls.
- ☐ You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

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☐ TWINNING SPELL

- ☐ When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of Ancestry points equal to the spell's level to target a second creature in a range with the same spell (1 Ancestry point if the spell is a cantrip)
- ☐ To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

8

9

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☐ Feather Fall

☐ Magic Missile

☐ Shield

4

5

SPELLS KNOWN