

Gifrian/Gifvera Thornfist

CHARACTER NAME

Path of the Battlerager B... Soldier

CLASS & LEVEL

Mountain Dwarf

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

3

16

DEXTERITY

2

15

CONSTITUTION

2

15

INTELLIGENCE

-1

8

WISDOM

1

12

CHARISMA

0

10

INSPIRATION

3

PROFICIENCY BONUS

● 6 Strength

○ 2 Dexterity

● 5 Constitution

○ -1 Intelligence

○ 1 Wisdom

○ 0 Charisma

SAVING THROWS

○ 2 Acrobatics (Dex)

○ 1 Animal Handling (Wis)

○ -1 Arcana (Int)

● 6 Athletics (Str)

○ 0 Deception (Cha)

○ -1 History (Int)

○ 1 Insight (Wis)

● 3 Intimidation (Cha)

○ -1 Investigation (Int)

○ 1 Medicine (Wis)

● 2 Nature (Int)

● 4 Perception (Wis)

○ 0 Performance (Cha)

○ 0 Persuasion (Cha)

○ -1 Religion (Int)

○ 2 Sleight of Hand (Dex)

○ 2 Stealth (Dex)

● 4 Survival (Wis)

SKILLS

16

ARMOR CLASS

2

INITIATIVE

35

SPEED

Hit Point Maximum

50

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Greataxe	+6	1d12+3 Slashing
Javelin	+6	1d6+3 Piercing
Armor Spikes	+6	1d4+3 piercing

ATTACKS & SPELLCASTING

CP	SP	EP	10	GP	PP
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1 Bone Dice

1 Insignia of Rank

1 Trophy Taken from a Fallen Enemy

1 Belt Pouch

1 Greataxe

1 Handaxe

1 Explorer's Pack

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Rage

Unarmored Defense

Speed

Stonecunning

Dwarven Resilience

Darkvision

Military Rank

Reckless Attack

Danger Sense

Primal Knowledge

Extra Attack

Battlerager Armor

Grappler

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

TOOL: Brewer's Supplies, Dice Set, Land Vehicles

LANGUAGE: Common, Dwarvish

ARMOR: Light Armor, Medium Armor, Shields


WEAPON: Battleaxe, Handaxe, Light Hammer, Martial weapons, Simple weapons, Warhammer

OTHER PROFICIENCIES & LANGUAGES

[illegible]

Total: 3 3 RAGE	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____

Taking up the brutal path of the Battle Rager, they clad themselves in spiked armour, hurling headfirst into combat with a reckless abandon that made them both feared and revered. To them, battle is not just survival—it is freedom, a release of the fire that burns within. And when the war cry of a Thornfist echoes through the battlefield, few are left standing to tell the tale.



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0

CANTRIPS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

4

0

7

0

2

0

5

0

8

0

9

0

FEATURES & TRAITS

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: -You have advantage on Strength checks and Strength saving throws. -When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. -You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage 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 since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Speed

Your speed is not reduced by wearing heavy armor.

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, instead of your normal proficiency bonus.

Dwarven Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage

Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

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.

Primal Knowledge

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

Extra Attack

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

Battlerager Armor

When you choose this path at 3rd level, you gain the ability to use spiked armor as a weapon. While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls. Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

Grappler

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits: You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends .

SPELLS