

HALF-ORC BARBARIAN

1st-Level Medium Half-Orc Barbarian

Armor Class 15 (studded leather)

Hit Points 14 (1d12 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment chaotic neutral

Languages Common, Dwarvish, Orcish

ABILITY SCORES

Strength	18	(+4); add proficiency bonus to saves
Dexterity	14	(+2); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	12	(+1)
Charisma	10	(+0)

ATTACKS

Melee Attack: Maul (+5 to hit; 1d12 + 4 bludgeoning)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +5 to hit; 1d6 + 4 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Insight, Persuasion, Search

EQUIPMENT

Studded leather, maul, javelins (3), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, grappling hook, guild mark, mess kit, rations (4 days), silk rope (50 ft.), artisan's tools (leatherworking and smithing), steel mirror, waterskin, 13 gp, and 7 sp.

Racial Traits

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Menacing. You have advantage on Charisma (Intimidation) checks.

Class Features

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Rage (2/day). On your turn, you can enter a rage as part of your action or move. While raging, you gain the following benefits:

- ◆ You have advantage on Strength-based attack rolls, checks, and saving throws.
- ◆ You gain a +2 bonus to melee damage rolls.
- ◆ You gain twice your barbarian level in temporary hit points until the rage ends. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

Raging also has drawbacks. During it, you can't take reactions, except to make opportunity attacks.

Your rage lasts for 1 minute. It ends early if you end your turn and didn't attack an enemy creature during it.

Once you have reached the limit of your rages per day, you must complete a long rest before you can rage again.

Thick Hide. While you are wearing no armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Background: Blacksmith

You started your professional life as a blacksmith's apprentice.

Smith's Guild Member. You are a member of a smith's guild. Fellow members provide you with lodging and food. In some settlements, a guild hall offers a central place to meet other members of your profession. Guilds often wield tremendous political power, which you can sometimes use to your advantage.

Proficiencies. You have proficiency with artisan's tools (smithing) and artisan's tools (leatherworking), so you add your proficiency bonus to ability checks you make using them.