

HALF-ORC BARBARIAN

2nd-Level Medium Half-Orc Barbarian

Armor Class 15 (studded leather)

Hit Points 23 (1d12 Hit Die)

Speed 30 ft.

Alignment chaotic neutral

Languages Common, Orc

ABILITY SCORES

Strength	18	(+4)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	12	(+1)
Charisma	10	(+0)

ATTACKS

Melee Attack: Maul (+5 to hit; 2d6 + 4 bludgeoning)

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

LORE

When you make an intelligence check to recall cultural lore (orcs) or trade lore (blacksmithing), you gain a +10 bonus to the check.

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 tools (smithing), steel mirror, waterskin, 13 gp, and 7 sp.

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.

Reckless Attack. When you aren't raging, you can grant yourself advantage on melee attack rolls during your turn. If you do so, attack rolls against you have advantage until your next turn.

Background: Blacksmith

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

Smith's Guild Member. You are a member of a guild that is connected to your chosen craft. Fellow members of the guild will provide you with lodging and food. In some cities and towns, a guild hall offers a central place to meet other members of your profession.

Proficiency. You have proficiency with artisan tools (smithing).

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 all Charisma checks to intimidate.

Class Features

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Feral Instinct. You have advantage when you roll initiative

Proficiencies. You have proficiency with all weapons, light armors, medium armors, and shields. You are also proficient in riding.

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 have resistance to bludgeoning, piercing, and slashing damage

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