

## Fire-breathing Barbarian



5<sup>th</sup> Edition SRD

**No Gender dragonborn barbarian 5 - CR 1**

Neutral Good Humanoid; Atheist; Height: **6' 5"**; Weight: **240lb.**

Ability	Score	Modifier	Saving Throw
<b>STR</b> <small>STRENGTH</small>	<b>18</b>	<b>+4</b>	<b>+7</b>
<b>DEX</b> <small>DEXTERITY</small>	<b>15</b>	<b>+2</b>	<b>+2</b>
<b>CON</b> <small>CONSTITUTION</small>	<b>13</b>	<b>+1</b>	<b>+4</b>
<b>INT</b> <small>INTELLIGENCE</small>	<b>10</b>	<b>0</b>	<b>+0</b>
<b>WIS</b> <small>WISDOM</small>	<b>8</b>	<b>-1</b>	<b>-1</b>
<b>CHA</b> <small>CHARISMA</small>	<b>13</b>	<b>+1</b>	<b>+1</b>

<b>AC</b> <b>16</b>	<b>Initiative</b> <b>+2</b>	<b>Speed</b> <b>40 ft</b>
<b>Proficiency</b> <b>+3</b>	<b>Inspiration</b>	
<b>HP</b> <b>45</b>	<b>HD</b> <b>5d12</b>	<b>Death Saves</b>
Damage / Current HP	HD Used	Success/Fail
<b>Number of Attacks</b> <b>2</b>		

### Greataxe

Both hands: **+7, 1d12+4**      Heavy, Two-Handed  
**slashing**

### Handaxe

Main hand: **+7, 1d6+4** **slashing**      Rng: 20 ft./60 ft.  
Ranged: **+7, 1d6+4** **slashing**      Light, Thrown

### Handaxe

Main hand: **+7, 1d6+4** **slashing**      Rng: 20 ft./60 ft.  
Ranged: **+7, 1d6+4** **slashing**      Light, Thrown

### Javelin

Main hand: **+7, 1d6+4** **piercing**      Rng: 30 ft./120 ft.  
Ranged: **+7, 1d6+4** **piercing**      Thrown

### Scale mail

**+4**      Stealth Disadvantage

### Shield

**+2**

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Animal Handling</b>	<b>-1</b>	WIS (-1)	-	
<b>Arcana</b>	<b>+0</b>	INT (0)	-	
<b>Athletics</b>	<b>+7</b>	STR (4)	+3	
<b>Deception</b>	<b>+1</b>	CHA (1)	-	
<b>History</b>	<b>+0</b>	INT (0)	-	
<b>Insight</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidation</b>	<b>+4</b>	CHA (1)	+3	
<b>Investigation</b>	<b>+0</b>	INT (0)	-	
<b>Medicine</b>	<b>-1</b>	WIS (-1)	-	
<b>Nature</b>	<b>+0</b>	INT (0)	-	
<b>Perception</b>	<b>+2</b>	WIS (-1)	+3	
<b>Performance</b>	<b>+1</b>	CHA (1)	-	
<b>Persuasion</b>	<b>+1</b>	CHA (1)	-	
<b>Religion</b>	<b>+0</b>	INT (0)	-	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+2</b>	WIS (-1)	+3	

**Passive Perception: 12**

#### Other Proficiencies:

**Tools:** Leatherworker's tools; Tinker's tools

**Weapons:** Martial weapons; Simple weapons

**Armor:** Light armor; Medium armor; Shields

#### Damage Resistances fire

### Special Abilities

#### Benefit

Describe the benefit for your custom background.

#### Breath Weapon (2d6 Fire, 15 ft. cone, Dex save, 1/short)

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

#### Damage Resistance (Fire)

You have resistance to the damage type associated with your draconic ancestry.

#### 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.

#### Draconic Ancestry: Red

**Damage Type:** Fire

**Beath Weapon:** 15 ft. cone (Dex. save)

#### Extra Attack

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

#### Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one.

#### Rage (3/long rest)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

## Gear

**Total Weight Carried: 184/270 lbs.,  
(Maximum: 270 lbs)**

Backpack (empty)	5 lbs
Backpack (empty)	5 lbs
Bedroll	7 lbs
Crowbar	5 lbs
Greataxe	7 lbs
Hammer	3 lbs
Handaxe	2 lbs
Handaxe	2 lbs
Holy symbol (emblem, ????)	-
Javelin	2 lbs
Leatherworker's tools	5 lbs
Mess kit	1 lb
Piton x10	0.25 lbs
Potion of Healing x3	-
Rations x10	2 lbs
Rations x10	2 lbs
Rope, hempen (50 feet)	10 lbs
Rope, hempen (50 feet)	10 lbs
Scale mail	45 lbs
Shield	6 lbs
Tinderbox	1 lb
Tinderbox	1 lb
Tinker's tools	10 lbs
Torch x10	1 lb
Torch x10	1 lb
Waterskin	5 lbs
Waterskin	5 lbs

## Experience & Wealth

Experience Points: **6500/14000**  
Current Cash: **30 gp**

## Role Playing

## Special Abilities

### 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

## Tracked Resources

Breath Weapon (2d6 Fire, 15 ft. cone, Dex save, 1/short rest, DC 12)	<input type="checkbox"/>
Handaxe	<input type="checkbox"/>
Handaxe	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Javelin	<input type="checkbox"/>
Potion of Healing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rage (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/>
Rations	<input type="checkbox"/>
Torch	<input type="checkbox"/>
Torch	<input type="checkbox"/>

## Languages

Common  
Draconic

Draconic  
Elvish