



Path of the Zealot
Barbarian

CHARACTER NAME

Farmer

BACKGROUND

Goliath (Hill Giant)

SPECIES

Barbarian

CLASS

Path of the Zealot

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP

41

MAX

HIT DICE

SPENT

3d12

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Arcana

☐ -1 History

☐ -1 Investigation

☐ -1 Nature

☒ 1 Religion

INITIATIVE

+1

SPEED

35

SIZE

M

PASSIVE PERCEPTION

13

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Greataxe	+6	1d12 +4	Cleave, Two-handed
		Slashing	Once per turn, when you hit, you can make an extra melee attack against another creature within 5 feett. Without modifier
Handaxe (x2)	+6	1d6 +4	Vex, Throw (20/60)
		Slashing	If you deal damage, gain Advantage on your next attack against the creature before your next turn ends.

CLASS FEATURES

Danger Sense: Advantage on Dexterity saving throws.

Rage: You can imbue yourself with a primal resilience. You can enter rage as a Bonus Action. You have Resistance to physical damage. Activiate it 3x per long rest.

Divine Fury: You can channel divine power. Once per turn, your first hit deals an extra 1d6+1 radiant damage.

Warrior of the Gods: A divine entity helps ensure you can continue the fight. You have a pool of 4x d12s that you can spend to heal yourself as a Bonus Action, using dice from the pool. Your pool replenishes after a Long Rest.

Reckless Attack: On your first attack each turn, you can gain Advantage on attacks, but attacks against you also have Advantage until your next turn.

CONSTITUTION

+3

16

MODIFIER

SCORE

☒ 5 Saving Throw

CHARISMA

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Deception

☒ 6 Intimidation

☐ -1 Performance

☐ -1 Persuasion

DEXTERITY

+1

12

MODIFIER

SCORE

☐ 1 Saving Throw

☐ 1 Acrobatics

☐ 1 Sleight of Hand

☐ 1 Stealth

WISDOM

+1

12

MODIFIER

SCORE

☐ 1 Saving Throw

☐ 1 Animal Handling

☐ 1 Insight

☐ 1 Medicine

☐ 1 Perception

☒ 3 Survival

STRENGTH

+4

18

MODIFIER

SCORE

☒ 6 Saving Throw

☒ 6 Athletics

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

TOOLS

SPECIES TRAITS

Hill's Tumble: 2x per long rest, When you hit an attack roll, you can give that target the Prone condition.

Powerful Build: Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

FEATS

Tough

APPEARANCE

[illegible]

COINS				
CP	SP	EP	GP	PP
			15	