



BOBBY
 CHARACTER NAME

FARMER BACKGROUND BARBARIAN CLASS

HUMAN SPECIES PATH OF THE BERSERKER SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +2

SPEED
 30 FEET

ARMOR CLASS
 15
 SHIELD

HIT POINTS

TEMP	53
CURRENT	MAX

HIT DICE

SPENT	4D12
MAX	MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
THUNDEROUS GREATCLUB	+7	1D8 + 5 BLUDGEONING, PLUS 1D8 THUNDER OR 3D8 THUNDER	TWO-HANDED, MASTERY: PUSH
HANDAXE	+7	1D6 + 5 SLASHING	LIGHT, THROWN (RANGE 20/60), MASTERY: VEX

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +0 MODIFIER SCORE 10

STRENGTH
 +5 MODIFIER SCORE 10(20)

+7 Saving Throw

+7 Athletics

WISDOM
 +1 MODIFIER SCORE 12

+0 Saving Throw

+0 Arcana

+0 History

+0 Investigation

+2 Nature

+0 Religion

DEXTERITY
 +2 MODIFIER SCORE 14

+2 Saving Throw

+4 Acrobatics

+2 Sleight of Hand

+4 Stealth

WISDOM
 +1 MODIFIER SCORE 12

+1 Saving Throw

+3 Animal Handling

+1 Insight

+1 Medicine

+3 Perception

+3 Survival

CONSTITUTION
 +3 MODIFIER SCORE 17

+5 Saving Throw

CHARISMA
 +2 MODIFIER SCORE 14

+2 Saving Throw

+2 Deception

+4 Intimidation

+2 Performance

+4 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

CLASS FEATURES

RAGE

UNARMORED DEFENSE*

WEAPON MASTERY (GREATAxes, GREATCLUBS, HANDAXES)*

DANGER SENSE

RECKLESS ATTACK

FRENZY

PRIMAL KNOWLEDGE

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES | COMMON, DRAGONIC, ELVISH

ALIGNMENT | NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ♦Light ♦Medium ♦Heavy ♦Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, CARPENTER'S TOOLS

COINS

CP	SP	EP	GP	PP
			76	

BOBBY

EQUIPMENT

THUNDEROUS GREATCLUB

4 HANDAXES

EXPLORER'S PACK

CARPENTER'S TOOLS

HEALER'S KIT

IRON POT

SHOVEL

TRAVELER'S CLOTHES

THUNDEROUS GREATCLUB

Weapon (Greatclub), Very Rare (Requires Attunement)

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a Magic action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot Cone of thunderous energy. Each creature in the Cone must succeed on a DC 15 Strength saving throw or have the Prone condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a Magic action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the Prone condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw or its Concentration is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in

the area. Any creature on a spot where the fissure opens must make a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

Magic Item Attunement

◆ THUNDEROUS GREATCLUB

