



A Fantasy Role-Playing Setting

Character Name

Player Name

Giant Turtle, Barbarian (Berserker), 3

Ancestry, Class (Subclass), Level

Hermit

Background

950

Experience

STR

+3

17

PROFICIENCY BONUS

+2

Saving Throws

+5 Strength*

+1 Dexterity

+4 Constitution*

+0 Intelligence

+1 Wisdom

-1 Charisma

**prof. bonus added*

Skills

+1 Acrobatics

+1 Animal Handling

+0 Arcana

+3 Athletics

-1 Deception

+0 History

+1 Insight

+1 Intimidation*

+0 Investigation

+3 Medicine*

+2 Nature*

+1 Perception

-1 Performance

-1 Persuasion

+2 Religion*

+1 Sleight of Hand

+1 Stealth

+3 Survival*

**prof. bonus added*

PASSIVE WISDOM

11

CHA

-1

8

ARMOR

17

Natural Armor

HP

32

HD 3D12

INITIATIVE

+1

SPEED

30ft

LANGUAGES

Common

ALIGNMENT

Lawful Neutral

SIZE

Medium

ACTION

- **Two-Handed Greataxe** melee, +5 to hit, 1D12+3
- **Turtle Claws** melee, +5 to hit, 1D4+3
- **Handaxe** melee/ranged, +5 to hit, 1D6+3
- **Javelin** ranged, +5 to hit, 1D6+3
- **Rage** see Class Feature

CLASS FEATURE

- **Rage** (3/day)
 - Lasts 1 minute (10 rounds), or until unconscious, haven't attacked, or been hit in a round
 - Advantage on STR checks & saves
 - +2 bonus on STR-based melee attacks
 - Resistance (half damage) from bludgeoning, piercing, slashing damage
- **Reckless Attack** first attack on your turn rolls with advantage, attacks against you roll with advantage until next turn
- **Danger Sense** advantage on DEX saves against traps
- **Frenzy** attack as bonus action while raging, one level of exhaustion after rage

ANCESTRY FEATURE

- **Hold Breath** up to 1 hour
- **Shell Defense**
 - Armor +4
 - Advantage on STR & CON saves
 - Speed 0 and prone
 - No Reactions
 - Disadvantage on DEX saves

BACKGROUND FEATURE

- **Discovery**

PROFICIENCIES

- **Armor** light, medium, shields
- **Weapons** simple, martial
- **Tools** none

ANGRY TURTLE

The other turtles in the pond always teased you. You grew so much faster than the other kids and even your parents weren't sure how to help. What's a turtle to do when their child is the size of a human?

Never quite fitting in, you left home in search of others like you. Maybe finding other outsiders and sharing with each other will help with the frustration and the loneliness.

PERSONALITY TRAIT

You generally don't say much but will freely speak openly and confidently when a topic you're passionate about comes up.

IDEAL

Fairness. Everyone wins if everything is equal.

BOND

You love the environment and will do anything to protect its natural beauty.

FLAW

You can't ignore a fight, especially if it isn't fair.

NOTES

EQUIPMENT

- **Carrying** greataxe, two handaxes, five javelins, explorer's pack (includes backpack, bedroll, mess kit, tinderbox, 10 torches, 10 day's rations, waterskin, 50 feet of rope), herbalism kit (includes clippers, mortar and pestle, pouches of herbs), winter blanket
- **Coins & Gems** 7 gold pieces (GP), 4 gems (each worth 10 GP)