

NAME: _____
CLASS: Fury
BACKGROUND: Veteran
RACE: Dark-Kin
NATIONALITY: Hinterlands
CHURCH: Mother Church of Coryan
DEITY: Hurrian, the defender of man
LEVEL: 1st

ABILITY SCORES

	SCORE	BONUS	SAVING THROWS
STRENGTH:	16	+3	+6 <input checked="" type="checkbox"/>
DEXTERITY:	14	+2	+2 <input type="checkbox"/>
CONSTITUTION:	16	+3	+5 <input checked="" type="checkbox"/>
INTELLIGENCE:	10	+0	+0 <input type="checkbox"/>
WISDOM:	10	+0	+0 <input type="checkbox"/>
CHARISMA:	8	-1	-1 <input type="checkbox"/>
BLOODRANK	0		

PROFICIENCY BONUS	+2	SPEED	
PASSIVE PERCEPTION	12	SPEED:	30'
		SPECIAL:	0

SKILLS	TOTAL BONUS
Acrobatics (Dex)	+2
Animal Handling (Wis)	+0
Arcana (Int)	+0
Athletics (Str)*	+5
Deception (Cha)	-2
History (Int)	+0
Insight (Wis)	+0
Intimidation (Cha)*	+0
Investigation (Int)	+0
Medicine (Wis)	+0
Nature (Int)*	+2
Perception (Wis)*	+2
Performance (Cha)	-2
Persuasion (Cha)	-2
Religion (Int)	+0
Sleight of Hand (Dex)	+2
Stealth (Dex)*	+4
Survival (Wis)	+0

* Trained skill

OTHER PROFICIENCIES

Dice	
Vehicles (land)	

LANGUAGES
Yhing Hir
Low Coryani
Infernal
LITERATE? <input type="checkbox"/>

PERSONALITY TRAITS

Though you possess the visage of a demon you are honorable, dutiful, and courageous.

IDEALS

Mastery of self: you seek to master yourself and our infernal gifts, for the fury within your heart empowers your blade.

BONDS

Honor through Service: you live to serve and protect those who cannot protect themselves.

FLAWS

I constantly battle to surpass expectations, and when I fall short I experience bouts of depression.



DEFENSES & HEALTH

ARMOR CLASS	15	OR 17 (SHIELD)
HIT POINTS	15	TEMP HP <input type="text"/>
HIT DICE	1D12	CURRENT HP <input type="text"/>
		DEATH SAVES
		MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED

ATTACKS & SPELL CASTING

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
LONG SWORD	+5	1D8+3(S)	
Versatile (1d10)			
2 HAND AXES	+5	1D6+3(S)	20'/60'
light, thrown (range 20/60)			
4 JAVELINS	+5	1D6+3(P)	30'/120'
thrown (range 30/120)			
MASSIVE HORNS	+5	1D6+3(P)	
See back of sheet for more details			



EQUIPMENT:

Explorer's Pack

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it. An insignia of rank, a trophy from a past campaign, a set of common clothes, and a belt pouch containing 10 gp.

Long Sword, 4 javelins, 2 hand axes, shield

FURY CLASS FEATURES

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Rage (2 per long rest, +2 Rage damage)

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

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

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 Strength during this turn, but attack rolls against you have advantage until your next turn.

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.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Path of the Berserker

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. When your rage ends, you suffer one level of exhaustion.

DARK-KIN

These damned souls have the misfortune of bearing a recessive bloodline, which appears once every so many generations, founded by some type of infernal creature during the Time of Terror many years ago. Once imbued, the infernal taint is nearly impossible to remove no matter how many generations go by. Scorned by most people, the majority of dark-kin simply try their best to make their way in the world. Some fight against their infernal heritage, while others embrace the darkness within.

DARK-KIN TRAITS

Ability Score Increases: Your Strength score increases by 1, and your Constitution score increases by 2.

Age: Dark-kin mature at the same rate as humans, with similar life spans.

Size: Dark-kin are about the same size and build as humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Your infernal blood grants you vision beyond the means of normal humans. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Infernal Resistance: you possess resistance fire damage.

Unnatural Aura: You gain proficiency in the Intimidation skill, but all Wisdom (Animal Handling) skill checks to control or calm beasts are made with disadvantage.

Languages: You can speak your National Language, you also learn a number of extra languages of your choice equal to your Intelligence modifier. You are not automatically literate though, literacy as well as additional languages are acquired through your chosen background.

ADDITIONAL DARK-KIN RACIAL TRAITS:

In addition to the normal dark-kin traits, you may choose from several unique dark kin traits, but for this primer we have provided you with two of these.

Infernal Mind: Your mind is more like your infernal ancestor than your human ones. You gain advantage on all saving throws against being charmed and spells that attempt to put you to sleep.

Massive Horns: You have a set of infernal horns growing from your skull. You may use these horns to make unarmed strikes, dealing 1d6 + your Strength modifier in piercing damage. In addition, when you take the Dash action you may, as a bonus action, make an unarmed strike with your horns or attempt to shove a creature at the end of your movement.