

Half orc barbarian dnd 5e | Stat, Feat, Trait & Guide

Half orc barbarian dnd 5e stat

The stats and attributes of Half orc barbarian 5e are as follows.

Level	1
Species	Medium Half-Orc Barbarian
Armor Class	15 (studded leather)
Hit Points	14 (1d12 Hit Die)
Proficiency Bonus	1
Speed	30 ft.
Alignment	chaotic neutral
Languages	Common, Dwarvish, Orcish
ABILITY SCORES	Strength 18 (+4); add proficiency bonus to saves
Dexterity	14 (+2); add proficiency bonus to saves Constitution 14 (+2)
Intelligence	8 (-1)
Wisdom	12 (+1)
Charisma	10 (+0)
ATTACKS	Melee Attack: Maul (+5 to hit; 1d12 + 4 bludgeoning)
Melee or Ranged Attack	Javelin (range 30 ft./120 ft.; +5 to hit; 1d6 + 4 piercing)
SKILLS	(ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS) Athletics, Insight, Persuasion, Search



Medium Half-Orc Barbarian

Racial Traits Darkvision. It's possible to view in darkness within 60 feet of you as if it were dim light. Whenever you do this, your eyesight is in black and white. Menacing. You've got benefit on Charisma (Intimidation) checks. Class Features Proficiencies. So add your proficiency bonus to attack rolls you make using martial weapons and other simple weapons (contained in "Attacks"). Besides, you add your proficiency bonus to ability checks made to use mounts (land) and your skills (mentioned in "Skills") and to your Power and

Constitution saving throws (mentioned in "Ability Scores").

Rage (2/day). On your turn, you can enter a rage as part of your activity or proceed. While raging, you get the following benefits: ✦ You've got the edge on Strength-based attack rolls, checks, and saving throws. ✦ You gain twice your barbarian level in temporary hit points before the rage ends. These hit points can exceed your hit point maximum, and they are difficult to regain. Should you take any harm, these hit points are lost first.

Raging also has disadvantages. During it, you can not take responses except to earn opportunity attacks. Your anger lasts for 1 minute. It ends early if you end your turn and did not strike an enemy monster during it. As soon as you've achieved the limit of your rages per day, you must complete a lengthy break before you can rage again. Your armor 5e class equals 10 + your Dexterity modifier plus your Constitution modifier while wearing no armor.

Background: Blacksmith

Smith's Guild Member. Fellow members provide you with lodging and food. In some settlements, a guildhall offers a central location to meet other members of your profession. Guilds often wield tremendous political power, which you can occasionally use to your advantage. You've got competence with artisan's tools (smithing) and artisan's tools (leatherworking), which means you add your competence bonus to ability checks you make using them.

[King Barbarian GIF](#) from [Kingbarbarian GIFs](#)

Half-orc 5e Guide for Barbarian

Do you like fantastic brawler, the type of character that could take a hit and relish in the carnage? There is no better illustration than the usual orc. This construct is to leverage

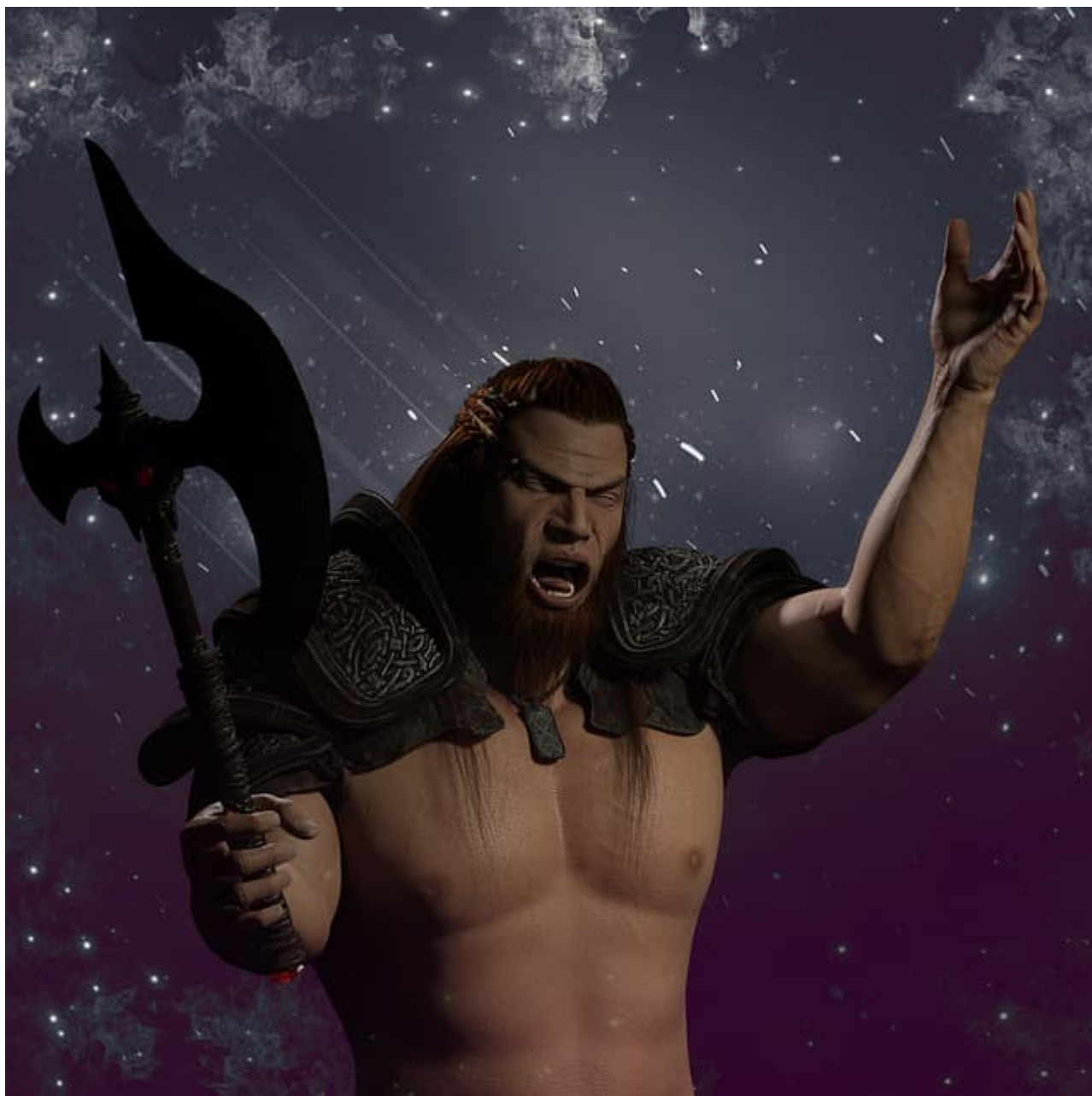
the attack features of barbarians while sustaining a fight. In other words, you reach hard and avoid dying. Consider this construct for an optimum half-orc barbarian:

Use half-orc characteristics as a barbarian.

- Fight with shield and axe
- Choose Path of the Berserker
- Use barbarian skills strategically.
- Utilize half-orc traits as a barbarian

Unsurprisingly, the half-orcs possess features that fit perfectly with a barbarian build (that's going to be fun to keep stating). These are the two ability scores you may want the highest. Like other fae races, half-orcs have Darkvision, which means they could see 60 feet from the dark. They also a trait named Menacing, which provides proficiency in the Intimidation skill. Because, you know, they're scary looking.

Relentless Endurance 5e will allow you to keep on your feet when you could otherwise fall. Suppose you reduced to 0 hit points but still alive. You could bump up to 1 HP. This ability isn't on all of the time, so you will need to rest in between uses.



But how frequently are we expecting to have killed?

Savage Attacks make crucial strikes much more critical. Whenever you roll that sweet, sweet 20, you may roll my weapon harm two occasions and add it to the harm. You may plan to go for the fences. Therefore, your period for this will happen, and it will be glorious.

Fight shield and axe

Building a barbarian, it's tempting to need a two-handed weapon berserker. For many people, the concept of twisting it and going mad seems like a great moment. Perhaps Fate will bless your courage. Not likely, especially at early levels.

Therefore, your half-orc barbarian in dnd 5e will utilize a shield and have to settle for a battleaxe (1d8). This class does not use armor like fighter or paladin. Therefore the extra shield will balance my ferocious attacks. Additionally, if we choose to decide on Defense, we could afford to crank our Strength to the maximum ability score. We may have to consider the Constitution score because the greatest.

That being said, you may prefer a definite +3 or +4 to each Attack than take my chances rolling a bigger expire. Not to mention, it's easy to find yourself dead if your strategy to kill doesn't go so. Thus, take the Defense and be the most powerful warrior in the category.



Use barbarian (Half orc) abilities strategically.

Barbarians are given a few skills that play into their chaotic role in the celebration. The initial two abilities are Rage and Unarmored Defense, the staples of this barbarian archetype. Rage is a country entered as a bonus action, jacking up your ability to fight. This capacity makes the absence of armor even more worth it. With this ability, you win the following.

- Advantage on Strength checks and saving throws (Strength).

- Once you make a Strength-based melee attack, you get a special bonus to the damage roll.
- That is quite a bit, both offensively and defensively. Don't be discouraged by not wearing armor.
- Unarmored Defense allows an extra benefit to my nude barbarian. With this ability, you may build your armor class like this: $10 + \text{Dex mod} + \text{Con mod} + 2$ (shield). You will probably have any Dexterity since this barbarian doesn't require Intelligence, Wisdom, or Charisma. Your Constitution, however, will be among my most significant scores.
- At level 2, again, your half orc barbarian gains Reckless Strike and Danger Sense. Remember, this component is about using moves strategically.
- Reckless Attack grants an advantage on attack rolls using the Power modifier. Still, it leaves me vulnerable to precisely the same benefit. To put it differently, you may hit with benefit and be struck with advantage. You will probably want to save this for a finishing brawler to pick off an isolated enemy. This way, you won't have to worry about retaliation.
- Danger Sense gives me benefit on Dexterity saving throws. The idea is that barbarians are experienced, wise and resourceful. It is helpful for spying traps and magical, which may otherwise surprise my party. However, I can not use it if I am blinded, deafened or incapacitated.
- At par 3, I will have the ability to branch out of my barbarian construct.



Path of the Berserker 5e

Path of the 5e Berserker

Did you decide to stick with Path of the Berserker for the half-orc? Are you wielding a battleaxe and protecting and dishing out multiple attacks. This path is easy and straightforward, a pure Viking warrior of epic proportions.

Frenzy is going to be your beginning ability on this path. Whenever you activate the rage, you can choose to go into a frenzy. For the duration of the anger, you can take an excess attack action against another opponent in your turn. That is two strikes at level 3, with the added advantages of barbarian

rage. Following the Frenzy, you may suffer 1 level of exhaustion. As always, using this ability at the right time is crucial.



Half Orc 5e

Afterward, you will find out Mindless Rage, which prevents me from being charmed or fearful in combat. That will be more effective when the creatures become more and more magical.

Half Orc Traits for Barbarian in dnd

The half-orc was but built to play barbarian. Do you love the [creativity](#) of trying new class/race combinations? The classics are optimized. Think about this character as pure pleasure and chaos, but with a touch of strategy.

- Half-Orc Traits: Your half-orc character possess certain

Traits deriving out of your orc ancestry.

- Ability score Boost: Your Power score increases by two, along with your Constitution score increases.
- Age: Half-Orcs mature a little quicker than Humans, reaching Adulthood about age 14. They era noticeably faster and rarely live longer than 75 years.
- Alignment: Half-Orcs inherit a tendency toward chaos in their orc Parents and aren't strongly inclined toward good. Half-Orcs raised among orcs and prepared to live out their lives among them are generally evil.
- Size: Half-Orcs are somewhat bigger and lighter than Humans, and they range from 5 to well over 6 feet tall.
- Speed: Your foundation walking speed is 30 feet.
- Darkvision: Due to orc blood, you've got an exceptional vision in dark and dim ailments. You can view in the dim light in 60 ft of you like it had been a bright light, and in darkness as if it were dim light. You can not discern color in darkness, just Shades of Gray.
- Menacing: You get proficiency in an Intimidation skill.
- Relentless Endurance: When you reduce to 0 Hit Points but not killed outright, you can fall to 1 hit point instead. You can not use this feature again till you complete a 5e Long Rest.
- Savage Attacks: When you score a critical strike with a melee weapon attack, it is possible to roll one of the weapon's damages dice one extra time and insert it to the excess damage of this critical hit.
- Languages: You can speak, read, and compose Common and Orc. Orc is a harsh, grating speech with hard consonants. It does not have any script of its own but is written from the Dwarvish script.
- Characteristics: Medium
- Speed: 30

Optimizing Half-Orc Barbarian Feats in dnd 5e

You might take Brawny if you intend on doing a great deal of grappling. Like 25 – 50% of the time, at least during experiences. 5e Orcish Fury is a good feat. But there are instances when you never get to use that reaction attack if you can't ever get put to '0'. The same holds for the bonus damage to expire. Sometimes you wait all day for a crit, never get it done and do not use it. So you are investing in a feat for +1 Str. Bonus damage expires that you will use about 75% of the time in a day, which response attacks about 25%, if that because you are a barbarian.



An example of a Half orc Barbarian feat in 5e

Level	Feat	Hard set on the feat
8 ASI	Great Weapon Master with three attacks a turn, that has the chance to raise your harm by 30 in each round. Also it gives you other way for the bonus action attacks, again if you dont want to Frenzy.	Great Weapon Master
12ASI	Plus 2 Strength or Resilient Wisdom	Orcish Fury
16 ASI	Plus 2 Con or +2 Strength	Brawny

19 ASI	Plus 2 Con, Tough, or Mobile	Plus 2 Con or Tough
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Summary

Technically the term barbarian came from Rome, and it was a derogatory word for anybody not from Rome. 5e does a pretty good job of automatically representing this notion and enjoying a barbarian means playing a personality that can endure almost anything as they kill everything around them in a bloody frenzy.

You can choose any race, but as a barbarian, you will want considerable Strength and Constitution scores and ought to consider races that gain bonuses to all those scores. The half-orc barbarian race is an ideal option for a barbarian character.

They get a lot of the same skills as half-orcs. Still, you'll trade out the damage potential of Savage Attacks to your capability to quickly close the space between yourself and your foes with Aggressive.