

Thorkil, the Battleraging Hugger

CN male shield dwarf Barbarian 8/Rogue 1/Fighter 11

Design Notes

This character isn't the most optimized Battlerager build nor is it the most optimized grappler build, but THE most optimized Battlerager build that specializes in grappling.

Before it reaches level 4, the character would function just like any other tank-y, hammer-wielding barbarian. Upon reaching 4th (when it gains the Tavern Brawler feat), however, its tactical preference would become grappling as a bonus action after an unarmed strike, then to pound away at the grappled opponent.

Stats and Progression

Starting Ability Scores: Str 15, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Race: dwarf, mountain.

- ASI - +2 Constitution, +2 Strength.
- Proficiency - brewer's supplies, light armors, medium armors.
- Traits - darkvision, dwarven resilience, dwarven combat training, stonecunning.

Background: soldier.

- Specialty - infantry.
- Proficiencies - Athletics, Intimidation, dice gaming, vehicles (land).
- Feature - military rank.

1: Barbarian 1.

- Proficiencies - Perception, Survival, Strength saves, Constitution saves.
- Features - rage, unarmored defense.
- Starting equipment - warhammer, 4 javelins, 2 handaxes, explorer's pack, Kuldjargh insignia, orc tusk trophy, bone dice, common clothes, 10 gp.

2: Barbarian 2.

- Features - reckless attack, danger sense.

3: Barbarian 3.

- Primal Path - Path of the Battlerager [SCAG].
- Features - battlerager armor.

4: Barbarian 4.

- ASI/Feat - Tavern Brawler.

5: Rogue 1.

- Proficiencies - Stealth, thieves' tools.
- Features - expertise (Athletics, Stealth), sneak attack +1d6.
- Starting equipment - *dread helm* [XGtE] (common item), *smoldering spiked armor* [XGtE+SCAG] (common item).

6: Fighter 1.

- Features - fighting style (defense), second wind.

7: **Fighter 2.**

- Feature - action surge.

8: **Fighter 3.**

- Martial Archetype - Battle Master.
- Features - maneuvers (disarming attack, menacing attack, trip attack), superiority dice 4d8.
- Proficiency - smith's tools.

9: **Fighter 4.**

- ASI/Feat - +2 Strength.

10: **Barbarian 5.**

- Features - extra attack, fast movement.

11: **Barbarian 6.**

- Feature - reckless abandon.
- Starting equipment - *bag of holding* (minor uncommon item), *warhammer of warning* (major uncommon item).

12: **Barbarian 7.**

- Feature - feral instinct.

13: **Barbarian 8.**

- ASI/Feat - Grappler.

14: **Fighter 5.**

15: **Fighter 6.**

- ASI/Feat - +2 Constitution.

16: **Fighter 7.**

- Feature - know your enemy, maneuvers (goading attack, riposte).

17: **Fighter 8.**

- ASI/Feat - +2 Constitution or Sentinel.
- Starting equipment - *mantle of spell resistance* (major rare item).

18: **Fighter 9.**

- Feature - indomitable.

19: **Fighter 10.**

- Feature - improved combat superiority, maneuvers (lunging attack, sweeping attack).

20: **Fighter 11.**

- Feature - extra attack

Sources:

MToF - *Mordenkainen's Tome of Foes*

SCAG - *Sword Coast Adventurer's Guide*

XGtE - *Xanathar's Guide to Everything*