

attack actions	
great axe, +1 (5 ft reach)	+8 hit/DC 1d12+5 damage
unarmed strike (5 ft reach)	+7 hit/DC 5 bashing damage
cleave (great axe)	once per turn if i hit a creature with a melee attack i can make another attack does damage but without ability modifier
topple (great axe)	if i hit i can force it to make a con. saving throw (DC 8+3+the ability modifier) on failed save creature is prone
unarmed strike (damage)	attack roll on hit +1 str bludgeoning damage
unarmed strike (grapple)	target must str.dex(it chooses) (DC=8+prof. bonus+strength) or that bad boi is grappled
unarmed strike (shove)	if it fails str./dex saving throw its either 5 ft another distance or prone
great weapon master attack	when i score a crit or kill something i can make another attack as a bonus action
rage	damage resistance to brud, pier,and slashing dam. - rage damage do more damage when rage - strength atv

features etc.	
danger sence	adv on dex. saving throws unless incapacitated
reckless attack	gives me adv on attack rolls using str. attackcs against gain adv on me
primal knowledge	when raged and i make ability check (perception) i can make it a str check
frenzy	if rage+reckless atk i do +2d6
EXTRA ATTACK	attack twice
fast movement	+10ft movement with no armour
GREAT WEAPON MASTER	if i crit or kill i get bonus atk i can also choose to take -5 to atk roll to add +10 to dmg
alert	+ 3 to initiative roll or i can swap with someone else
savage attacker	if i hit i can roll weapons dmg twice and pick one

damage time baby	
great axe +	2d20 (atk+adv)
rage + reckless	1d12+5+2 (rage) +
atk + frenzy	2d6(frenzy) (31 max dmg)
^crit	all of that^ doubled so max=62 foshu

