

HALF-ORC RACE

3RD-LEVEL BARBARIAN (BERSERKER)

OUTLANDER

BACKGROUND

Ţ.

MEDIUM

DESCRIPTION

PLAYER

CHARACTER NAME



PROFICIENCY BONUS

- **⊚** <u>+5</u> Constitution

Dexterity

- O ____ Intelligence
- O ____ Wisdom
- O ____ Charisma

SAVING THROWS



CONSTITUTION

16

INTELLIGENCE

8

WISDOM

10

O ____ Acrobatics (Dex)

O ____ Animal Handling (Wis)

- ____ Arcana (Int)
- Athletics (Str)
- O ____ Deception (Cha)
- O ____ History (Int)
- O ____ Insight (Wis)
- O ____ Investigation (Int)
- O ____ Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- O ____ Performance (Cha)
- O ____ Persuasion (Cha)
- O ____ Religion (Int)
- O ____ Sleight of Hand (Dex)
- O ____ Stealth (Dex)
- Survival (Wis)

SKILLS

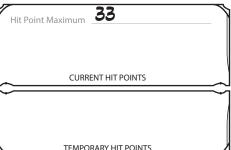


PASSIVE WISDOM (PERCEPTION)











I HAVE A LESSON FOR EVERY SITUATION, DRAWN FROM OBSERVING NATURE.

I PLACE NO STOCK IN WEALTHY OR WELL-MAN-NERED FOLK. MONEY AND MANNERS WON'T SAVE YOU FROM A HUNGRY OWLBEAR.

PERSONALITY TRAITS

GLORY. I MUST EARN GLORY IN BATTLE, FOR MYSELF AND MY CLAN.

IDEALS

MY FAMILY, CLAN OR TRIBE IS THE MOST IMPORTANT THING IN MY LIFE, EVEN WHEN THEY ARE FAR FROM ME.

BONDS

VIOLENCE IS MY ANSWER TO ALMOST ANY CHALLENGE.

FLAWS

 NAME
 ATK BONUS
 DAMAGE/TYPE

 GREATAXE 1
 +5
 1D12+3 SLASHING

 HANDAXE 2
 +5
 1D6+3 SLASHING

 JAVELIN 3
 +5
 1D6+3 PIERCING

YOU NEED BOTH HANDS TO WIELD YOUR GREATAXE.

- $^2\,\mbox{YOU}$ CAN THROW A HANDAXE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.
- ³ YOU CAN THROW A JAVELIN **30** FT., OR UP TO **120** FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELL CASTING

DARKVISION. YOU HAVE SUPERIOR VISION IN DARK AND DIM CONDITIONS. YOU CAN SEE IN DIM LIGHT WITHIN GO FEET OF YOU AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT. YOU CAN'T DISCERN COLOUR IN DARKNESS, ONLY SHADES OF GRAY.

RELENTLESS ENDURANCE. THANKS TO YOUR ORC ANCESTRY, WHEN YOU ARE REDUCED TO 0 HIT POINTS (BUT NOT KILLED) YOU CAN INSTEAD DROP TO 1 HIT POINT. YOU CAN DO THIS ONCE PER LONG REST.

SAVAGE ATTACKS. WHEN YOU SCORE A CRITICAL HIT WITH A MELEE WEAPON, YOU CAN ROLL ONE OF THE WEAPON'S DAMAGE DICE ONE ADDITIONAL TIME AND ADD IT TO THE EXTRA DAMAGE OF THE CRITICAL HIT.

LINARMOURED DEFENSE. AS A BARBARIAN, YOU HAVE A NATURAL ABILITY TO AVOID BLOWS. WHEN NOT WEARING ARMOUR, YOUR AC IS 14.

DANGER SENSE. YOU HAVE ADVANTAGE ON DEXTERITY SAVING THROWS AGAINST EFFECTS THAT YOU CAN SEE, SUCH AS TRAPS AND SPELLS.

RAGE. AS A BONUS ACTION ON YOUR TURN, YOU CAN ENTER A BARBARIC RAGE LASTING 1 MINUTE, WHICH GRANTS YOU THE FOLLOWING BENEFITS:

- YOU MAKE STRENGTH CHECKS AND STRENGTH SAVING THROWS WITH ADVANTAGE
- YOU ADD +2 TO THE DAMAGE YOU INFLICT WITH STRENGTH-BASED MELEE WEAPONS
- YOU HAVE RESISTANCE TO BLUDGEONING, PIERCING AND SLASHING DAMAGE

YOU CAN RAGE 3 TIMES PER LONG REST.

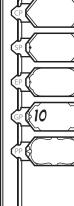
FRENZY. YOU CAN GO INTO A FRENZY WHEN YOU RAGE, ALLOWING YOU TO MAKE A SINGLE MELEE WEAPON ATTACK AS A BONUS ACTION ON EACH OF YOUR TURNS STARTING AFTER THE TURN YOU BEGIN RAGING. WHEN YOUR RAGE ENDS, YOU SUFFER ONE LEVEL OF EXHAUSTION.

WANDERER. YOU HAVE AN EXCELLENT MEMORY FOR MAPS AND GEOGRAPHY AND YOU CAN ALWAYS RECALL THE GENERAL LAYOUT OF TERAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. IN ADDITION, YOU CAN FIND FOOD AND FRESH WATER FOR YOURSELF AND UP TO FIVE OTHER PEOPLE EACH DAY, PROVIDED THAT THE LAND OFFERS BERRIES, SMALL GAME, WATER, AND SO FORTH.

FEATURES & TRAITS

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS, WAR HORN.

LANGUAGES. COMMON, ORC.



GREATAXE
HANDAXES (2)
JAVELINS ()()()()
BACKPACK
BEDROOLL
MESS KIT
TINDERBOX
TORCHES ()()()()()()()()()()()
WATERSKIN
50 FT. ROPE
STAFF
HINTING TRAP
HUNTING TRAP
HUNTING TRAP
BELT POUCH

OTHER PROFICIENCIES & LANGUAGES