



HALF-ORC
RACE

3RD-LEVEL BARBARIAN (BERSERKER)
LEVEL & CLASS

OUTLANDER
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
+1
13

CONSTITUTION
+3
16

INTELLIGENCE
-1
8

WISDOM
+0
10

CHARISMA
+1
12

+2 PROFICIENCY BONUS

+5 Strength
 — Dexterity
 +5 Constitution
 — Intelligence
 — Wisdom
 — Charisma

SAVING THROWS

— Acrobatics (Dex)
 — Animal Handling (Wis)
 — Arcana (Int)
 +5 Athletics (Str)
 — Deception (Cha)
 — History (Int)
 — Insight (Wis)
 +3 Intimidation (Cha)
 — Investigation (Int)
 — Medicine (Wis)
 +1 Nature (Int)
 +2 Perception (Wis)
 — Performance (Cha)
 — Persuasion (Cha)
 — Religion (Int)
 — Sleight of Hand (Dex)
 — Stealth (Dex)
 +2 Survival (Wis)

SKILLS

12 PASSIVE WISDOM (PERCEPTION)

14
ARMOR CLASS

+1
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **33**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D12**

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
GREATAXE¹	+5	1D12+3 SLASHING
HANDAXE²	+5	1D6+3 SLASHING
JAVELIN³	+5	1D6+3 PIERCING

¹ YOU NEED BOTH HANDS TO WIELD YOUR GREATAXE.
² 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 & SPELLCASTING

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

I PLACE NO STOCK IN WEALTHY OR WELL-MANNERED 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

DARKVISION. YOU HAVE SUPERIOR VISION IN DARK AND DIM CONDITIONS. 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 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.

UNARMOURD 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 TERRAIN, 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.

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

LANGUAGES. COMMON, ORC.

OTHER PROFICIENCIES & LANGUAGES

GREATAXE
HANDAXES (2)
JAVELINS () () () ()
BACKPACK
BEDROLL
MESS KIT
TINDERBOX
TORCHES () () () () () () () () () ()
RATIONS () () () () () () () () () ()
WATERSKIN
50 FT. ROPE
STAFF
10
HUNTING TRAP
HUNTING TROPHY:
SET OF TRAVELER'S CLOTHES
BELT POUCH

EQUIPMENT

FEATURES & TRAITS