

The Berserker

4th-Level Medium Human Barbarian

Armor Class 16 (*Thick Hide*)

Hit Points 45 (4d12 Hit Dice)

Proficiency Bonus +2

Speed 30 ft.

Languages Common, Orc

ABILITY SCORES

Strength 18 (+4); add proficiency bonus to saves

Dexterity 14 (+2)

Constitution 16 (+3); add proficiency bonus to saves

Intelligence 9 (-1)

Wisdom 13 (+1)

Charisma 11 (+0)

ATTACKS

Melee Attack: Greataxe (+6 to hit; 1d12 + 4 slashing)

Melee or Ranged Attack: Handaxe (range 20 ft./60 ft.; +6 to hit; 1d6 + 4 slashing)

SKILLS (add proficiency bonus to related ability checks)

Athletics, Intimidation, Nature, Survival

EQUIPMENT

Greataxe, two handaxes, common clothes, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations (preserved fish), waterskin, fishing hook and line, bag of 43 human teeth

attacked a creature since then. Once you have raged three times, you must complete a long rest before you can rage again.

Thick Hide. While wearing no armor, you can add your Constitution modifier to your armor class in addition to your Dexterity modifier (already factored in).

Feral Instinct. You are attuned to danger; you have advantage when you roll initiative.

Reckless Attack. You can grant yourself advantage on melee attack rolls during your turn. If you do so and you aren't raging, attack rolls against you have advantage until the end of your next turn.

Fearless Rage. While raging, you cannot be frightened.

Class Features

Rage. In battle, you fight with unmatched ferocity. Once per turn, you can enter a rage as part of your action or move. While raging, you gain the following benefits:

You have advantage on Strength checks and saving throws.

You gain a +2 bonus to melee damage rolls.

You gain 8 temporary hit points until the rage ends. These hit points can exceed your hit point maximum, and they cannot be regained. These hit points are lost before any others when you take damage.

Raging also has a drawback. During it, you can't take reactions except to make an opportunity attack.

Your rage lasts for 1 minute. It ends early at the beginning of your turn if you have taken no damage since your last turn and you haven't