

ZRAKA

CHARACTER NAME

Barbarian 20 (Berserker)

CLASS & LEVEL

Outlander

BACKGROUND

Zac

PLAYER NAME

Half-orc

RACE

Chaotic neutral

ALIGNMENT

383,400

EXPERIENCE POINTS

STRENGTH
+7
24

DEXTERITY
+3
16

CONSTITUTION
+6
22

INTELLIGENCE
+0
10

WISDOM
-1
8

CHARISMA
+2
14

INSPIRATION

+6 PROFICIENCY BONUS

SAVING THROWS

- +14 Strength
- +4 Dexterity
- +13 Constitution
- +1 Intelligence
- 0 Wisdom
- +3 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- 0 Arcana (Int)
- +13 Athletics (Str)
- +2 Deception (Cha)
- 0 History (Int)
- 1 Insight (Wis)
- +7 Intimidation (Cha)
- 0 Investigation (Int)
- 1 Medicine (Wis)
- +6 Nature (Int)
- 1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- 0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +5 Survival (Wis)

20 ARMOR CLASS

+3 INITIATIVE

40 SPEED

Hit Point Maximum 285

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20

d12 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Berserker Axe	+14	1d12 + 8 slashing
Javelin of Lightning	+13	1d6 + 7 piercing

Berserker Axe: whenever a hostile creature damages you, pass DC15 Wis save or go berserk (must use attack action each go)

JoL: 1 charge, forms 5ft wide line of lightning from you to target. Each creature in way must make DC13 dex save. Take 4d6 lightning dmg on failed, half on successful

Darkvision: 60ft

Extra attack (2 per attack action)
Reckless Attack (adv on attacks)
Savage attacks (+4 dice on crit)

BA: Rage [Unlimited] (adv on STR checks + saves, +4 dmg, resist weapons, no charm, no fear, lasts till unconscious)
can Frenzy (bonus attack, exhaustion)

Action: Intimidating Presence (30ft, frighten on failed DC16 WIS save)

Relentless endurance (1hp instead of 0hp, once/long rest)
Relentless Rage (1hp instead of 0hp on DC10 CON check, +5 DC per death, resets on short rest)

Danger Sense (adv DEX vs traps)
Feral Instinct (adv on initiative)
Indomitable (can use 24 for STR checks)

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

Armor: light armor, medium armor, shields
Weapons: simple weapons, martial weapons
Saving Throws: STR, CON
Skills: Animal Handling, Athletics, Intimidation, Nature, Survival
Language: Common, Orc, Giant

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- 8 Ring of Protection (+1 AC and +1 saves)
- 2 Ring of Leaping (jump up to 40ft)
- Grappling hook (adv on acrobatics checks)
- 35,004 2x Potion of Supreme healing (10d4 + 20hp)