

# Weraurt Duerdar : Berserker

Male Half Orc, any alignment

Armor Class: 15 (Chain shirt)

Hit Points: 150 (20d8 +60)

Speed: 30ft (9m / 6 sqr)

Proficiency: +3

STR	DEX	CON
20 (+5)	14 (+2)	17 (+3)
INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)

Skills: *Intimidation* +3 *Athletics* +8 *Animal Handling* +4 *Survival* +4 *Medicine* +4

Saving Throws: *Strength* +8 *Constitution* +6 ?

Challenge: 7 (2900 XP)

## Actions

Multiattack. The Berserker makes four weapon melee attacks or four ranged attacks.

Greataxe. *Melee Weapon Attack* +8 to hit, reach 5 ft, one target. Hit: 11 (1d12 +5 ) slashing damage.

*Properties: Heavy, Two-handed,*

Javelin. *Melee Weapon Attack* +8 to hit, range 30/120ft, one target. Hit: 8 (1d6 +5 ) piercing damage.

*Properties: Thrown: range 30/120ft,*

## Special Abilities

Indomitable: The berserker has advantage on saving throws against being frightened.

You are coming with me: When the berserker drops to 0 hit points he can try to make one melee weapon attack as a reaction to one enemy at 5ft of him.

## Racial Features

Ability Modifiers: +2 Str, +1 Con

Menacing: You have proficiency in the intimidate skill.

Darkvision: 60ft (18m / 12sqr)

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attack: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages: speaks Common and Orc

Character created at [rpgtinker.com](https://rpgtinker.com)