


# Tiny: Berserker

Male Goliath, any alignment

**Armor Class:** 15 (Chain shirt)  
**Hit Points:** 225 (30d8 +90)  
**Speed:** 30ft (9m / 6 sqr)  
**Proficiency:** +4

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	10 (+0)

**Skills:** *Athletics* +7 *Intimidation* +4 *Animal Handling* +6  
**Saving Throws:** *Strength* +7 *Constitution* +7   
**Challenge:** 8 (3900 XP)

## Actions

**Multiattack.**The Berserker makes four weapon melee attacks or four ranged attacks.  
**Greataxe.** *Melee Weapon Attack* +7 to hit, reach 5 ft, one target. Hit: 9 (1d12 +3 ) slashing damage.  
*Properties: Heavy, Two-handed,*  
**Javelin.** *Melee Weapon Attack* +7 to hit, range 30/120ft, one target. Hit: 6 (1d6 +3 ) piercing damage.  
*Properties: Thrown: range 30/120ft,*

## Special Abilities

**Indomitable:** The berserker has advantage on saving throws against being frightened.  
**You are comming 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  
**Natural Athlete:** You have proficiency in the Athletics skill.  
**Stone's Endurance:** Once per short rest when you take damage, as a reaction reduce 1d12+Con from the taken damage.  
**Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.  
**Mountain Born:** You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates,  
**Languages:** speaks Common and Giant

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