

# BERSERKER

CLASS: BARBARIAN PLAYSTYLE: BRUISER

RACE: \_\_\_\_\_

DIFFICULTY: EASY

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

**+5**  
STRENGTH

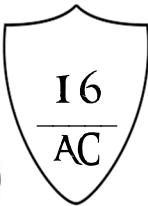
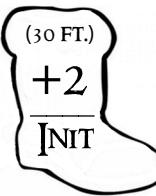
**+2**  
DEXTERITY

**+5**  
CONSTITUTION

**-1**  
INTELLIGENCE

**-1**  
WISDOM

**+0**  
CHARISMA



## SPECIAL

**Frenzy.** As a bonus action, you may make a second greatsword attack if:

- 1) you are *raging*,
- 2) you score a critical hit, or
- 3) you kill a creature.

## REACTIONS

**Opportunity Attack.**  $\infty$

When an enemy exits your melee range, attack it with your greatsword.

## ITEMS

### EQUIPMENT:

**Main Hand.** Greatsword (2-handed).

**Off-Hand.**

**Armor.** Breastplate.

### TOOLS/KITS:

**War Drum.** A large drum with two mallets.

**Hit Dice.**

During short rest (1 hr.), heal yourself for 1d12+3.

### BACKPACK:

**Explorer's Pack.**

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

## ATTACKS (+5)

**Greatsword.**  $\infty$

Melee, 2d6+3 slashing.

## BONUS ACTIONS

**Rage.**

For 1 minute, as long as you attack or take damage during a round, you gain:

- 1) advantage on STR rolls,
- 2) resistance to physical damage, and
- 3) additional +2 damage to attacks.

## ABILITIES (DC -- )

**All In.**  $\infty$

As a free action, before you make a greatsword attack, you may take a -5 penalty to the roll. If you hit, you deal +10 damage.

**Reckless Attack.**  $\infty$

As a free action, all your attacks and all attacks against you are made with advantage. [Lasts 1 turn].

## FEATURES

**Danger Sense.** You have advantage on DEX saves when not blinded, deafened, or incapacitated.