

Kravek Rock

CHARACTER NAME

20 Berserker

LEVEL & CLASS

PLAYER NAME

Mercenary Veteran

BACKGROUND

Dwarf, Mountain 355,000

RACE

EXPERIENCE

Next Level

STRENGTH

+7

24

DEXTERITY

+3

16

CONSTITUTION

+7

24

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

-1

9

● +13 STR ○ 0 INT
○ +3 DEX ○ 0 WIS
● +13 CON ○ -1 CHA

RESISTANCES

Bludgeon. (in rage) Poison

Piercing (in rage)

Slashing (in rage)

Adv. on Strength saves in rage;
Adv. on Dex saves vs. seen effects;
Immune to being
charmed/frightened in rage; Adv.
vs. Poison

SAVING THROWS

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

SKILLS

285

MAXIMUM
HIT POINTS

+6

PROFICIENCY
BONUS

22

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

○ ○ ○

FAILURES

○ ○ ○

DEATH
SAVES

LEVEL DIE USED

20 d12+7

HIT DICE

ENCUMBERED

35 ft

35 ft

SPEED

FEATURE

Relentless Rage

MAX

RECOVER

USED

DC

SR

LIMITED FEATURES

ACTIONS

Attack (2 attacks per action)

Intimidating Presence

BONUS ACTIONS

Rage (start/stop)

Frenzy attack (while raging)

REACTIONS

Retaliation (after taking damage)

ACTIONS

ATTACK NAME

Glaive +1

Heavy, reach, two-handed

DESCRIPTION

Battleaxe

Versatile (1d10)

Shortsword

Finesse, light

PROF ABILITY

✓ Str

RANGE

Melee

TO HIT

+14

DAMAGE

1d10+8

DAMAGE TYPE

Slashing

✓ Str

Melee

+13

1d8+7

Slashing

✓ Str

Melee

+13

1d6+7

Piercing

ATTACKS: WEAPONS & CANTRIPS

16

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑
↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑
↑↑↑↑↑↑↑↑↑↑

AMMUNITION

- **Rage (Barbarian 1, PHB 48)** [+4 melee damage, $\infty \times$ per long rest]
Start/end as bonus action; add damage to melee weapons that use Str; lasts 1 min
Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing
Stops if I end turn without attacking or taking damage since last turn, or unconscious
- **Unarmored Defense (Barbarian 1, PHB 48)**
Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield
- **Danger Sense (Barbarian 2, PHB 48)**
Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)
- **Reckless Attack (Barbarian 2, PHB 48)**
Adv. on melee weapon attacks during my turn, but attacks vs. me adv. until next turn
- **Frenzy (Path of the Berserker 3, PHB 49)**
Melee attack as bonus action each turn while raging; +1 level of exhaustion after rage
- **Fast Movement (Barbarian 5, PHB 49)**
+10 ft speed when I'm not wearing heavy armor
- **Mindless Rage (Path of the Berserker 6, PHB 49)**
While raging, I can't be charmed or frightened, and such effects are suspended
- **Feral Instinct (Barbarian 7, PHB 49)**
Adv. on Initiative; I can enter rage to act normally on the first turn when surprised
- **Brutal Critical (Barbarian 9, PHB 49)** [3 additional dice]
I can roll additional dice for the extra damage on a critical hit with a melee attack
- **Intimidating Presence (Path of the Berserker 10, PHB 49)**
As an action, frighten one creature in 30 ft for one turn if it fails a Wisdom save
This effect ends if the creature is out of line of sight or more than 60 ft away
If a creature succeeds its saving throw, it is immune for 24 hours
- **Relentless Rage (Barbarian 11, PHB 49)** [DC 10 + 5 per try, per short rest]
If I drop to 0 HP while raging, I can make a DC 10 Constitution save to stay at 1 HP
The DC increases by 5 for every attempt until I finish a short or long rest
- **Retaliation (Path of the Berserker 14, PHB 50)**
When an enemy within 5 ft damages me, I can make a melee attack as a reaction
- **Persistent Rage (Barbarian 15, PHB 49)**
My rage only lasts less than 1 minute if I fall unconscious or I choose to end it
- **Indomitable Might (Barbarian 18, PHB 49)**
If a Strength check is lower than my Strength score, use Strength score instead
- **Primal Champion (Barbarian 20, PHB 49)**
+4 to Strength and Constitution; Their maximums increase to 24

CLASS FEATURES

[illegible]

	#	LB
ADVENTURING GEAR		
SUBTOTAL		

[illegible]

SUBTOTAL

	CP
	SP
	EP
	GP
	PP

361 - 720 lb



Kravek Rock

CHARACTER NAME

GENDER

AGE

Medium
SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

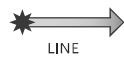
1 gp

ENEMIES

CHARACTER HISTORY

[illegible][illegible]

PLAYER REFERENCE



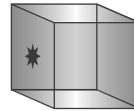
LINE



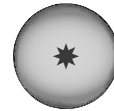
Point of Origin



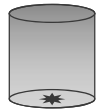
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOURL	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
TRAVEL PACE				(PHB 182)

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death
EXHAUSTION (PHB 291)	

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.	
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.	
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.	

LIGHT & VISION

(PHB 183)