

# KRARG

Orc/Human Berserker 4

Heart-Eater

AGE 19 HEIGHT 6 feet 2 inches

WEIGHT 300 pounds SIZE Medium

CULTURE Settler



Armor Class 14

Chain shirt

STR 16 (+3)

SAVE

+5

DEX 12 (+1)

SAVE

+1

CON 14 (+2)

SAVE

+4

INT 8 (-1)

SAVE

-1

WIS 14 (+2)

SAVE

+2

CHA 10 (+0)

SAVE

+0

## PROFICIENCIES & LANGUAGES

**Proficiency Bonus** +2; **Maneuver DC** 13

**Saving Throws** Strength, Constitution

**Skills** Animal Handling, Athletics (*lifting* +1d4), Insight, Intimidation +1d4, Nature (*farming* +1d4), Perception, Stealth, Survival

**Passive Perception** 14; **Passive Insight** 14

**Armor** Light armor, medium armor, heavy armor, shields

**Weapons** Simple weapons, martial weapons

**Tools** Herbalism kit

**Senses** Darkvision 60 ft.

**Languages** Common, Elvish, Goblin, Orcish

## ARCHETYPE: HEART-EATER

Heart-eaters are berserkers who gain strength through bloody victory.

**Hit Points**

39

**Hit Dice**

4 (1d12+2)

**Speed**

30 ft.

**STARTING EQUIPMENT**

Backpack, bedroll, chain shirt, hempen rope (50 feet), greataxe, mess tin, quiver with 20 arrows, shortbow, tinderbox, 10 torches (10), waterskin, 3 gold, rations (10 Supply).

**BACKGROUND: OUTLANDER**

**Connection** Mayor Gunther of Krag's hometown, who still owes him a favor for that free lumber shipment back in the day.

**Memento** His hand-crafted adventuring outfit, a goodbye present from the family.

**Trader.** Varsklye gains an expertise die on Persuasion checks against others who are away from their land of birth.

**DESTINY: COMING OF AGE**

Karg gain inspiration by overcoming personal milestones such as traveling somewhere new or accepting a major quest. He fulfills his Coming of Age destiny and gains his fulfillment feature when he completes the hero's journey.

**Source of Inspiration**

*Yes to Adventure.* Krag gains inspiration whenever he achieves a personal milestone.

**Inspiration Feature**

**B** *Ready to Learn.* As a bonus action Krag may spend his inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

**Fulfillment Feature**

*Returned.* With the journey complete, Karg finally knows who he is—or rather who he became along the way. When he gains this feature, he immediately chooses the fulfillment feature from another destiny. He gains the chosen fulfillment feature, which replaces this one.

**Special**

*Finding Yourself.* Sometimes it takes a journey to find yourself. Krag may exchange this destiny for another destiny at any time.

**CURRENT HIT POINTS**

<b>Hit Dice</b>	<b>Maximum Hit Points</b>
Total _____	

**INITIATIVE**

Ability or Skill Check

**RESISTANCES & IMMUNITIES**

**TREASURE**

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**C.P.** \_\_\_\_\_

**S.P.** \_\_\_\_\_

**E.P.** \_\_\_\_\_

**G.P.** \_\_\_\_\_

**P.P.** \_\_\_\_\_

**TEMPORARY HIT POINTS**

**SUPPLY**

Max Carried **16**

**DEATH SAVES**

Successes

Failures

**Fatigue**

**Strife**

# COMBAT

## ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Greataxe	<b>A</b>	+5	reach 5 ft	one target	1d12+3 slashing
Shortbow	<b>A</b>	+3	range 80/320 ft	one target	1d6+1 piercing

### GREATAXE

**Breaker (wood).** This weapon deals double damage to unattended objects, such as doors and walls.

**Heavy.** This weapon is too large for Small creatures to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons.

**Two-handed.** Varskyle must use two hands to wield this weapon.

### SHORTBOW

**Two-handed.** You must use two hands to wield this weapon.

### **B** RAGE (3/DAY)

Krarg enters a rage, which lasts for 1 minute or until he is knocked unconscious, or he ends it early as a bonus action. Raging grants Krarg the following effects:

- Advantage on Strength checks and saving throws.
- Resistance to bludgeoning, piercing, and slashing damage.
- Krarg cannot cast or concentrate on spells while raging.
- Krarg gains no benefit from temporary hit points.
- At the start of Krarg's turn he gains 2 rage hit points (this increases by level). Whenever Krarg takes damage, he reduces his rage hit points first, then his regular hit points. Rage hit points stack each round until his rage ends, at which point they dissipate.

## COMBAT MANEUVERS

Krarg knows the Rapid Current and Tempered Iron combat traditions. He starts play with 4 exertion which he recovers whenever he takes a short or long rest. He can spend exertion to activate the following combat maneuvers.

Maneuver	Action	Exertion	Effects
Charge (Rapid Current)	<b>A</b>	1	Krarg moves up to 30 feet in a straight line and makes a melee weapon attack. He can't take the Dash action and use this maneuver on the same turn.
Cleaving Swing* (Adamant Mountain)	<b>R</b>	0	When Krarg hits with a melee weapon attack using a weapon with the heavy property, he can use his reaction to make an additional melee weapon attack against a second creature that is also within his reach.
Purge Magic (Tempered Iron)	<b>R</b>	1	When a creature Krarg can see within his reach casts a spell, he can use his reaction to make a melee weapon attack against it.
Zealous Stance (Tempered Iron)	<b>B</b>	1	Once activated, this combat stance remains active until Krarg is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on his turn. When Krarg makes his first attack on his turn, he can decide to gain an expertise die on melee weapon attack rolls until the start of his next turn. When he does so, until the start of his next turn attack rolls against him gain an expertise die.

\*Krarg gains access to Cleaving Swing via his Powerful Attacker feat.

Current Exertion  Max Exertion **4**

## SPECIAL COMBAT FEATURES

**Battle Defense: Juggernaut.** Krarg is proficient with heavy armor. Heavy armor he wears does not reduce his Speed nor does it count against his carrying capacity. He can still benefit from Rage while in heavy armor.

**Furious Critical: Furious Momentum (1/Rest).** When Krarg scores a critical hit, the next melee weapon attack he makes before the end of his next turn is a critical hit on a roll of 17–20. Krarg can expend one use of Rage to use this feature and its effects can be combined with any other Furious Critical.

**Furious Critical: Relentless Attack.** When Krarg scores a critical hit, he may immediately make an additional melee weapon attack (no action or reaction required). If this subsequent attack is also a critical hit, this feature can be activated again. No other Furious Critical can be activated for these additional attacks.

**Mighty Attacks.** When Krarg scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.

**Powerful Attacker.** Krarg gains proficiency with the Cleaving Swing maneuver and does not have to spend exertion to activate it. In addition, before he makes an attack with a heavy weapon he is proficient with, Krarg can choose to make the attack roll with disadvantage. If the attack hits, he deals 10 extra damage.

**Radical Perseverance.** Krarg dies after failing 4 death saving throws instead of 3.

## EXPLORATION

**Claim Staker.** Whenever Krarg begins a long rest, he can choose to spend the first hour of that rest making the area into a fortified position for the duration. While resting in a fortified position, the ground in a 60-foot radius area around him is considered difficult terrain for any creatures other than those he considers allies. In addition, the first time a hidden creature enters the fortified area, it makes a DC 12 Dexterity saving throw (DC 8 + Wis + prof.). On a failed save, the creature inadvertently makes loud noises and is no longer hidden.

**Danger Sense.** Krarg has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, Krarg can't be blinded, deafened, or incapacitated.

**Feast and Famine.** Krarg can go 2 days (Constitution modifier) without suffering any fatigue from lack of Supply. Afterwards he requires twice as much Supply for as many days as he went without.

**Heavy Lifter.** Krarg can push, drag, and lift 960 pounds. He is considered Large-sized for determining how much he can lift or carry (doubling these values, already included).

**Lead the Pack.** Krarg gains an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When his party makes a group Athletics or Acrobatics check, he may apply the results of his roll to himself and one ally. He can choose which ally to apply the result to after everyone has rolled, but must do so before the Narrator says whether they succeed or fail.

**Ready to Learn.** As a bonus action Krarg may spend his inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

**Strange Forager.** Krarg gains an expertise die on any check made to determine if something is poisonous.

**Versatile Exploration.** Whenever Krarg learns a new developed talent or replaces an existing one, he can instead choose from fighter soldiering knacks.

## SPECIAL ITEMS

**Mark of the Wilderness.** Krarg may always choose to use Strength when rolling an Intimidation or Persuasion check.

**Imposing Prowess (1/Long Rest).** When an ally Krarg can see and hear makes a Deception or Persuasion check, he can use his reaction to support them with an intimidating display of strength or unsettling glower. His ally rerolls the check, gaining an expertise die on the roll.

## OTHER FEATURES

**Heart Hunter.** When Krarg slays a living creature of a CR equal to  $\frac{1}{2}$  his level or higher, if it has died within the last minute he can use an action to strike into its body, rip out the heart, and take a massive bite. For 2 hours he gains an expertise die on ability checks.

Whether or not Krarg is able to consume the heart of a creature is determined by the Narrator, and finding the heart of some creatures requires an Investigation or Medicine check (DC 10 +  $\frac{1}{2}$  the creature's CR).

## NOTES

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