

KRARG GOODMAN

ORC/HUMAN BERSERKER, LEVEL 1

HERITAGE Orc/Human **CULTURE** Settler **BACKGROUND** Outlander **DESTINY** Coming of Age

Armor Class 14 (chain shirt)

Hit Points 14

Hit Dice 1 (1d12+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Proficiency Bonus +2; Maneuver DC 13

Saving Throws Str +5, Con +4

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

Tools herbalism kit

Senses darkvision 60ft., passive Perception 13

Languages Common, Orcish, Elvish, Goblin

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.

Developed Talent: 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.

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

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.

Radical Perseverance. Krarg can fail 4 death saving throws before dying, instead of the normal 3.

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.



BONUS ACTIONS

Rage (2/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 until round his rage ends, at which point they dissipate.

ACTIONS

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1d12+3 slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. **Hit:** 1d6+1 piercing damage.

EQUIPMENT

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

SUPPLY

10 (rations)

BACKGROUND: OUTLANDER

Connection Mayor Gunther of Krarg'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.

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.

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.

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

Trader. If Krarg is in or near the wilderness and has a trading relationship with a tribe, settlement, or other nearby group, he can maintain a moderate lifestyle for himself and his companions by trading the products of his hunting and gathering.

DESTINY: COMING OF AGE

Krarg gains inspiration whenever he achieves a personal milestone.

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.

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

AGE 19 **HEIGHT** 6 feet 2 inches **WEIGHT** 220 pounds **SIZE** Medium

OVERVIEW

Krarg is a kindhearted and ambitious youth in search of adventure, challenge, and growth.

HISTORY

The eldest of six children, Krarg was raised by his Ma and Pa on the family farm in a frontier village. It was hard with so many mouths to feed, but they all got by with hard work and the kindness of neighbors and extended family. Both his father's side (orcs) and his mother's side (humans) showed exceptional kindness and loyalty, which Krarg's parents were happy to return when the opportunity provided.

Krarg never really took to farming, but he proved himself a reliable woodsman and lumberjack. As protective as he is of his siblings, it was stifling to be one of so many children. He found the great outdoors to be a place he had room to breathe and to grow. One day he kissed his family goodbye and set off to see the world. They were sad to see him go, but they were proud and they sent him with ample supplies for the journey.

PERSONALITY

Krarg is bursting with energy and a lust for life. He is honest and loyal, always looking for new challenges and new friends. He flies into a boar-like frenzy when the people he loves are in danger. He doesn't have much use for books; instinct, strength, and "*being raised right*" are everything he needs. "*Common decency*" is one of his core values, which for him means acting with courtesy, honesty, and generosity.

GOALS

Amazed by the strength of both his orc and human heritage, he wants to see just how powerful he can become. Krarg figures that with hard work he can become the most burly person in his extended family. Although he doesn't have much of a "big picture" set of goals (yet), he has a soft-spot for everyday people in need, and he takes their requests as challenges for growing even stronger.

That said, Krarg is on the very cusp of discovering the "*big picture*" of his world, and that may change both his worldview and his goals. What if something happens to his family? What if Krarg witnesses a terrible atrocity? What if Krarg finds that "*common decency*" and "*being raised right*" aren't enough to combat the evils of this world? If such a thing happens while playing Krarg, touch base with the Narrator and feel free to change his Destiny to reflect the version of Krarg's story you want to tell.