

Berserker

Medium, Humanoid, Any Chaotic Alignment

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ARMOR CLASS

13

HIT POINTS

67 (9d8 + 27)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Senses Passive Perception 10

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Languages Any one language

STR16
+3**DEX**12
+1**CON**17
+3**INT**9
-1**WIS**11
+0**CHA**9
-1

Traits

Reckless. At the start of its turn, the berserker can gain Advantage on melee weapon attack rolls during that turn, but attack rolls against it have Advantage until the start of its next turn.

Actions

Greataxe. Melee Attack Roll: +5, reach 5 ft. Hit: 9 (1d12 + 3) Slashing damage.

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