



Orc Berserker, Bbn1

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (ORC)

Hit Dice: 1d12+2 (14 hp, 16 hp raging)

Initiative: +1

Speed: 40 ft.

AC: 14 (12 raging) (+1 Dex, +3 studded leather)

Attacks: Greataxe +5 (+7 raging) melee

Damage: Greataxe 1d12+6 (+9 raging)

Rage: 1/day, 7 rounds duration, can end voluntarily; afterward fatigued (–2 Str, –2 Dex, can't charge or run) for remainder of encounter.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities:

Darkvision 60 ft.

Saves: Fort +6 (+8 raging), Ref +1, Will +0 (+2 raging)

Abilities: Str 19 (23 raging), Dex 13, Con 14 (18 raging), Int 8, Wis 10, Cha 6

Skills: Climb +7 (+9 raging), Jump +7 (+9 raging), Swim +8 (+10 raging)

Feats: Great Fortitude

CR: 1



Combat Tracking for Multiple Creatures

Rage: o
14/16

Rage: o
14/16

Rage: o
14/16

Rage: o
14/16

Rage: o
14/16

Rage: o
14/16

A new D&D Battle Sheet based on the models of the ...



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