

DUNGEONS & DRAGONS®



Zark No'Rok

CHARACTER NAME

Barbarian/Path of the Tot... 1	Outlander	Kevin
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Orc	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
16
+3

INSPIRATION
+2 PROFICIENCY BONUS

DEXTERITY
14
+2

+5 Strength
+2 Dexterity
+5 Constitution
-1 Intelligence
+1 Wisdom
-1 Charisma

SAVING THROWS

CONSTITUTION
16
+3

+2 Acrobatics (Dex)
+1 Animal Handling (Wis)
-1 Arcana (Int)
+5 Athletics (Str)
-1 Deception (Cha)
-1 History (Int)
+1 Insight (Wis)
+1 Intimidation (Cha)
-1 Investigation (Int)
+1 Medicine (Wis)
+1 Nature (Int)
+3 Perception (Wis)
-1 Performance (Cha)
-1 Persuasion (Cha)
-1 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex)
+3 Survival (Wis)

INTELLIGENCE
8
-1

WISDOM
12
+1

CHARISMA
8
-1

SKILLS

12 ARMOR CLASS
+2 INITIATIVE
30 SPEED

Hit Point Maximum **15**
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESSES 
FAILURES 
DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Handaxe	+5	1d6 +3 slashing
Greatsword	+5	2d6 +3 slashing

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

I place no stock in wealthy or well-mannered folk. Money and manners will not save you from a hungry owlbear. Those I trust are my friends. My clan. My family.

PERSONALITY TRAITS

I will become stronger, if only to prove I am better than my father.

IDEALS

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BONDS

I remember every insult I have received and nurse a less than silent resentment toward anyone who has ever wronged me.

FLAWS

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Rage. In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: * You have advantage on Strength checks and Strength saving throws. * When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. * You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense. While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

13 PASSIVE WISDOM (PERCEPTION)

Languages. Orc, Elvish, Common

Weapon. Simple, Martial

Armor. Light, Medium, Shields

Tools. Drum

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



Zark No'Rok

CHARACTER NAME

25

AGE

6'8"

HEIGHT

302

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME
SYMBOL

Zark was raised among orcs for the first sixteen years of his life. The bastard son of the tribe's war chief and a slave, these years were difficult. His father, Gron'drak Rok, forced Zark to fight in the pits from an early age. Day in and day out, Zark battled against all manner of beasts, slaves, and even fellow orcs. These years in the fighting pits taught Zark many valuable lessons about fighting and harnessing his anger into strength. Zark quickly rose in fame among the tribe as his prowess grew, becoming quite the accomplished fighter in the pits. Yet no matter how well he did, how well he fought, his father never seemed impressed by his accolades. His father even laughed at his victories, saying any orc worth his tusks could do the same. This disrespect built a rising resentment towards his father. So on his sixteenth birthday, Zark having grown tired of his father's treatment of him, challenged Gron'rak to a fight. Despite all his skill, Zark was no match at all for his father. Gron'drak easily bested Zark, leaving him a bruised and bloodied mess. With the entire tribe watching, Gron'drak then exiled Zark, grabbing him and throwing him into the nearby river to be carried away by the current. Zark does not know for how long he drifted in the waters, but the next thing he remembers is waking up in the woods. Sitting over him was an auburn haired elven woman. Her name was Sasana Amberbranch, and she had happened upon Zark while she was performing a druidic ritual by the water. For the next several years, she took Zark in to her care. She did her best to temper Zark's burning anger with wisdom, and let nature help him channel it when it could not be controlled. Then one day Zark awoke, and Sasana was gone. All she had left behind was a simple note which read "Go forth and blossom young one. Discover what the world has in store for you."...

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

SPELLCASTING
CLASSSPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

SPEL
LEVEL
1 SLOTS TOTAL
PREPARED SLOTS EXPENDED

SPELL NAME

3

4

6

7

8

9

SPELLS KNOWN

2

5