

# SCARG THUNDERSMACK

**OGRE BARBARIAN** 2nd Level



<b>20 STR</b>	<b>13 DEX</b>	<b>16 CON</b>
+5	+1	+3
<b>12 INT</b>	<b>9 WIS</b>	<b>13 CHA</b>
+1	-1	+2
+2 Proficiency		30' Speed
+7 STR saving throw		+5 CON saving throw

## ABILITIES

### Darkvision

### Danger Sense

Advantage on Dexterity saving throws.

### Relentless

Once per day, if Scarg is dropped to 0 hit points, he drops to 1 instead and stays conscious.

## SKILLS

Athletics +7  
Survival +1  
Intimidation +4

### Reckless Attack

Scarg can choose to attack recklessly. If he does, he gets Advantage on all of his attacks. But also, attacks on him are at Advantage.

## RAGE

Scarg can rage twice per day for one minute. When he rages he gets the following effects:

**Half Damage** from weapon attacks

**Bonus Damage** +2 on damage on all attacks.

**Strength Advantage** on Strength saving throws and ability checks.

SPIKED CLUB

+7 to hit

2d6+5 to damage

CLUB W/ RAGE!

+7 to hit

2d6+7 to damage



14  
Armor  
Class



28  
Hit  
Points

## EQUIPMENT

Nasty horrible-looking spiked club, wooden shield, hard boots, bearskin cloak, sleeping furs, food kit, wine skin, knucklebone dice, rope.

## TREASURE

8 Gold

# SCARG THUNDERSMACK

## OGRE BARBARIAN 2nd Level

Scarg was raised in a scrappy little Ogre tribe high in the Zombie Mountains at the base of Mount Minotaur. On an awful day two years ago, a marauding band of hill giants raided his village. They killed most of the adult Ogres and took the women and children as slaves. Scarg escaped into the mountains vowing revenge on all giantkind.

Being a notch or two smarter than most Ogres, Scarg also has a gentle humor. Both traits together make him an unexpectedly good fit for doing heavy-lifting work around human settlements. He may always laugh at a good joke, but his light humor and easy jokes hide a burning rage and a desire to avenge his tribe.

**PERSONALITY TRAIT:** *“I like you, little human! Why don’t we share some grog and toss some dice?”*

**IDEAL:** *“What about we gather a few strong arms and go hunt some giants?”*

**BOND:** *“The Thundersmack tribe will return!”*

**FLAW:** *“Don’t let me catch you cheating!”*

## HOW TO PLAY KNUCKLEBONES

Knucklebones is a fun Ogre dice game. Ogre families usually play it before dinner to decide who gets to eat first.

Each player starts with three 6-sided dice.

Everyone rolls all three dice once and keeps the highest one. There is usually a round of betting after the first roll.

Everyone rolls their remaining two and keeps the highest. Bet more!

Everyone rolls their last dice and adds all three of their numbers. The highest score wins the pot!

# SCARG THUNDERSMACK

**OGRE BARBARIAN** 2nd Level



<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Proficiency		Speed
Saving throw		Saving throw

**ABILITIES**

**SKILLS**

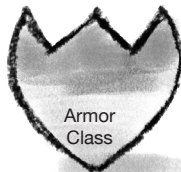
**SPELLS**

to hit

to damage

to hit

to damage



Armor Class



Hit Points

**EQUIPMENT**

**TREASURE**



Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

