

Brunhilda Bone-Breaker

CHARACTER NAME

Barbarian lvl 1

CLASS & LEVEL

Half-Orc

RACE

Nomad

BACKGROUND

C/N

ALIGNMENT

Jazmine

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

3

17

DEXTERITY

2

14

CONSTITUTION

2

15

INTELLIGENCE

0

11

WISDOM

1

12

CHARISMA

2

14

INSPIRATION

2

PROFICIENCY BONUS

- ☒ 5 Strength
- ☐ 2 Dexterity
- ☒ 4 Constitution
- ☐ 0 Intelligence
- ☐ 1 Wisdom
- ☐ 2 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dual Hand Axes

+5

1d6+3 Slashing

Great Sword

+5

2d6+3 Slashing

Javelins (4)

+5

1d6+3 Piercing

ATTACKS & SPELLCASTING

Takes her journey very seriously, but is still a 11 year old girl.

PERSONALITY TRAITS

My strength is the only solution!

IDEALS

I am on a journey to prove my strength to one day lead my clan by my 13th birthday.

BONDS

I'd rather run head first into a problem than wait around and die bored from thinking.

FLAWS

WANDERER

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

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.

UNARMoured DEFENSE

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

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.
-You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
-You have resistance to bludgeoning, piercing, and slashing damage.

DARVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray

3

PASSIVE WISDOM (PERCEPTION)

TOOLS: Bone Pan Flute, Light and medium armor, sheilds, simple and Martial Weapons.

LANGUAGE: Common, Dwarven and Orc

OTHER PROFICIENCIES & LANGUAGES

CF

0

SP

0

EP

0

CF

40

PP

0

2 Hand axes (The twins)

1 Explorer Pack
1 Pouch

1 Hunting Trap
1 Staff (Stick Friend)

2 Roc Skulls
4 Javelin (Pointy stick friends)

EQUIPMENT

FEATURES & TRAITS