



DUNGEONS & DRAGONS®

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
DEXTERITY	2
CONSTITUTION	2
INTELLIGENCE	0
WISDOM	1
CHARISMA	2

INSPIRATION
PROFICIENCY BONUS

<input checked="" type="radio"/> Strength
<input type="radio"/> Dexterity
<input checked="" type="radio"/> Constitution
<input type="radio"/> Intelligence
<input type="radio"/> Wisdom
<input type="radio"/> Charisma
SAVING THROWS

DEXTERITY	2
CONSTITUTION	14

CONSTITUTION	2
15	

INTELLIGENCE	0
11	

WISDOM	1
12	

CHARISMA	2
14	

<input type="radio"/> Acrobatics (Dex)
<input type="radio"/> Animal Handling (Wis)
<input type="radio"/> Arcana (Int)
<input checked="" type="radio"/> Athletics (Str)
<input type="radio"/> Deception (Cha)
<input type="radio"/> History (Int)
<input type="radio"/> Insight (Wis)
<input checked="" type="radio"/> Intimidation (Cha)
<input type="radio"/> Investigation (Int)
<input type="radio"/> Medicine (Wis)
<input checked="" type="radio"/> Nature (Int)
<input type="radio"/> Perception (Wis)
<input type="radio"/> Performance (Cha)
<input type="radio"/> Persuasion (Cha)
<input type="radio"/> Religion (Int)
<input type="radio"/> Sleight of Hand (Dex)
<input type="radio"/> Stealth (Dex)
<input checked="" type="radio"/> 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
SUCCESES ○○○
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

CP 0	2 Hand axes (The twins)
SP 0	1 Explorer Pack
EP 0	1 Pouch
GP 40	1 Hunting Trap
PP 0	1 Staff (Stick Friend)
	2 Roc Skulls
	4 Javelin (Pointy stick friends)

EQUIPMENT

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

LANGUAGE: Common, Dwarven and Orc

OTHER PROFICIENCIES & LANGUAGES

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.

FEATURES & TRAITS