

Krom the Grim

CHARACTER NAME

Barbarian, 9th

CLASS & LEVEL

Savage Land

BACKGROUND

John

PLAYER NAME

Human

RACE

TN

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

20

5

DEXTERITY

17

3

CONSTITUTION

20

5

INTELLIGENCE

10

0

WISDOM

12

1

CHARISMA

10

0

INSPIRATION

4

PROFICIENCY BONUS

- SAVING THROWS
- ☒ 9 Strength
  - ☐ 3 Dexterity
  - ☒ 8 Constitution
  - ☐ 0 Intelligence
  - ☐ 1 Wisdom
  - ☐ 0 Charisma

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

3

INITIATIVE

40 ft.

SPEED

HIT POINT MAXIMUM

121

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

Great Axe +10 1d12+5  
Dagger +7 1d4+5  
Throwing Knife +7 1d4+3

ATTACKS & SPELLCASTING

4970

- 2 potions mod healing

EQUIPMENT

- Dislikes civilization  
- Distrusts Magic (users)

PERSONALITY TRAITS

Text - Hunter: when I see my prey, it's as good as dead.

IDEALS

Text - Protect my friends

BONDS

Text - Reckless.

FLAWS

Rage

- Advantage on all strength rolls  
- +3 Damage  
- Resistance to bludge/pier/slash

Unarmored Defense

AC = 10 + Dex mod + Str. Mod

Reckless Attack

- Advantage on your attack  
- Enemy attacks have advantage until next round.

Danger Sense

- Advantage on Dex saving throws for effects you can see

Extra Attack

- Attack twice per round

Feral Instinct

- Advantage on initiative rolls

Brutal Critical

- 3 damage dice!

FEATURES & TRAITS





Krom the Grim

CHARACTER NAME

37

AGE

Brown

EYES

6'0"

HEIGHT

Tan

SKIN

200 lbs

WEIGHT

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

### Hunter's Instinct

- From "Savage Land" background.
- In the wilderness, you can sense when something is on your trail.
- Although you lack details, you know when a pursuer is 600 feet or less away, and from what direction.

### Path of the Berserker (when raging)

- Frenzy - extra attack as bonus action
- Mindless Rage - can't be charmed or frightened

ADDITIONAL FEATURES & TRAITS

### Tavern Brawler

- Proficient w/ improvised weapons
- Unarmed strike 1d4
- When you hit with an unarmed strike or improvised weapon; you can grapple as a bonus action.

TREASURE

Feats etc.

CHARACTER BACKSTORY