

Barbarian 5

Farmer BACKGROUND

PLAYER NAME

Human

Lawful Good

EXPERIENCE POINTS



INTELLIGENCE

WISDOM

CHARISMA

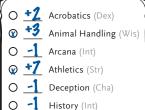
INSPIRATION

PROFICIENCY BONUS

* +7 Strength
• +2 Dexterity
* +6 Constitution
• -1 Intelligence

O -1 Intelligence
O +0 Wisdom
O -1 Charisma
SAVING THROWS

O +2 Acrobatics (Dex)
W +3 Animal Handling (Wis)



O +0 Insight (Wis)
O -1 Intimidation (Cha)
O -1 Investigation (Int)
O +0 Medicine (Wis)

✓ Medicine (Wis)
✓ +2 Nature (Int)
✓ +3 Perception (Wis)

Religion (Int)

Survival (Wis)

O -1 Performance (Cha)
O -1 Persuasion (Cha)

O +2 Sleight of Hand (Dex)

• Stealth (Dex)

SKILLS

15
ARMOR CLASS

INITIATIVE

Hit Point Maximum 65

65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5**Successes 0=0=0

Failures 0=0

Death saves

ATK BONUS DAMAGE/TYPE

- Balance: Onurima sees battle as a reflection of life's cycles-chaos and growth are inseparable. She often counsels patience and forethought but can unleash a primal fury when the moment demands it.

PERSONALITY TRAITS

- Interconnectedness: Every being is a leaf on the World Tree; strength comes from understanding one's place in the grand design.

IDEALS

- Tribal Legacy: Onurima's scar is a symbol of her connection to her ancestors and her duty to honor their traditions through every victory.

· · BONDS

 Recklessness: Her love of the fight can sometimes blind her to the risks, endangering herself and others.

FLAWS

Features: Panger Sense, Extra Attack, Fast Movement,

Mage Slayer, Primal Knowledge, Rage, Reckless Attack,

.



ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple, Martial;
Armor: Light, Medium, Shields;
Tools: Carpenter's Tools;
Languages: Common, Giant, Goblin

OTHER PROFICIENCIES & LANGUAGES

+1 Greataxe, Gauntlets of Ogre Power,
Handaxe, Handaxe, Handaxe, Handaxe,
Shovel, Sickle, Traveler's Clothes,
Unarmed Strike

D

EP

O

EQUIPMENT

Resourceful, Skillful: Stealth, Tough, Unarmored Defense,
Versatile, Vitality of the Tree

FEATURES & TRAITS

