

Onurima of Voord

CHARACTER NAME

Barbarian 5

CLASS & LEVEL

Human

RACE

Farmer

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

19

+4

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

10

+0

CHARISMA

8

-1

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☒ +7 Strength
 - ☐ +2 Dexterity
 - ☒ +6 Constitution
 - ☐ -1 Intelligence
 - ☐ +0 Wisdom
 - ☐ -1 Charisma

- SKILLS
- ☐ +2 Acrobatics (Dex)
 - ☒ +3 Animal Handling (Wis)
 - ☐ -1 Arcana (Int)
 - ☒ +7 Athletics (Str)
 - ☐ -1 Deception (Cha)
 - ☐ -1 History (Int)
 - ☐ +0 Insight (Wis)
 - ☐ -1 Intimidation (Cha)
 - ☐ -1 Investigation (Int)
 - ☐ +0 Medicine (Wis)
 - ☒ +2 Nature (Int)
 - ☒ +3 Perception (Wis)
 - ☐ -1 Performance (Cha)
 - ☐ -1 Persuasion (Cha)
 - ☐ -1 Religion (Int)
 - ☐ +2 Sleight of Hand (Dex)
 - ☒ +5 Stealth (Dex)
 - ☒ +3 Survival (Wis)

15

ARMOR CLASS

+2

INITIATIVE

40

SPEED

Hit Point Maximum 65

65

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 5

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

- 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: Danger Sense, Extra Attack, Fast Movement, Mage Slayer, Primal Knowledge, Rage, Reckless Attack, Resourceful, Skillful: Stealth, Tough, Unarmored Defense, Versatile, Vitality of the Tree

13

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

45

PP

0

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

EQUIPMENT

FEATURES & TRAITS



Onurima of Voord

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Born into a proud and self-reliant tribe nestled in the rugged foothills, Onurima was raised with a profound respect for the natural world and the spiritual forces that bind it. Her people honored the cosmic tree Yggdrasil as the axis of all existence, and from an early age, Onurima felt its pull. She trained as a warrior to protect her tribe, but her true awakening came during a meditative ritual under the boughs of a massive oak, where she first felt the roots of Yggdrasil touch her soul. When the Empire encroached on her homeland, her tribe chose submission to preserve their way of life. For Onurima, this was not defeat but a sign that even the strongest roots must sometimes bend to survive. She enlisted in the Imperial army to act as both protector of her people and seeker of knowledge. Within the army, she honed her connection to the World Tree, drawing on its magic for vitality and navigating its paths to safeguard her family from afar.

Her most significant moment came during an ambush by rebel forces. Surrounded and outnumbered, Onurima reached deep within herself, channeling the energy of Yggdrasil. Her strikes became infused with otherworldly power, and with each swing, she seemed to grow stronger, her enemies faltering as if they too could feel the weight of the infinite cosmos. Her actions turned the ...

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Backpack, Bedroll, Healer's Kit, Iron Pot, 2 Oil, 10 Rations, Rope, Tinderbox, 10 Torch, Waterskin

TREASURE



<div></div> <div>SPELLCASTING ABILITY</div>	<div>11</div> <div>SPELL SAVE DC</div>	<div>+3</div> <div>SPELL ATTACK BONUS</div>
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0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9