

Barbarian 5

Farmer BACKGROUND

PLAYER NAME

Human

Lawful Good

others.

EXPERIENCE POINTS



WISDOM

CHARISMA



PROFICIENCY BONUS

- **+7** Strength O +1 Dexterity **+6** Constitution - Intelligence O +0 Wisdom O 1 Charisma
- O +1 Acrobatics (Dex) Animal Handling (Wis) O - Arcana (Int) Athletics (Str) O - Deception (Cha)

SAVING THROWS

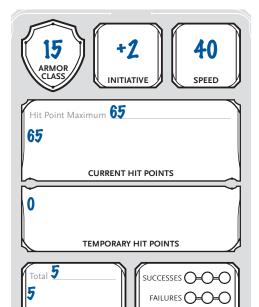
O +0 Insight (Wis) Intimidation (Cha) O ____ Investigation (Int) O + Medicine (Wis)

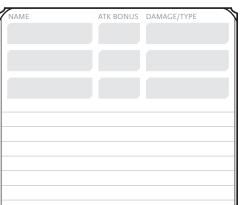
O - History (Int)

- **+3** Perception (Wis) O - Performance (Cha)
- O Persuasion (Cha) Religion (Int) O +2 Sleight of Hand (Dex)
- Survival (Wis)

Stealth (Dex)

SKILLS PASSIVE WISDOM (PERCEPTION)





DEATH SAVES

HIT DICE

- 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



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

FLAWS

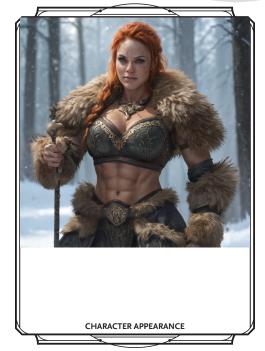
Weapons: Simple, Martial; Armor: Light, Medium, Shields; Tools: Carpenter's Tools; Languages: Common, Giant, Goblin

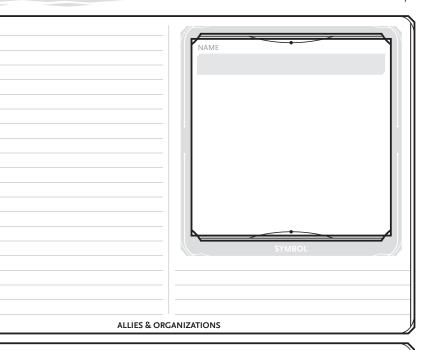
OTHER PROFICIENCIES & LANGUAGES

+1 Greataxe, Gauntlets of Ogre Power, 4 Handaxe, Shovel, Sickle, Traveler's Clothes, Unarmed Strike **EQUIPMENT**



AGE HEIGHT WEIGHT EYES SKIN HAIR





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

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

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER BACKSTORY

