



CHARACTER					
NAME Brokkr Osvifsson the Unworthy			PLAYER Scott David Gray		
CLASS/LEVEL	Barbarian 1	ANCESTRY	Dwarf	EXPERIENCE	0
BACKGROUND	Blacksmith	ALIGNMENT	Chaotic Good	DEITY	Reymenda
SIZE	Medium	AGE	49	HEIGHT	50
				WEIGHT	185
GENDER	Male	HAIR	Multi-colored, spiky, black beard	EYES	Black and bloodshot
				SKIN	Tattooed
LANGUAGE(S) Common, Dwarven					

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
20 ft.	15	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
25	25	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception (Wis)	+4	=	+2	●	●	●

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort (Con)	+5	=	+2	●	●	●
Ref (Dex)	+1	=	+1	●	●	●
Will (Wis)	+4	=	+2	●	●	●

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
TAC TOUCH ARMOR CLASS	13	=10+1	●	●	●	●
AC ARMOR CLASS	15	=10+1	●	●	●	●

SKILLS						
	TOTAL	ABILITY MOD	T	E	M	L
ACROBATICS (DEX)	-5	=	+1	●	●	●
ARCANA (INT)	-1	=	+0	●	●	●
ATHLETICS (STR)	+1	=	+4	●	●	●
CRAFTING (INT)	+1	=	+0	●	●	●
DECEPTION (CHA)	-2	=	-1	●	●	●
DIPLOMACY (CHA)	-2	=	-1	●	●	●
INTIMIDATION (CHA)	+0	=	-1	●	●	●
MEDICINE (WIS)	+1	=	+2	●	●	●
NATURE (WIS)	+1	=	+2	●	●	●
OCCULTISM (INT)	-1	=	+0	●	●	●
PERFORMANCE (CHA)	-2	=	-1	●	●	●
RELIGION (WIS)	+1	=	+2	●	●	●
SMITHING LORE (INT)	+1	=	+0	●	●	●
SOCIETY (INT)	-1	=	+0	●	●	●
STEALTH (DEX)	-5	=	+1	●	●	●
SURVIVAL (WIS)	+1	=	+2	●	●	●
THIEVERY (DEX)	-5	=	+1	●	●	●
Signature skill Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
◆ Ancient's Blood	You gain a +2 circumstance bonus to the triggering saving throw.
◆ Rage	(-1 AC, +2 damage, +4 temp HP, 3 /round)
◆ When raging	gain -1 AC, +2 damage, +4 temp HP for 3 rounds.
◆ Sudden Charge	Stride up to double your Speed and make a melee Strike.

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	18	+4
DEX Dexterity	12	+1
CON Constitution	16	+3
INT Intelligence	10	+0
WIS Wisdom	14	+2
CHA Charisma	8	-1

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
0	0	0	-1	+1

EQUIPMENT	
NAME	BULK
Weapons	
Falchion (Trained)	2
Fist (Trained)	
Armor	
Breastplate (Trained)	2
Gear	
Backpack (3 @ 1.2 blk)	L
Bedroll	L
Belt pouch (1 @ 0 blk)	–
Climbing kit	1
Clothing, ordinary (4 @ 1.5 blk)	–
Flint and steel	–
Rations (day)	L
Religious symbol, wooden	L
Waterskin	L
5/14 bulk	

WEALTH
0 cp 0 sp 0 gp 0 pp

OTHER

WEAPON PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons

WEAPONS	
NAME	WEAPON PROPERTIES
Falchion (Trained)	Melee +4 / -1 / -6
	Damage 1d10+4 S
	Critical 2d10+8
Fist (Trained)	Traits Forceful, sweep
	Melee +4 / +0 / -4
	Damage 1d4+4 B
	Critical 2d4+8
Traits Agile, finesse, nonlethal, unarmed	

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◆◆	Sudden Charge Stride up to double your Speed and make a melee Strike.

ARMOR PROFICIENCIES
TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, Unarmored defense

ABILITIES AND FEATS			
Anathema			
Failing to accept a personal challenge of your strength.			
Ancient's Blood			
You gain a +2 circumstance bonus to the triggering saving throw.			
Darkvision			
You can see in the dark (black and white only).			
Rage (-1 AC, +2 damage, +4 temp HP, 3 /round)			
When raging gain -1 AC, +2 damage, +4 temp HP for 3 rounds.			
Specialty Crafting			
+2 circumstance bonus on Crafting checks to Craft items of selected specialty.			
Sudden Charge			
Stride up to double your Speed and make a melee Strike.			
Titan Mauler (Totem Ability)			
Use larger sized weapons and double your rage damage but you have the sluggish 1 condition.			
WEAPONS		AMMUNITION	
GEAR		SNARES	
		ALCHEMICAL ITEMS	
		MAGIC ITEMS	

EXPERIENCE POINTS		NOTES
EXPERIENCE	NEXT LEVEL	<p>Brokkr was born on Desna 25, 4669. His family made weapons for Mendev's crusaders, and were known as excellent smiths.</p> <p>=====</p> <p>Brokkr's Father Alfgeir managed the forge, engineering improvements, and overseeing manufacture. His mother Freydis handled supply, purchases, and sales. His brother Eitri was the master smith, working the metal.</p> <p>=====</p> <p>Brokkr didn't have the artistry of others in his family, but he had the strength. So he worked the bellows. Keeping the bellows to an even powerful rhythm is a vital job. Loving his mother, father, and brother, and working to supply the great and noble warriors in Mendev, Brokkr did it well and faithfully.</p> <p>=====</p> <p>Brokkr was proud of his capacity and position, and was honored when his family was chosen to outfit the newest batch of recruits to the Order of the Nail, on tehirst first crusade.</p> <p>=====</p> <p>When the terrible news came back, that the new unit had fallen to a unit of Bearded Devils, the family was shocked. When the Lictor Severs DiViri brought the weapons back, it was clear why the unit had fallen. Most of the weapons had been sundered. But the breaks did not show either a narrowing or over-working of the metal, which would have implicated Eitri. And they did not show the pcks of stains that would have indicated a problem with teh forge, or with the ingots supplied. Rather, the lack of other signs as to what had made the weapons brittle, demonstraded to Brokkr that the fault had been his, in inconstant temperature in the forge.</p> <p>=====</p> <p>Brokkr left that night, leaving his Torag medallion behind. He took the tattoos, and hair dyes, and wild shaven hair of a dwarf sworn to die in battle, to restore the honor he had cost his family. He swore his oath to Reymenda, the Empyrean Lady of childlessness, that he would father no children, that he would personally avenge the mothers whose children he had lost, and he took the mantle of the troll slayer.</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
0 XP	3 XP	
Gained:		

EQUIPMENT DESCRIPTIONS
Weapons
Falchion
Fist
Armor
Breastplate
Gear
Backpack (3 @ 1.2 blk)
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
Bedroll
Belt pouch (1 @ 0 blk)
A belt pouch can hold up to 4 items of light Bulk.
Climbing kit
This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.
Clothing, ordinary
Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.
Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
Rations (day)
Religious symbol, wooden
This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.
Waterskin

ABILITY DESCRIPTIONS

Anathema

Each totem lists acts that are anathema to it. Whenever you perform such acts, you lose the totem's power and any totem feats until you spend 1 day of downtime recentering yourself, though you keep all other barbarian abilities.

Ancient's Blood

Your ancestors' innate resistance to magic has manifested in you. You gain a +2 circumstance bonus to the triggering saving throw.

Darkvision

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block darkvision. However, a creature with greater darkvision can see through even these forms of magical darkness

Rage

You begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier and enter a state of pure rage that lasts for 3 rounds. While you are raging, you are affected in these ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons and unarmed Strikes. The bonus is halved if your weapon or unarmed Strike is agile. This bonus increases by 1 at level 3 and every 4 levels thereafter.
- Take a -1 penalty to AC.
- You can't use actions that have the concentrate trait unless they also have the rage trait. The Seek basic action gains the rage trait while you're raging.

After you have stopped raging, you lose any remaining temporary Hit Points from using the Rage action, you can't use Rage again for 1 round, and you are fatigued for 1 round. You can't voluntarily stop raging. If you stop raging before its usual duration expires, you are fatigued and can't Rage again until after the end of your next turn.

Specialty Crafting

Your training focused on Crafting one particular kind of item. Select one of the specialties listed below; you gain a +2 circumstance bonus on Crafting checks to Craft items of that type. If it's unclear whether the specialty applies, the GM decides. Some specialties might only partially apply. For example, if you were making a morningstar and had specialty in woodworking, the GM might give you half your bonus because the item requires both blacksmithing and woodworking.

Alchemy* - Alchemical items such as elixirs

Artistry - Fine art, including jewelry

Blacksmithing - Durable metal goods, including metal armor

Bookmaking - Books and paper

Glassmaking - Glass, including glassware and windows

Leatherworking - Leather goods, including leather armor

Pottery - Ceramic goods

Shipbuilding - Ships and boats

Stonemasonry - Stone goods and structures

Tailoring - Clothing

Weaving - Textiles, baskets, and rugs

Woodworking - Wooden goods and structures

* You must have the Alchemical Crafter skill feat to Craft alchemical items.

Sudden Charge

With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Titan Mauler (Totem Ability)

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You also gain access to your choice of weapon at character creation. When you are wielding such a weapon in combat, double your conditional bonus to damage rolls from raging, but you have the sluggish 1 condition (see page 324) because of the weapon's unwieldy size. You can't remove this sluggish condition or ignore its penalties by any means while you're wielding the weapon.