

# MINA

## HUMAN BARBARIAN 2nd Level



<b>17 STR</b>	<b>17 DEX</b>	<b>14 CON</b>
+3	+3	+2
<b>11 INT</b>	<b>13 WIS</b>	<b>13 CHA</b>
+1	+2	+2
+2 Proficiency		30' Speed
+5 STR saving throw		+4 CON saving throw

### ABILITIES

#### Frenzied attack

When Mina rages she can choose to be relentless, which means she can attack twice per round. But then she becomes exhausted (all Ability checks are rolled at Disadvantage) until she get eight hours of rest.

### SKILLS

Acrobatics +5  
Athletics +5  
Persuasion +4

#### Reckless Attack

Mina can choose to attack recklessly. If she does, she gets Advantage on all of her attacks. But also, attacks on her are at Advantage.

### RAGE

Mina can rage twice per day for one minute. When she rages she gets the following effects:

**Half Damage** from weapon attacks

**Bonus Damage** +2 on damage for all attacks.

**Strength Advantage** on Strength saving throws and ability checks.

SHORT  
SWORD

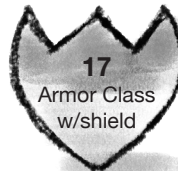
+5  
to hit

1d8+3  
to damage

SWORD  
W/ RAGE!

+7  
to hit

1d8+5  
to damage



### EQUIPMENT

Gold engraved shield gauntlet, shiny black leather shoes, small pouch of 5 magical beans that extend her rage by 1 minute, adventurer's pack with spikes, hammer, chisels and 50' of lightweight rope

### TREASURE

35 Gold

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Mina has a twin brother named Pitr, they both grew up in the forests just outside of Tumbledowns. While Pitr showed a natural talent for magic and conjuration, Mina has always preferred a more blunt approach to problem solving. Mina joined the Warriors guild at the age of 5 and has been steadily climbing in the apprentice ranks ever since. She trains every day, and her skills with a blade are quickly becoming legendary among the kids and back alley street waifs of the town.

At the guild, Mina spends a lot of time cleaning and doing chores. She's sick and tired of being an apprentice and just needs to log one big heroic adventure to graduate to Journeyman. The only thing holding her back are her impetuous and somewhat reckless attitude...

...and her temper. When she gets into a tantrum, everyone look out!

*PERSONALITY TRAIT: "Ok - there are two ways to solve this problem. And one of them involves you bleeding!"*

*IDEAL: "Ok - can I start stabbing things now?"*

*BOND: "I don't trust a lot of people, but when I do, it's forever."*

*FLAW: "Plans? Caution?! Those are whim words!"*

### UNARMORED DEFENSE

When Mina wears her shield gauntlet, her armor class is 17. Without the gauntlet, her AC is 15. A gauntlet is a long glove that extends up a person's forearms. Mina's gauntlet has a small, round shield attached called a buckler.

### FRENZIED ATTACKS

Normally a barbarian wouldn't have this ability until 3rd level, but Mina's skill as a warrior far exceeds everyone's expectations!

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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Proficiency	Speed	
Saving throw	Saving throw	

### ABILITIES

### SKILLS

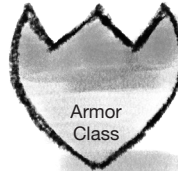
### SPELLS

to hit

to damage

to hit

to damage



Armor  
Class



Hit  
Points

### EQUIPMENT

### TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

