

# VALHALLA ICEBREAKER

HUMAN BARBARIAN 2nd Level



<b>13 STR</b>	<b>19 DEX</b>	<b>16 CON</b>
+2	+5	+3
<b>12 INT</b>	<b>9 WIS</b>	<b>13 CHA</b>
+1	-1	+2
+2 Proficiency		30' Speed
+7 STR saving throw		+5 CON saving throw

## ABILITIES

**Danger Sense**  
Advantage on Dexterity saving throws

**Twin Attacks**  
If he chooses combat, Val attacks twice on his turn: once with the primary tip of his blade and once with his off-hand. His off-hand attack does less damage.

## SKILLS

Acrobatics +7  
Survival +1  
Persuasion +4

**Reckless Attack**  
Val can choose to attack recklessly. If he does, he gets Advantage on all of his attacks. But all attacks against him are also at Advantage.

## RAGE

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

**Half Damage** Val takes half damage, (round down) from all weapon attacks.

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

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

RIGHT  
HAND  
SWING

+7  
to hit

1d10+5  
to damage

OFF-  
HAND  
SWING

+7  
to hit

1d10  
to damage



## EQUIPMENT

Double-bladed sword staff, warm boots, wolfskin cloak, sleeping furs, food kit, wine skin, tinderbox, rope.

## TREASURE

8 Gold

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Valhalla Icebreaker, or Val for short, was raised in a family of sailors and fishermen in the remote township of Frosthelm. Growing up fishing these icy waters gave Val strong, sinewy arms and sharp eyes. But life on the sea holds little charm for Val, and he dreams of wealth and adventure. Three months ago, he met an old Witch who told him of his destiny: he was born to sit on the throne of men and rule a kingdom beyond measure. The Witch was likely loopy on Dreamberries at the time, but Val ignores this part.

Grand destinies do not start in a fishing boat's hold, standing up to his knees in sardines.

So the first chance he gets, Val sneaks off while hunting rabbits in the hills above Frosthelm. His goal is to make his way to Haven, the massive Human city in the South. But unable to pay passage through Fort Stonepeak, he continues to search for another way around.

Val is training himself as an expert in a rare weapon, a double-bladed sword staff. As noted on the front of his character sheet, he gets two swings every turn with his staff: one with his primary hand and another with his off-hand.

**Personality** *“Did you mention treasure?”*

**Ideal** *“What do you think of ‘King Val’? Or ‘Lord Valhala’? ‘Emperor Icebreaker, Master of the Icy Coast, Protector of the Northern Lands’? Too much?”*

**Bond** *“My destiny lies before me like the open sea. Only I can chart the course.”*

**Flaw** *“Did you mention treasure?”*

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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**

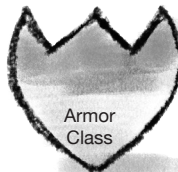
**RAGE**

to hit

to damage

to hit

to damage



Armor  
Class



Hit  
Points

**EQUIPMENT**

**TREASURE**

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

