

Kit Caeladon CHARACTER NAME Outlander BACKGROUND Goliath SPECIES	Barbarian CLASS Wild Magic SUBCLASS	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">3</div> </div> LEVEL XP	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">14</div> </div> ARMOR CLASS SHIELD	HIT POINTS <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> 35 CURRENT </div> <div style="width: 45%;"> 35 TEMP MAX </div> </div>	HIT DICE SPENT 3d12 MAX	DEATH SAVES SUCCESSES FAILURES
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DUNGEONS & DRAGONS

PROFICIENCY BONUS <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">+2</div>	INTELLIGENCE <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">-1</div> <div style="margin: 0 10px;">8</div> </div> MODIFIER SCORE	INITIATIVE <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">2</div>	SPEED <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">30 ft</div>	SIZE <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">medium</div>	PASSIVE PERCEPTION <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">13</div>
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STRENGTH

+3

17

 MODIFIER SCORE
☒ +5 Saving Throw
☒ +5 Athletics

☐ -1 Saving Throw
☐ -1 Arcana
☐ -1 History
☐ -1 Investigation
☐ -1 Nature
☐ -1 Religion

DEXTERITY

+2

14

 MODIFIER SCORE
☐ +2 Saving Throw
☒ +4 Acrobatics
☐ +2 Sleight of Hand
☐ +2 Stealth

☐ +1 Saving Throw
☒ +3 Animal Handling
☐ +1 Insight
☐ +1 Medicine
☒ +3 Perception
☒ +3 Survival

CONSTITUTION

+2

15

 MODIFIER SCORE
☒ +4 Saving Throw

CHARISMA

+1

13

 MODIFIER SCORE
☐ +1 Saving Throw
☐ +1 Deception
☒ +3 Intimidation
☐ +1 Performance
☐ +1 Persuasion

HEROIC INSPIRATION

★

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Handaxe x2	+5	1d6	Range: 20/60
Javelin x4	+5	1d6	Range: 30/120

CLASS FEATURES


Rage - bonus action
 unarmoured defense
 Danger sense
 Reckless attack
 Primal path
 Primal knowledge

EQUIPMENT TRAINING & PROFICIENCIES
 ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields
 WEAPONS
 Simple weapons, martial weapons
 TOOLS
 Flute

SPECIES TRAITS
 • count as one size larger for carrying and push, drag, or lift
 • resistance to cold damage
 • stone's endurance

FEATS

14 14 15 8 13 13



Total		Expended		Total		Expended		Total		Expended	
LEVEL 1	_____	◆◆◆◆		LEVEL 4	_____	◆◆◆◆		LEVEL 7	_____	◆◆	
LEVEL 2	_____	◆◆◆◆		LEVEL 5	_____	◆◆◆◆		LEVEL 8	_____	◆◆	
LEVEL 3	_____	◆◆◆◆		LEVEL 6	_____	◆◆◆◆		LEVEL 9	_____	◆◆	

COINS				
CP	SP	EP	GP	PP
			10	