



DUNGEONS & DRAGONS®

Zantwon the Wanderer

CHARACTER NAME

Barbarian 1

CLASS & LEVEL

Half Elf

RACE

Theif

BACKGROUND

Neutral

ALIGNMENT

chuggboarder

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH

+0

0

DEXTERITY

+2

0

CONSTITUTION

+1

0

INTELLIGENCE

+2

0

WISDOM

+0

0

CHARISMA

+2

0

INSPIRATION

+0

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +0 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

0

ARMOR CLASS

+0

INITIATIVE

25

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Daring. I like to make people take a chance. And I like to put them off balance.

PERSONALITY TRAITS

Creativity. The world is in need of new ideas and bold action. (Chaotic.)

IDEALS

I'm torn! Secretly, I'd like to go home. But my religious commitments have led me abroad...

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Short Sword	+4	1d4+2/b
Javelin	+2	1d6/b
Unarmed	+2	1/b

Wild Trait: Psionic anger power? barbarian

ATTACKS & SPELLCASTING

Features
Brave

0

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elven.
Weapons: Simple Weapons.
Armor: Light Armor, Shields.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

5 Javenins, Short Sword, Backpack, Bedroll, Mess Kit, Tinderbox, 10 Torches, 10 Days of Rations, Waterskin, 50 Feet of Hempen Rope, Pouch
Weight: 96 lb Capacity: 150 lb

EQUIPMENT

FEATURES & TRAITS



Zantwon the Wanderer

CHARACTER NAME

25

AGE

Green

EYES

6'9

HEIGHT

Tanned, fair

SKIN

190lbs

WEIGHT

Brown

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I am kin only to the road. The bastard son of an Elf raider and a human merchant. Both driven by their curiosity into a half-hearted unspoken companionship, they never married or parted from each's respective society. But their paths continued to cross, and inevitably, I showed up. Father had a rouse going where he would buy back the wares mother stole on the last raid. eventually some townsfolk grew wary of Father and suspect me a changeling. Would I BE so lucky! To be able to assume an unassuming form and blend into polite circles. Not me. I'm enraged by all that is polite, and its obvious.

CHARACTER background

ADDITIONAL FEATURES & TRAITS

TREASURE



psionics barbarian 1

SPELLCASTING
CLASS

PSI

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Fast Friends

Guidance (V/S/C)

Incite Greed

Motivational Speech

Sacred Flame (V/S)

Spirit Shroud

Thaumaturgy (V)

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ *Bane (V/S/M/C)*

☒ *Bless (V/S/M/C)*

☐ *Ceremony (V/S/M/R/\$)*

☒ *Charm Person (V/S)*

☐ *Command (V)*

☐ *Create Or Destroy Water (V/S/M)*

☒ *Cure Wounds (V/S)*

☐ *Detect Evil And Good (V/S/C)*

☒ *Detect Magic (V/S/R/C)*

☐ *Detect Poison And Disease (V/S/M/C)*

☒ *Disguise Self (V/S)*

☒ *Guiding Bolt (V/S)*

☐ *Guiding Hand (V/S/R/C)*

☐ *Healing Word (V)*

☐ *Inflit Wounds (V/S)*

☐ *Protection From Evil And Good (V/S/M/C)*

☐ *Purify Food And Drink (V/S/R)*

☐ *Sanctuary (V/S/M)*

☐ *Shield Of Faith (V/S/M/C)*

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☐ *Aid (V/S/M)*

☐ *Augury (V/S/M/R/\$)*

☐ *Blindness/Deafness (V)*

☒ *Calm Emotions (V/S/C)*

☐ *Continual Flame (V/S/M/\$)*

☐ *Enhance Ability (V/S/M/C)*

☐ *Find Traps (V/S)*

☐ *Gentle Repose (V/S/M/R)*

☐ *Hold Person (V/S/M/C)*

☐ *Lesser Restoration (V/S)*

☐ *Locate Object (V/S/M/C)*

☒ *Mirror Image (V/S)*

☒ *Pass Without Trace (V/S/M/C)*

☐ *Prayer Of Healing (V)*

☐ *Protection From Poison (V/S)*

☐ *Silence (V/S/R/C)*

☒ *Spiritual Weapon (V/S)*

☐ *Warding Bond (V/S/M/\$)*

☐ *Zone Of Truth (V/S)*

3

2

☐ *Animate Dead (V/S/M)*

☒ *Aura Of Vitality (V/C)*

☐ *Beacon Of Hope (V/S/C)*

☐ *Bestow Curse (V/S/C)*

☒ *Blink (V/S)*

☐ *Clairvoyance (V/S/M/C/\$)*

☐ *Create Food And Water (V/S)*

☐ *Daylight (V/S)*

☒ *Dispel Magic (V/S)*

☐ *Feign Death (V/S/M/R)*

☐ *Glyph Of Warding (V/S/M/\$)*

☐ *Life Transference (V/S)*

☐ *Magic Circle (V/S/M/\$)*

☐ *Mass Healing Word (V)*

☐ *Meld Into Stone (V/S/R)*

☐ *Protection From Energy (V/S/C)*

☐ *Remove Curse (V/S)*

☐ *Revivify (V/S/M/\$)*

☐ *Sending (V/S/M)*

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SPILLS KNOWN



psionics barbarian 1

SPELLCASTING
CLASS

PSI

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

2

3

4

SLOTS TOTAL

SLOTS EXPENDED

1

4

3

2

5

SPELLS KNOWN

- ☐ --- Overflow ---
- ☐ Speak With Dead (V/S/M)
- ☐ Spirit Guardians (V/S/M/C)
- ☐ Tongues (V/M)
- ☐ Water Walk (V/S/M/R)