

DUNGEONS & DRAGONS®



Padg
CHARACTER NAME

Barbarian 4 CLASS & LEVEL	Outlander BACKGROUND	Sean PLAYER NAME
Human RACE	Neutral Good ALIGNMENT	0 EXPERIENCE POINTS

STRENGTH 17 +3	INSPIRATION
DEXTERITY 15 +3	+2 PROFICIENCY BONUS
CONSTITUTION 15 +3	<ul style="list-style-type: none"> <input checked="" type="radio"/> +5 Strength <input type="radio"/> +2 Dexterity <input checked="" type="radio"/> +4 Constitution <input type="radio"/> +1 Intelligence <input type="radio"/> -1 Wisdom <input type="radio"/> 0 Charisma
INTELLIGENCE 13 1	SAVING THROWS
WISDOM 9 -1	<ul style="list-style-type: none"> <input type="radio"/> 2 Acrobatics (Dex) <input checked="" type="radio"/> 1 Animal Handling (Wis) <input checked="" type="radio"/> 1 Arcana (Int) <input type="radio"/> +5 Athletics (Str) <input type="radio"/> 0 Deception (Cha) <input type="radio"/> 1 History (Int) <input type="radio"/> -1 Insight (Wis) <input type="radio"/> 0 Intimidation (Cha) <input type="radio"/> 1 Investigation (Int) <input type="radio"/> -1 Medicine (Wis) <input checked="" type="radio"/> 3 Nature (Int) <input checked="" type="radio"/> 1 Perception (Wis) <input type="radio"/> 0 Performance (Cha) <input type="radio"/> 0 Persuasion (Cha) <input type="radio"/> 1 Religion (Int) <input type="radio"/> 2 Sleight of Hand (Dex) <input type="radio"/> 2 Stealth (Dex) <input checked="" type="radio"/> 1 Survival (Wis)
CHARISMA 11 0	SKILLS

18 ARMOR CLASS	+2 INITIATIVE	30 SPEED
Hit Point Maximum 39		
39 CURRENT HIT POINTS		
39 TEMPORARY HIT POINTS		
Total 4	SUCCESES	FAILURES
1d12 HIT DICE	○○○	○○○
DEATH SAVES		

A victorious fight, a good meal, and time with good friends is all I need.
PERSONALITY TRAITS

Glory. Nothing is better than roaring cheers from my IDEALS

I'll fight monsters through my last breath
BONDS

My people have a bad reputation. (Disadvantage)
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Two Hande	+5	2d6 Slash
Throwing a	+5	1d6 Falsh
Javelin	+5	1d6 Pierce

ATTACKS & SPELLCASTING

Rage
Unarmored Defense
Geographical memory

2/Day +2 to strength melee damage, advantage on saves resistance vs Slashing, Bludgeoning and Piercing

+Con to AC when unarmoured

Adv on attacks when giving to hit adv to opponents facing

Adv on dex sv if I can see it coming.

Archetype - Zealot
First hit/Round +1d6 Radiant

Any spell bringing him from the dead does not require

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Musical Instrument Fife

Common
Dwarvish
Fae

Light & Medium Armour
Shields

OTHER PROFICIENCIES & LANGUAGES

Two Handed Sword
2 Throwing Axes
4 Javelins
Explorer's Kit
Holy Symbol (rock)
Belt Pouch
Fife
Banded Armour
Explorers' Pack
One set of commoner

EQUIPMENT



Padg

CHARACTER NAME

17

AGE

6'1"

HEIGHT

250 lbs

WEIGHT

Dark Blue

EYES

Light

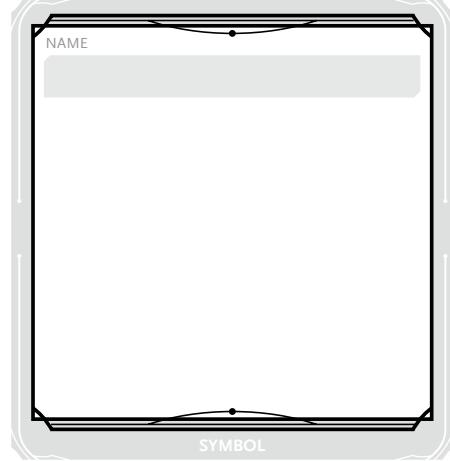
SKIN

Silverish Blonde

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



A young man a very long way from home. Padg is off, seeking foes to slay for his god, and to accomplish this, and win a wife. The lass back home is called Melli, and he is not the only suitor.

As for the god, he is sworn to slay at least a thousand monsters before considering returning to his village. (Note: Monsters. And not HD)

He (sort of) understands clerics, although, shamen would be a better word.

He has a dislike for mages, both he and his god are on the fence as to whether they count as monsters.

CHARACTER BACKSTORY

He is fifth in a family of eight.

Mother and father are both alive and well, when he left.

His two oldest brothers have fallen in battle, his oldest sister is married and on her way to her second child. His other older brother is a hunter of the village, and has won his wife.

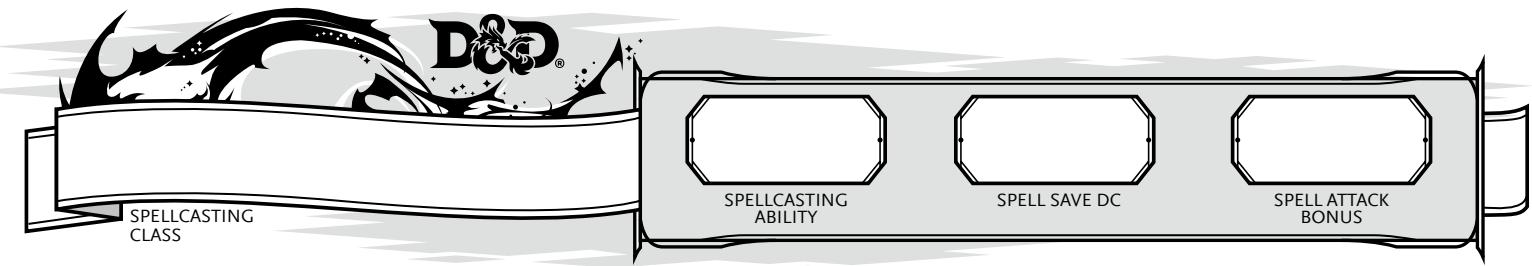
His two younger brothers are in training and his youngest sister is still at his mother's breasts.

The only exceptional thing which has occurred in his life is being selected to join the trial of slaying as his marriage winning contest. There are three other men out there, and if one doesn't return, it is the god's will.

Life in the white south is harsh, metals are plentiful while game is

ADDITIONAL FEATURES & TRAITS

TREASURE



The character sheet is organized into three vertical columns, each representing a different spell level. Each column contains a header box at the top with a level number (0, 1, 2, 3, 4, 5, 6, 7, 8, 9) and a row of ten lines for writing spell names or descriptions.

- CANTRIPS:** Level 0 section.
- SPELLS KNOWN:** Level 1 section. Includes a "PREPARED" checkbox and a "SPELL NAME" label.
- SPELL SLOTS:** Levels 2 through 9 sections. Each includes a "SLOTS TOTAL" and "SLOTS EXPENDED" label.

The sheet features decorative borders and a central vertical spine with horizontal lines, giving it a bound notebook appearance.