

Padg

CHARACTER NAME

Barbarian 4

CLASS & LEVEL

Human

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

Sean

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

15

+3

CONSTITUTION

15

+3

INTELLIGENCE

13

1

WISDOM

9

-1

CHARISMA

11

0

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- +2 Dexterity
- +4 Constitution
- +1 Intelligence
- -1 Wisdom
- 0 Charisma

SAVING THROWS

- 2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str)
- 0 Deception (Cha)
- 1 History (Int)
- -1 Insight (Wis)
- 0 Intimidation (Cha)
- 1 Investigation (Int)
- -1 Medicine (Wis)
- 3 Nature (Int)
- 1 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 1 Religion (Int)
- 2 Sleight of Hand (Dex)
- 2 Stealth (Dex)
- 1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 39

39

CURRENT HIT POINTS

39

TEMPORARY HIT POINTS

Total 4

1d12

HIT DICE

SUCCESSES

FAILURES

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

CP

SP

EP

GP

PP

50

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

Dark Blue

EYES

6'1"

HEIGHT

Light

SKIN

250 lbs

WEIGHT

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 is plentiful while game is

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN