

Barbarian lv 1

Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

20

+5

DEXTERITY

14

+2

CONSTITUTION

17

+3

INTELLIGENCE

8

-1

WISDOM

12

+1

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +2 Dexterity
- ☒ +5 Constitution
- ☐ -1 Intelligence
- ☐ +1 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 15

15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

greataxe

+7

1d12 sla

handaxe

+7

1d6 sla

javelin

+7

1d6 pier

2 handaxes

2 javelins

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

proficient equipment: light and medium armor, shields, simple and martial weapons

proficient skills: perception, survival, athletics, intimidation

Languages: common, orcish, dwarven

OTHER PROFICIENCIES & LANGUAGES

CP

10 gp

SP

EP

GP

PP

explorer's pack,
traveler clothes,
staff, hunting trap,
animal trophy, belt
pouch, musical
instrument

EQUIPMENT

FEATURES & TRAITS

darkvision
menacing
relentless endurance
savage attacks
barbarian rage
unarmored defense



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

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

5

8

9

SPELLS KNOWN