

Nalla Pathfinder Ogolakanu

CHARACTER NAME

Barbarian, lvl

CLASS & LEVEL

Goliath

RACE

Outlander

BACKGROUND

Neutral

ALIGNMENT

Alina

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

-1

8

0

INSPIRATION

+2

PROFICIENCY BONUS

- ⊙ +5 Strength
- +1 Dexterity
- ⊙ +5 Constitution
- +0 Intelligence
- +1 Wisdom
- -1 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30ft

SPEED

Hit Point Maximum 35

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12 per

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

The most talented (smart, strong) person should rule

IDEALS

BONDS

Competitive, trying to beat my own score

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword +5 1d8+3(+2)

2 hand axe +5 1d6+3(+2)

4 javelins +5 1d4+3(+2)

Longsword: one hand 1d8,

two hands 1d10

Shield: while holding AC +2

Rages:

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Languages: common, giant, draconic

Acclimated to high altitude,

adapted to cold climates

Proficient at drum

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

400

Sword, 2 hand axes, 4 javelins, adventurer's clothes, walking stuff, hunting trap, trophie from a killed animal, bedroll, mess kit, tinderbox, torch (10), rations (10), waterskin, hempen rope (50ft)

EQUIPMENT

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total (once per rest).

Reckless Attack: When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

FEATURES & TRAITS



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CHARACTER NAME

22

AGE

Green

EYES

2,16cm (7.1ft)

HEIGHT

White

SKIN

136kg (300lbs)

WEIGHT

Red

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Driven competitor  
Fair play  
Survival of the fittest

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.  
Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

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