



GOLIATH
RACE

3RD-LEVEL FIGHTER (CHAMPION)
LEVEL & CLASS

OUTLANDER
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+0

10

WISDOM

-1

8

CHARISMA

+1

12

+2

PROFICIENCY BONUS

- +5 Strength
- ___ Dexterity
- +5 Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

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

SKILLS

11

PASSIVE WISDOM
(PERCEPTION)

16

ARMOR
CLASS

+1

INITIATIVE

30
FEET

SPEED

Hit Point Maximum **31**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1D10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
GREATAXE	+5	1D12+3 SLASHING
HEAVY CROSSBOW ¹	+3	1D10+1 PIERCING
HAND AXE ²	+5	1D6+3 SLASHING

¹ YOU CAN FIRE A HEAVY CROSSBOW 100 FT., OR UP TO 400 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

² YOU CAN THROW A HAND AXE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

I ONCE RAN 25 MILES WITHOUT STOPPING TO WARN MY CLAN OF AN APPROACHING ORC HORDE. I'D DO IT AGAIN IF I HAD TO.

I PLACE NO STOCK IN WEALTHY OR WELL-MANNERED FOLK. MONEY AND MANNERS WON'T SAVE YOU FROM A HUNGRY OWLBEAR.

PERSONALITY TRAITS

HONOR. IF I DISHONOUR MYSELF, I DISHONOUR MY WHOLE CLAN.

IDEALS

MY FAMILY, CLAN OR TRIBE IS THE MOST IMPORTANT THING IN MY LIFE, EVEN WHEN THEY ARE FAR FROM ME.

BONDS

I AM SLOW TO TRUST MEMBERS OF OTHER RACES, TRIBES AND SOCIETIES.

FLAWS

STONE'S ENDURANCE. WHEN YOU TAKE DAMAGE, YOU CAN USE YOUR REACTION TO ROLL D12+3 AND REDUCE THE DAMAGE BY THAT TOTAL. AFTER YOU USE THIS TRAIT, YOU CAN'T USE IT AGAIN UNTIL YOU FINISH A SHORT OR LONG REST.

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'VE ACCLIMATED TO HIGH ALTITUDE, INCLUDING ELEVATIONS ABOVE 20,000 FT. YOU'RE ALSO NATURALLY ADAPTED TO COLD CLIMATES, AS DESCRIBED IN CHAPTER 5 OF THE DMG.

GREAT WEAPON FIGHTING. WHEN YOU ROLL A 1 OR 2 ON A DAMAGE DIE FOR A TWO-HANDED MELEE WEAPON ATTACK, YOU CAN REROLL THE DIE, BUT MUST USE THE NEW ROLL. (THE WEAPON MUST HAVE THE TWO-HANDED OR VERSATILE PROPERTY.)

SECOND WIND. YOU HAVE A LIMITED WELL OF STAMINA THAT YOU CAN DRAW UPON TO PROTECT YOURSELF FROM HARM. ON YOUR TURN, YOU CAN USE A BONUS ACTION TO REGAIN 1D10+3 HIT POINTS. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

ACTION SURGE. ONCE PER SHORT OR LONG REST, YOU CAN PUSH YOURSELF BEYOND YOUR NORMAL LIMITS. ON YOUR TURN, YOU CAN TAKE AN EXTRA ACTION.

IMPROVED CRITICAL. YOUR WEAPON ATTACKS SCORE A CRITICAL HIT ON A ROLL OF 19 OR 20.

WANDERER. YOU HAVE AN EXCELLENT MEMORY FOR MAPS AND GEOGRAPHY AND YOU CAN ALWAYS RECALL THE GENERAL LAYOUT OF TERRAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. IN ADDITION, YOU CAN FIND FOOD AND FRESH WATER FOR YOURSELF AND UP TO FIVE OTHER PEOPLE EACH DAY, PROVIDED THAT THE LAND OFFERS BERRIES, SMALL GAME, WATER, AND SO FORTH.

PROFICIENCIES. ALL ARMOUR AND SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS, WOODEN FLUTE.

LANGUAGES. COMMON, GIANT, ELVISH.

OTHER PROFICIENCIES & LANGUAGES

CP STAFF
SP HUNTING TRAP
EP SET OF TRAVELER'S CLOTHES

SP CHAINMAIL¹
EP GREATAXE
CP HEAVY CROSSBOW
PP BOLTS () () () () () () () ()
() () () () () () () ()

EP HAND AXES (2)

CP BACKPACK
CP BEDROLL
CP MESS KIT
CP TINDERBOX
PP TORCHES () () () () () () () ()
PP RATIONS () () () () () () () ()
PP WATERSKIN
PP 50 FT. HEMPEN ROPE

¹ WHILE WEARING CHAINMAIL, YOUR DEXTERITY (STEALTH) CHECKS ARE MADE WITH DISADVANTAGE.

EQUIPMENT