

GOLIATH

3RD-LEVEL **FIGHTER** (CHAMPION) LEVEL & CLASS

OUTLANDER

BACKGROUND

MEDIUM

DESCRIPTION

PLAYER

CHARACTER NAME



PROFICIENCY BONUS

+5 Strength

Dexterity <u>+5</u> Constitution

_ Intelligence O ____ Wisdom

O ____ Charisma

SAVING THROWS



CONSTITUTION

16

INTELLIGENCE

10

WISDOM

8

CHARISMA

12

_ Acrobatics (Dex)

O ____ Animal Handling (Wis)

___ Arcana (Int)

+5 Athletics (Str)

_ Deception (Cha)

O ____ History (Int)

O ____ Insight (Wis)

O ____ Investigation (Int)

Medicine (Wis)

O ____ Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

O ____ Religion (Int)

O ____ Sleight of Hand (Dex)

O ____ Stealth (Dex)

Survival (Wis)

SKILLS

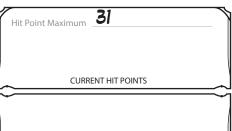
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PASSIVE WISDOM (PERCEPTION)

ARMOR







TEMPORARY HIT POINTS Total ID10

HIT DICE



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

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.

RONDS

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

FLAWS

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

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.

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 1010+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.

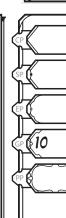
WANDERER. YOU HAVE AN EXCELLENT MEMORY FOR MAPS AND GEOGRAPHY AND YOU CAN ALWAYS RECALL THE GENERAL LAYOUT OF TERAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. IN ADDITION, YOU CAN FIND FOOD AND FRESH WATER FOR YOURSELF AND UP TO FIVE OTHER PEOPLE EACH DAY, PROVIDED THAT THE LAND OFFERS BERRIES, SMALL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

FEATURES & TRAITS

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

OTHER PROFICIENCIES & LANGUAGES

LANGUAGES. COMMON, GIANT, ELVISH.



HUNTING TRAP SET OF TRAVELER'S CLOTHES

ATTACKS & SPELL CASTING

CHAINMAIL 1 GREATAXE HEAVY CROSSBOW Bolts ()()()()()()()()()() ÖÖÖÖÖÖÖOOO

HAND AXES (2)

BACKPACK BEDROLL MESS KIT TINDERBOX TORCHES ()()()()()()()()()() RATIONS ()()()()()()()()() WATERSKIN

50 FT. HEMPEN ROPE

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

EQUIPMENT

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