

## Gustav 'Gustl' Starkbier

CHARACTER NAME

Level 1 Human Barbarian  
CHARACTER LEVEL, RACE, & CLASS

0  
EXPERIENCE

Soldier  
BACKGROUND

Lawful Neutral  
ALIGNMENT DEITY

Max  
PLAYER NAME

**STRENGTH**  
18  
+4

**PROFICIENCY BONUS** +2

**SAVING THROWS**

- +6 Strength
- 1 Dexterity
- +6 Constitution
- +0 Intelligence
- +1 Wisdom
- +1 Charisma

**DEXTERITY**  
8  
-1

**SAVING THROWS**

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +6 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +3 Survival (Wis)

**CONSTITUTION**  
18  
+4

**SAVING THROWS**

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +6 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +3 Survival (Wis)

**INTELLIGENCE**  
10  
+0

**SAVING THROWS**

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +6 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +3 Survival (Wis)

**WISDOM**  
13  
+1

**SAVING THROWS**

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +6 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +3 Survival (Wis)

**CHARISMA**  
12  
+1

**SAVING THROWS**

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +6 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +3 Survival (Wis)

11 **PASSIVE PERCEPTION**

**INITIATIVE** -1 **1 Attack / Attack Action**

ARMOR

Unarmored Defense (Barbarian) (13)

SHIELD

**13**  
AC

ARMOR CLASS

MAXIMUM HIT DICE TEMPORARY

16 1d12

CURRENT HIT POINTS

SPEED FLY CLIMB SWIM

30ft. 0ft. 0ft. 0ft.

VISION INSPIRATION EXHAUSTION

SPEED, SENSES, & CONDITIONS

1 Maul

1 Entertainer's Pack

1 Shovel (1)

1 Dagger

1 Crossbow, Light

CP	SP	EP	GP	PP	WEIGHT
0	0	0	0	0	31,0 lb.

EQUIPMENT

**Tavern Brawler.** You are proficient with improvised weapons. Your unarmed strike uses a d4 for damage. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

**Rage (Bonus Action—2/Day).** Advantage on Strength checks and Strength Saving Throws. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

**Unarmored Defense.** While you aren't wearing armor, your AC equals 13. You can use a shield and still gain this benefit.

### FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shields

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** Vehicles land, Playing card set

**Languages.** Common, Orc

### PROFICIENCIES & LANGUAGES

NAME	RANGE	ATTACK	DAMAGE / TYPE
Maul Heavy, Two-Handed	5 ft	+6 vs AC	2d6 + 4 bludgeoning
Crossbow, Light Ammunition, Loading, Two-Handed	80/320	+1 vs AC	1d8 + -1 piercing
Dagger Finesse, Light, Thrown	20/60	+6 vs AC	1d4 + 4 piercing

ATTACKS & SPELLCASTING



# Gustav 'Gustl' Starkbier

CHARACTER NAME

Male	48	6'2"	220 lb.
GENDER	AGE	HEIGHT	WEIGHT
Eye Patch	Brown	Bald	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

NAME

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SYMBOL

ALLIES & ORGANIZATIONS

I enjoy being strong and like breaking things. I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation

PERSONALITY TRAITS

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Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)

IDEAL

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Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

BOND

---

I made a terrible mistake in battle cost many lives—and I would do anything to keep that mistake secret.

FLAW

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

BACKGROUND STORY

**Military Rank**

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKGROUND FEATURE

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TRINKET

Gezwirbelter Schnurrbart, Kotletten

ADDITIONAL FEATURES

ADDITIONAL TREASURE

**Maul**

*Weapons*

10 lb.

Player's Handbook

**Entertainer's Pack**

*Equipment Packs*

Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

10 lbs.

Player's Handbook

**Shovel (1)**

*Adventuring Gear*

5 lb.

Player's Handbook

**Dagger**

*Weapons*

1 lb.

Player's Handbook

**Crossbow, Light**

*Weapons*

5 lb.

Player's Handbook