

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

BARBARIAN

PRIMAL PATH

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d12

NAME	ATK BONUS	DAMAGE/TYPE

RAGE BRUTAL CRITICAL

Used Total Damage

ADDITIONAL COMBAT FEATURES

LEVEL 1 RAGE

You can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage equal to your Rage Damage.
- You have resistance to bludgeoning, piercing, and slashing damage.

You can't cast spells or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

LEVEL 1 UNARMoured DEFENCE

Your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier when you are not wearing armour. You can still use a shield.

LEVEL 2 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.

LEVEL 2 DANGER SENSE

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

RACIAL TRAITS

PROFICIENCIES LANGUAGES

TOOLS & OTHER PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

LEVEL 3 PRIMAL PATH FEATURE

LEVEL 5 EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 5 FAST MOVEMENT

Your speed increases by 10 feet while you aren't wearing heavy armor.

LEVEL 6 PRIMAL PATH FEATURE

LEVEL 7 FERAL INSTINCTS

You have advantage on initiative rolls. If you are surprised but aren't incapacitated you can act normally on your turn, but only if you enter a rage before doing anything else.

LEVEL 9 BRUTAL CRITICAL

You one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. You roll two additional dice at 13th level and three at 17th level.

LEVEL 10 PRIMAL PATH FEATURE

LEVEL 11 RELENTLESS RAGE

If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

LEVEL 14 PRIMAL PATH FEATURE

LEVEL 15 PERSISTENT RAGE

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

LEVEL 18 INDOMITABLE MIGHT

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

LEVEL 20 PRIMAL CHAMPION

Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.