

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS



PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d12

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

NAME	ATK BONUS	DAMAGE/TYPE

RAGE BRUTAL CRITICAL

Used Total Damage

ADDITIONAL COMBAT FEATURES

RAGE LEVEL 1

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.

RACIAL TRAITS

UNARMoured DEFENCE LEVEL 1

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

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

RECKLESS ATTACK LEVEL 2

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.

DANGER SENSE LEVEL 2

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.

PRIMAL PATH FEATURE LEVEL 3

EXTRA ATTACK LEVEL 5

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

FAST MOVEMENT LEVEL 5

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

PRIMAL PATH FEATURE LEVEL 6

FERAL INSTINCTS LEVEL 7

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.

BRUTAL CRITICAL LEVEL 9

You roll 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.

PRIMAL PATH FEATURE LEVEL 10

RELENTLESS RAGE LEVEL 11

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.

PRIMAL PATH FEATURE LEVEL 14

PERSISTENT RAGE LEVEL 15

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

INDOMITABLE MIGHT LEVEL 18

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

PRIMAL CHAMPION LEVEL 20

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



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="checkbox"/>
AMULET _____		<input type="checkbox"/>
CLOAK _____		<input type="checkbox"/>
ARMOUR _____		<input type="checkbox"/>
HANDS/ARMS _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
BELT _____		<input type="checkbox"/>
BOOTS _____		<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>