



Character name	Level	XP
Player name	Race	Alignment

<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> ATHLETICS
<input type="checkbox"/> STRENGTH	<input type="checkbox"/> SAVING THROW
<input type="checkbox"/> DEXTERITY	<input type="checkbox"/> ACROBATICS
<input type="checkbox"/> CONSTITUTION	<input type="checkbox"/> SLEIGHT OF HAND
<input type="checkbox"/> INTELLIGENCE	<input type="checkbox"/> STEALTH
<input type="checkbox"/> WISDOM	<input type="checkbox"/> SAVING THROW
<input type="checkbox"/> CHARISMA	<input type="checkbox"/> ARCANA
<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> HISTORY
<input type="checkbox"/> PASSIVE PERCEPTION	<input type="checkbox"/> INVESTIGATION
	<input type="checkbox"/> NATURE
	<input type="checkbox"/> RELIGION
	<input type="checkbox"/> ANIMAL HANDLING
	<input type="checkbox"/> INSIGHT
	<input type="checkbox"/> MEDICINE
	<input type="checkbox"/> PERCEPTION
	<input type="checkbox"/> SURVIVAL
	<input type="checkbox"/> SAVING THROW
	<input type="checkbox"/> DECEPTION
	<input type="checkbox"/> INTIMIDATION
	<input type="checkbox"/> PERFORMANCE
	<input type="checkbox"/> PERSUASION

AC	CONDITIONS
INITIATIVE	Maximum
SPEED	Temporary
HIT DICE	HIT POINTS
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.	
Die size	Max. dice
DEATH SAVING THROWS	
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.	
Successes	Failures

Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Ammunition	Count
Ammunition	Count
Number of attacks per attack action	

Item	Count
Item	Count
Item	Count

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount

RAGE @ Level 1, 3, 6, 12, 17 and 20
 As a bonus action, you can enter a rage. While raging:
 - You have adv. on STR checks and saves
 - You add rage damage to attacks
 - You have resistance against blunt, piercing and slashing damage
 - You can't cast spells or concentrate
 Your rage ends after 1 min, if you are knocked unconscious, if you make no attack against an enemy or if you have not taken damage since your last turn. You can end your rage as bonus action. Regain after long rest.

Rage damage +2 +3 +4

Max. uses Number of times used

UNARMORED DEFENSE @ Level 1
 While not wearing armor (except shield), your AC is 10 + your DEX modifier + your CON modifier.

RECKLESS ATTACK @ Level 2
 Before using the attack action, you can declare to do a reckless attack to gain adv. on all attacks using your strength. Then, until your next turn, all attacks against you have adv.

DANGER SENSE @ Level 2
 You have adv. on all DEX saves against effects you can see, e.g. traps, spells, etc. This feature has no effect if you are blinded, deafened or incapacitated.

FRENZY @ Level 3
 You can enter a frenzied rage when you rage. For the duration of your rage, you can make one additional attack as a bonus action each turn after this one. When your rage ends, you suffer one level of exhaustion.

FAST MOVEMENT @ Level 5
 Your speed increases by 10 while not wearing heavy armor.

MINDLESS RAGE @ Level 6
 You can't be charmed or frightened while raging. If you are charmed or frightened when entering a rage, the effect is suspended for the duration of the rage.

FERAL INSTINCT @ Level 7
 You have adv. on initiative rolls. If you are surprised and not incapacitated, you can act normally on first turn if you enter a rage.

BRUTAL CRITICAL @ Level 9, 13 and 17
 You roll additional weapon damage die when you score a critical hit. One additional die at level 9, two @ level 13 and three @ level 17.

Number of extra dice

INTIMIDATING PRESENCE @ Level 10
 As an action you can frighten a creature within 30 ft. of you that can see or hear you. The creature makes a WIS save or is frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect.

RELENTLESS RAGE @ Level 11
 If you drop to 0 HP, make a DC 10 CON save. If it's a success drop to 1 HP instead. Add 5 to the DC after each success, reset after short or long rest.

Number of successes

RETALIATION @ Level 14
 When you take damage from a creature within 5 ft. of you, you can use your reaction to make a weapon attack against that creature.

PERSISTENT RAGE @ Level 15
 Your rage only ends if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT @ Level 18
 If your total for a STR check is lower than your STR score, you can use your STR score instead.

PRIMAL CHAMPION @ Level 20
 Your STR score and CON score increase by 4. Max for both is now 24.

Notes