



Character name	Level	XP
Player name	Race	Alignment

<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> ATHLETICS
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> ACROBATICS
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> SLEIGHT OF HAND
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> STEALTH
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> ARCANA
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> HISTORY
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> INVESTIGATION
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> NATURE
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> RELIGION
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> ANIMAL HANDLING
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> INSIGHT
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> MEDICINE
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> PERCEPTION
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> SURVIVAL
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> DECEPTION
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> INTIMIDATION
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> PERFORMANCE
<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> PERSUASION

STRENGTH  
 DEXTERITY  
 CONSTITUTION  
 INTELLIGENCE  
 WISDOM  
 CHARISMA

Proficiency Bonus     Passive Perception

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount

AC	CONDITIONS
INITIATIVE	Maximum <input type="checkbox"/> Temporary <input type="checkbox"/>
SPEED	HIT POINTS

**HIT DICE**  
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  Dice left

**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		<input type="checkbox"/>	

Currently Equipped

Item	Count
Item	Count
Item	Count

**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.

**TOTEM SPIRIT @ Level 3**  
Spirit object

Bear  
While raging you have resistance to all damage except psychic damage.

Eagle  
While raging and not wearing heavy armor, creatures have disadv. on opportunity attacks against you. You can dash as a bonus action.

Wolf  
While raging your allies have adv. on melee attacks against hostile creatures within 5ft. of you.

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

**SPIRIT WARRIOR @ Level 10**  
You can cast Commune with Nature spell as a ritual. Your totem or aspect animal will appear and convey the message.

**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

**ASPECT OF THE BEAST @ Level 6**  
 Bear  
Carrying capacity (incl. max. load and max. lift) is doubled and you have adv. on STR checks to push, pull, lift, or break objects.  
 Eagle  
You can see up to 1 mile with no difficulty and can discern fine details as though looking at something no more than 100 ft. away. Dim light doesn't impose disadv. on WIS (Perception) checks.  
 Wolf  
You can track other creatures while traveling at a fast pace and you can move stealthily while traveling at a normal pace.

**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

**TOTEMIC ATTUNEMENT @ Level 14**  
 Bear  
While raging, any hostile creature within 5 ft. that can see or hear you and that can be frightened has disadv. on attacks against targets other than you.  
 Eagle  
While raging, you have a flying speed equal to your current walking speed. You fall if you end your turn in the air and nothing else is holding you aloft.  
 Wolf  
While raging, you can use a bonus action on your turn to knock a large or smaller creature prone when you hit it with melee weapon attack.

**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