Character name		Level		XP	
Player name		Race		Alignment	

STRENGTH
- ○ ____ SAVING THROW
- ○○ ____ ATHLETICS

DEXTERITY
- ○ ____ SAVING THROW
- ○○ ____ ACROBATICS
- ○○ ____ SLEIGHT OF HAND
- ○○ ____ STEALTH

CONSTITUTION
- ○ ____ SAVING THROW

INTELLIGENCE
- ○ ____ SAVING THROW
- ○○ ____ ARCANA
- ○○ ____ HISTORY
- ○○ ____ INVESTIGATION
- ○○ ____ NATURE
- ○○ ____ RELIGION

WISDOM
- ○ ____ SAVING THROW
- ○○ ____ ANIMAL HANDLING
- ○○ ____ INSIGHT
- ○○ ____ MEDICINE
- ○○ ____ PERCEPTION
- ○○ ____ SURVIVAL

CHARISMA
- ○ ____ SAVING THROW
- ○○ ____ DECEPTION
- ○○ ____ INTIMIDATION
- ○○ ____ PERFORMANCE
- ○○ ____ PERSUASION

Proficiency Bonus | Passive Perception

Armor, Weapon & Tool Proficiencies
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Known Languages
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Features & Other
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Currency		Amount	
Currency		Amount	
Currency		Amount	
Currency		Amount	
Currency		Amount	

AC | CONDITIONS

INITIATIVE | Maximum | Temporary

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 wtih 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
_____
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Weapon | Range
To hit | Damage
_____
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Ammunition | Count
Ammunition | Count
Number of attacks per attack action | ○○○○○

Currently Equipped
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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.

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

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 | ○○○

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 | ○○○○○○○○

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
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BARBARIAN