



Character name
Player name

Level	XP
Race	Alignment

	SAVING THROW ATHLETICS STRENGTH
	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH DEXTERITY
	SAVING THROW CONSTITUTION
	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION INTELLIGENCE
	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL WISDOM
	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION CHARISMA
Proficiency Bonus	
Passive Perception	

	AC		
	CONDITIONS Maximum Temporary		
	INITIATIVE		
	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.			
Dice 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 successes 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	○ ○ ○

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

Currently Equipped	

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 +4Max. 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 5 ft. of you.

 Elk

While raging and not wearing heavy armor, your speed increases by 15 ft.

 Tiger

While raging, you can add 10 ft. to your long- and 3 ft. to your high-jump distance.

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 at level 13 and three at 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.

 Elk

While mounted or on foot, and not incapacitated, your travel pace, and the travel pace of 10 companions within 10 ft. of you, is doubled.

 Wolf

You gain prof. in two of either Athletics, Acrobatics, Stealth or Survival.

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 has been 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.

 Elk

While raging, as a bonus action during your move you can pass through the space of a Large or smaller creature. That creature must succeed on a STR save (DC 8 + your STR mod. + your prof. bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your STR mod.

 Tiger

While raging, if you move at least 20 ft. in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can as a bonus action make an additional melee weapon attack against it.

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.

BARBARIAN - PATH OF THE TOTEM WARRIOR