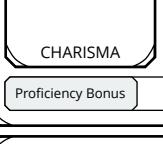




Character name	Level	XP										
Player name	Race	Alignment										
<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>STRENGTH</p> <p>SAVING THROW ATHLETICS</p> </div> <div style="text-align: center;">  <p>DEXTERITY</p> <p>SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH</p> </div> <div style="text-align: center;">  <p>CONSTITUTION</p> <p>SAVING THROW</p> </div> <div style="text-align: center;">  <p>INTELLIGENCE</p> <p>SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION</p> </div> <div style="text-align: center;">  <p>WISDOM</p> <p>SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL</p> </div> <div style="text-align: center;">  <p>CHARISMA</p> <p>SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION</p> </div> </div>												
Proficiency Bonus	Passive Perception											
Armor, Weapon & Tool Proficiencies <hr/>												
Known Languages <hr/>												
Features & Other <hr/>												
<table border="1"> <tr><td>Currency</td><td>Amount</td></tr> <tr><td>Currency</td><td>Amount</td></tr> <tr><td>Currency</td><td>Amount</td></tr> <tr><td>Currency</td><td>Amount</td></tr> <tr><td>Currency</td><td>Amount</td></tr> </table>			Currency	Amount								
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Item	Count											
Item	Count											
Item	Count											
Currently Equipped <hr/>												
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 <input type="button" value="+2"/> <input type="button" value="+3"/> <input type="button" value="+4"/> Max. uses <input type="button" value="0"/> <input type="button" value="1"/> <input type="button" value="2"/> <input type="button" value="3"/> <input type="button" value="4"/>												
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.												
BATTLERAGER ARMOR @ Level 3 You gain the ability to use spiked armor as a weapon. While wearing spiked armor raging, you can as a bonus action make one melee weapon attack with your armor spikes against a target within 5 ft. of you (+ STR modifier to hit, 1d4 + STR modifier piercing damage). When you grapple a creature, it takes 3 piercing damage if your grapple check succeeds.												
FAST MOVEMENT @ Level 5 Your speed increases by 10 while not wearing heavy armor.												
RECKLESS ABANDON @ Level 6 When you use Reckless Attack while raging, you also gain temp. HP equal to your CON modifier (min. of 1). They vanish if any of them are left when your rage ends.												
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 <input type="button" value="0"/> <input type="button" value="1"/> <input type="button" value="2"/> <input type="button" value="3"/> <input type="button" value="4"/>												
BATTLERAGER CHARGE @ Level 10 You can take the Dash action as a bonus action while raging.												
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 <input type="button" value="0"/> <input type="button" value="1"/> <input type="button" value="2"/> <input type="button" value="3"/> <input type="button" value="4"/> <input type="button" value="5"/>												
SPIKED RETRIBUTION @ Level 14 When a creature within 5 ft. of you hits you with a melee attack, it takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.												
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 <hr/> <hr/>												