

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d12

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

RAGE

Used

Total

Damage

BRUTAL CRITICAL

ADDITIONAL COMBAT FEATURES

RAGE

LEVEL 1

You can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage equal to your Rage Damage.
- You have resistance to bludgeoning, piercing, and slashing damage.

You can't cast spells or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

UNARMoured DEFENCE

LEVEL 1

Your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier when you are not wearing armour. You can still use a shield.

RECKLESS ATTACK

LEVEL 2

When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

LEVEL 2

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATH

PRIMAL PATH FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

LEVEL 5

Your speed increases by 10 feet while you aren't wearing heavy armor.

PRIMAL PATH FEATURE

LEVEL 6

FERAL INSTINCTS

LEVEL 7

You have advantage on initiative rolls. If you are surprised but aren't incapacitated you can act normally on your turn, but only if you enter a rage before doing anything else.

BRUTAL CRITICAL

LEVEL 9

You roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. You roll two additional dice at 13th level and three at 17th level.

PRIMAL PATH FEATURE

LEVEL 10

RELENTLESS RAGE

LEVEL 11

If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.
Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PRIMAL PATH FEATURE

LEVEL 14

PERSISTENT RAGE

LEVEL 15

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT

LEVEL 18

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

PRIMAL CHAMPION

LEVEL 20

Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE