

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PRIMAL PATH

PRIMAL PATH FEATURE

EXTRA ATTACK

FAST MOVEMENT

PRIMAL PATH FEATURE

FERAL INSTINCTS

BRUTAL CRITICAL

PRIMAL PATH FEATURE

RELENTLESS RAGE

PRIMAL PATH FEATURE

PERSISTENT RAGE

INDOMITABLE MIGHT

PRIMAL CHAMPION

PROFICIENCY

INSPIRATION

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

PERCEPTION

PASSIVE

ATHLETICS

ACROBATICS

SLEIGHT OF HAND

STEALTH

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

RAGE

BRUTAL CRITICAL

ADDITIONAL COMBAT FEATURES

RAGE

UNARMoured DEFENCE

RECKLESS ATTACK

ANGER SENSE

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

Name

Name

Name

Name

BACKPACK/STORAGE