

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

Vertical column of circles for tracking prepared spells.

2

Blank lines for writing spells at level 2.

3

Blank lines for writing spells at level 3.

4

Blank lines for writing spells at level 4.

5

Blank lines for writing spells at level 5.

6

Blank lines for writing spells at level 6.

7

Blank lines for writing spells at level 7.

8

Blank lines for writing spells at level 8.

9

Blank lines for writing spells at level 9.

SPELLS KNOWN

Bear's Rage

(3rd-level Bersark Path feature)

Whenever you Rage, you can choose to take the form of a bear, though you lose your benefit of Resistance to bludgeoning, piercing, and slashing damage. Its claws and bite are proficient weapons for you, and you retain your mind when you change - i.e., while your Dexterity and Constitution change to match the 'bersark' bear, you retain your Strength, Intelligence, Wisdom, and Charisma, and Attacks are made at your proficiency modifier plus your Strength modifier. This ability otherwise works as the druid ability *wild shape*, though you can only take this one form.

Bear by Levels

Barbarian Level	Bear CR Size
1st - 3rd	1/4
4th - 7th	1/2
8th - 10th	1
11th - 15th	2
16th - 20th	3

Bersark Bear (CR 1/2)

Medium beast

Armor Class 12 (Natural Armor)

Hit Points 19

Speed 40 ft., climb 30 ft.

DEX 10 (+0) CON 14 (+2)

Keen Smell. The bear has Advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: Proficiency Bonus plus Strength Modifier to hit, reach 5 ft., one target. Hit: (1d6 + Strength Modifier) piercing damage.

Claws. Melee Weapon Attack: Proficiency Bonus plus Strength Modifier to hit, reach 5 ft., one target. Hit: (2d4 + Strength Modifier) slashing damage.