



2024 / Character Sheet / Barbarian / DNDDen.com

CHARACTER NAME / ALIAS

SPECIES

BACKGROUND

SUBCLASS (CHOOSE AT BARBARIAN 3)

BARB. LV.

TOTAL LV.

PLAYER

XP / MILESTONE

STR

SCORE MOD

SAVE

DEX

SCORE MOD

SAVE

CON

SCORE MOD

SAVE

INT

SCORE MOD

SAVE

WIS

SCORE MOD

SAVE

CHA

SCORE MOD

SAVE

Skills & instinct

P E TOTAL

SKILL

- | | | | | |
|--------------------------|--------------------------|--|-----------------|-----|
| ☐ | ☐ | | 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 |

P = proficiency | E = Expertise (2 x PB)

PASSIVE PERCEPTION

Armor, vitality & resolve

AC

INITIATIVE

SPEED

PROF. BONUS

MAX HP

CURRENT HP

TEMP HP

D12 REMAIN

D12 TOTAL

DEATH SAVES

PASS

☐ ☐ ☐

☐

HEROIC INSPIRATION

FAIL

☐ ☐ ☐

Immediately after rolling a die, spend to reroll that die.
You must use the new roll.

Weapons & primal strikes

NAME

HIT / SAVE

DAMAGE / TYPE

RANGE / MASTERY

Rage adds damage to attacks using STR. Brutal Strike: page 4.

Languages & tools

The fire within

RAGES LEFT

RAGES MAX

RAGE DAMAGE

RELENTLESS DC

☐ RAGING

☐ RECKLESS

☐ LV. 15 REFILL AVAILABLE

Rage: regain 1 use per Short Rest, all per Long Rest. Relentless Rage DC resets to 10 after either rest.
Full rules on page 2.

THE POWER OF THE WILD

Use Barbarian level for features. Short Rest = SR; Long Rest = LR.

Rage / Lv. 1

Enter as a Bonus Action while not wearing Heavy armor. Spend one use; regain **1 use per SR** and **all uses per LR**. Uses and damage bonus are on page 4.

While raging: Resistance to Bludgeoning, Piercing and Slashing damage; Advantage on STR checks and STR saves. Add your Rage Damage bonus when a weapon attack or Unarmed Strike **using STR** deals damage. You cannot cast spells or maintain Concentration.

Duration: until the end of your next turn. On later turns, while Rage is still active, extend it until the end of your next turn by making an attack roll against an enemy, forcing an enemy to make a save, or taking a Bonus Action to extend it.

Maximum **10 minutes**. Ends early if you don Heavy armor or become Incapacitated. At Lv. 15, Persistent Rage changes the duration rules (below).

Reckless Attack / Lv. 2

Choose when making your **first attack roll on your turn**. Until the start of your next turn, your attack rolls using STR have Advantage, and attack rolls **against you** have Advantage. This can apply beyond your turn; it does not require Rage.

Primal Knowledge / Lv. 3

Gain proficiency in **one more skill** from the Barbarian list: Animal Handling, Athletics, Intimidation, Nature, Perception or Survival.

While raging, you can use **STR** for checks with Acrobatics, Intimidation, Perception, Stealth or Survival. These become STR checks, so Rage grants Advantage. This does not itself grant proficiency in those skills.

EXTRA PROFICIENCY CHOSEN AT LV. 3

Instinct & iron

Lv. 1 / Unarmored Defense. Without armor, base AC = **10 + DEX mod + CON mod**. A Shield still works with this benefit.

Lv. 2 / Danger Sense. Advantage on DEX saves unless Incapacitated.

Lv. 1 / Weapon Mastery. Choose 2 Simple or Martial Melee weapon kinds; 3 at Lv. 4, 4 at Lv. 10. Change **one** choice after a LR.

Unstoppable momentum

Lv. 5 / Extra Attack. Attack twice with the Attack action on your turn.

Lv. 5 / Fast Movement. Speed +10 ft. while not wearing Heavy armor.

Lv. 7 / Feral Instinct. Advantage on Initiative.

Lv. 7 / Instinctive Pounce. When you enter Rage, move up to half your Speed as part of that Bonus Action.

Too fierce to fall

Lv. 11 / Relentless Rage. If you drop to 0 HP while raging and do not die outright, make a **DC 10 CON save**. On success, your HP instead becomes **twice your Barbarian level**. Each use after the first raises the DC by 5. A SR or LR resets the DC to 10.

Lv. 18 / Indomitable Might. If a STR check or STR save total is below your STR score, you can use that score as the total.

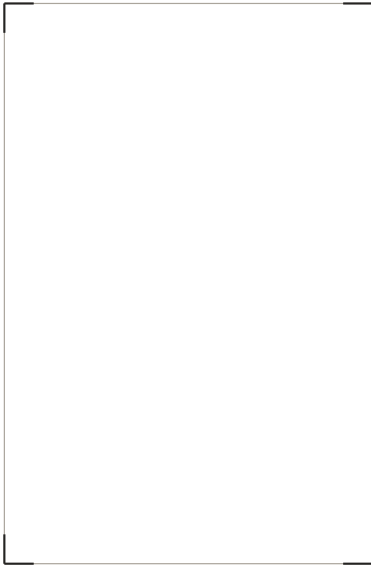
Lv. 15 / Persistent Rage. When you roll Initiative, you can regain all spent Rages, **once per LR**. Rage now lasts 10 minutes without extending it each round. It ends early if you become **Unconscious** (not merely Incapacitated) or don Heavy armor.

Lv. 20 / Primal Champion. Increase your STR and CON scores by 4, to a maximum of 25. Update affected modifiers and totals.

THE WILDHEART DOSSIER

Your path, your people, your story. Fill the fields that apply to your character.

Portrait



CHARACTER PORTRAIT

The heart behind the fury

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / DRIVE / IDEAL

BOND / FLAW / SECRET

Kin, allies & unfinished battles

Subclass & chosen talents

Subclass features arrive at Barbarian 3, 6, 10 and 14.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 10 / FEATURE / USES

LEVEL 14 / FEATURE / USES

Feats, origins & resources

Mastery & martial training

WEAPON / PROPERTY 1

WEAPON / PROPERTY 2

WEAPON / PROPERTY 3

WEAPON / PROPERTY 4

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

THE PATH OF PRIMAL POWER

Progression, Brutal Strike options and the foundations of your character.

From first fury to living legend

LV.	PB	RAGES	RAGE DMG.	MASTERY	FEATURE / CHOICE
1	+2	2	+2	2	Rage; Unarmored Defense; mastery
2	+2	2	+2	2	Danger Sense; Reckless Attack
3	+2	3	+2	2	Subclass; Primal Knowledge
4	+2	3	+2	3	ASI / eligible feat
5	+3	3	+2	3	Extra Attack; Fast Movement
6	+3	4	+2	3	Subclass feature
7	+3	4	+2	3	Feral Instinct; Instinctive Pounce
8	+3	4	+2	3	ASI / eligible feat
9	+4	4	+3	3	Brutal Strike (1d10; 1 effect)
10	+4	4	+3	4	Subclass feature
11	+4	4	+3	4	Relentless Rage
12	+4	5	+3	4	ASI / eligible feat
13	+5	5	+3	4	Brutal Strike: 2 new options
14	+5	5	+3	4	Subclass feature
15	+5	5	+3	4	Persistent Rage
16	+5	5	+4	4	ASI / eligible feat
17	+6	6	+4	4	Brutal Strike (2d10; 2 effects)
18	+6	6	+4	4	Indomitable Might
19	+6	6	+4	4	Epic Boon / eligible feat
20	+6	6	+4	4	Primal Champion

Use Barbarian level for class features, Rage uses and damage, and mastery choices. Proficiency Bonus (PB) uses total character level. Subclass features: levels 3, 6, 10 and 14.

Brutal Strike / Lv. 9+

When using **Reckless Attack**, forgo any Advantage on **one STR-based attack roll on your turn**; it must not have Disadvantage. On a hit, deal **+1d10** damage of the weapon or Unarmed Strike's type and choose one effect below. At **Lv. 17**: +2d10 instead, and choose **two different effects**.

Forceful Blow / Lv. 9. Push the target 15 ft. straight away. You may then move up to half your Speed straight toward it without provoking Opportunity Attacks.

Staggering Blow / Lv. 13. The target has Disadvantage on its next saving throw. It cannot make Opportunity Attacks until the start of your next turn.

Hamstring Blow / Lv. 9. Reduce the target's Speed by 15 ft. until the start of your next turn. Only one Hamstring Blow affects a target at a time: the most recent.

Sundering Blow / Lv. 13. Before the start of your next turn, another creature's next attack roll against the target gains +5. A roll can gain only one Sundering Blow bonus.

Begin your story

First class: Barbarian. STR is your primary ability. D12 Hit Point Die; STR and CON save proficiency. Simple and Martial weapons; Light and Medium armor, Shields. Choose 2 skills from the list on page 2.

Starting gear: Greataxe, 4 Handaxes, Explorer's Pack and 15 GP; or 75 GP. Background gear is separate. Character level 1 HP: 12 + CON mod; later Barbarian levels: 1d12 (or 7) + CON mod, minimum 1.

Multiclass entry: STR 13+, plus prerequisites for your other classes. Gain the Barbarian Hit Point Die, Martial weapon proficiency, Shield training and level 1 features. No automatic Light/Medium armor training, save or skill proficiencies, or starting gear.

Manual fields. Enter your chosen subclass features. Rules: SRD 5.2.1, Barbarian pp. 28-30.