

ARMOR		ARMOR CLASS (AC) Calculations									
		DEX	CON		MISC.	AC					
<input type="radio"/>	NO ARMOR	<input type="text"/>	+	<input type="text"/>	+	10	+	<input type="text"/>	=	<input type="text"/>	AC
<input type="radio"/>	LIGHT ARMOR	DEX <input type="text"/>	+	ARMOR <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	AC
<input type="radio"/>	MEDIUM ARMOR	DEX <input type="text"/>	+	ARMOR <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	AC
		+2 MAX									
<input type="radio"/>	HEAVY ARMOR		+	ARMOR <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	AC
<input type="radio"/>	SHIELD (add to AC)	SHIELD +2	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	+	AC	

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



CHARACTER SKETCH

Languages	
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Race

Ability Adj.	Ability	Adverb	Adjective	Verb	Noun	Preposition	Conjunction	Interjection	Particle	Other
Adverb	Adjective	Verb	Noun	Preposition	Conjunction	Interjection	Particle	Other		

Traits

Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

ARMOR		ARMOR CLASS (AC) Calculations									
		DEX	CON		MISC.	AC					
<input type="radio"/>	NO ARMOR	<input type="text"/>	+	<input type="text"/>	+	10	+	<input type="text"/>	=	<input type="text"/>	AC
<input type="radio"/>	LIGHT ARMOR	DEX <input type="text"/>	+	ARMOR <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	AC
<input type="radio"/>	MEDIUM ARMOR	DEX <input type="text"/>	+	ARMOR <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	AC
		+2 MAX									
<input type="radio"/>	HEAVY ARMOR		+	ARMOR <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	AC
				SHIELD <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	+AC
<input type="radio"/>	SHIELD (add to AC)		+	SHIELD <input type="text"/>	+	MAGIC <input type="text"/>	+	MISC. <input type="text"/>	=	<input type="text"/>	

Other Equipment

[illegible]

CARRYING CAPACITY x2

**PUSH, DRAG,
or LIFT**

TOTAL WEIGHT
CARRIED

Lifestyle	Expenses/Day
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Treasure	CP_____	SP_____	EP_____	GP_____	PP_____
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Magic Item: ☐ Attuned

Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

BARBARIAN

CHARACTER NAME

#

Level:

Path:



Rages

Total

Rages Used

Rage Damage

☐
☐
☐
☐
☐
☐

Regain on a Long Rest

Path of the Berserker

Intimidating Presence Wisdom Save DC

$$8 + \boxed{\text{P.B.}} + \boxed{\text{CHA}} =$$

LEGEND: P.B. = Proficiency Bonus, CHA = Charisma Modifier

Path of the Totem Warrior

3rd Level

Totem Spirit

- ☐ Bear
- ☐ Eagle
- ☐ Wolf

6th Level

Aspect of the Beast

- ☐ Bear
- ☐ Eagle
- ☐ Wolf

14th Level

Totemic Attunement

- ☐ Bear
- ☐ Eagle
- ☐ Wolf

Spirit Seeker (3rd LVL)

LVL	Spell	Page
2	<i>beast sense</i>	217
1	<i>speak with animals</i>	277

Notes: