



RAGE - LVL 1 / 3 / 6 / 12 / 17 / 20
 While raging: adv. on STR checks and saves, add rage damage to attacks, resistance against B, P and S damage, cannot cast spells or concentrate. Ends after 1 min or if knocked unconscious, if no attack against enemy is made or if you have not taken damage. Can end as bonus action.

Rage Damage	Max Rages	Regain after long rest

UNARMORED DEFENCE
 While not wearing armor (except shield), AC becomes 10 + DEX + CON.

RECKLESS ATTACK - LVL 2
 Before making first attack, can declare reckless attack to gain adv. on all attacks using STR. Until your next turn, all attacks against you have adv.

DANGER SENSE - LVL 2
 Adv. on all DEX saves against effects you can see, e.g. traps, spells. No effect if blinded, deafened or incapacitated.

PRIMAL PATH - LVL 3

LVL 3 Ability

LVL 6 Ability

LVL 10 Ability

LVL 14 Ability

FAST MOVEMENT - LVL 5
 Speed increases by 10 while not wearing heavy armor.

FERAL INSTINCT - LVL 7
 Adv. on initiative rolls. If surprised and not Incapacitated, can act normally on first turn if you enter rage.

BRUTAL CRITICAL - LVL 9 / 13 / 17
 Roll additional damage dice when critical hit.

RELENTLESS RAGE - LVL 11
 If you drop to zero HP, DC 10 CON save. If success drop to 1 HP instead. +5 to DC after each success.

PERSISTENT RAGE - LVL 15
 Rage only ends if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT - LVL 18
 If total for a STR check is lower than STR score, can use score instead.

PRIMAL CHAMPION - LVL 20
 STR and CON increase by 4. Mac for both is now 24.