Barbarian

Hit Points
Hit Dice. 1d12 per barbarian level
Hit Points at 1st Level. 12 + Constitution modifier
Hit Points at Higher Levels. 1d12 (or 7) + Constitution modifier per barbarian level after 1st

Proficiencies
Armor. Light armor, medium armor, shields
Weapons. Simple weapons, martial weapons
Saving Throws. Strength, Constitution

Equipment
You start with the following equipment:
• (a) a greataxe or (b) any martial melee weapon
• (a) two handaxes or (b) any simple weapon
• An explorer's pack and four javelins

Rage
On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:
• Advantage on Strength checks and saving throws.
• When making melee weapon attacks with Strength, add bonus damage as per the Barbarian table.
• Resistant to bludgeoning, piercing, and slashing.
• Unable to cast spells or concentrate on them.
Rage lasts 1 minute. Ends early if incapacitated, or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end it on your turn as a bonus action.
You have a limited number of rages, as shown on the Barbarian table. You regain all your rages when you finish a long rest.

<table>
<thead>
<tr>
<th>Level</th>
<th>Prof. Bonus</th>
<th>Features</th>
<th>Rages</th>
<th>Rage Damage</th>
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<tr>
<td>1st</td>
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<td>Rage, Unarmored Defense</td>
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<td>2nd</td>
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<td>Reckless Attack, Danger Sense</td>
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<td>Primal Path</td>
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<td>5th</td>
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<td>Extra Attack, Fast Movement</td>
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<td>+3</td>
<td>Path Feature</td>
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<td>7th</td>
<td>+3</td>
<td>Feral Instinct</td>
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<td>9th</td>
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<td>Primal Champion</td>
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Unarmored Defense
When not wearing armor, your Armor Class equals 10 + Dexterity modifier + Constitution modifier. You may still use a shield.

Reckless Attack
Starting at 2nd level, you may attack recklessly on your first attack each turn. Gain advantage on melee weapon attack rolls using strength this turn, but attack rolls against you have advantage until your next turn.

Danger Sense
At 2nd level, you have advantage on Dexterity saving throws against effects you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Ability Score Improvement
You can increase one ability score by 2, or two ability scores by 1, at 4th, 8th, 12th, 16th, and 19th level. You can't increase an ability score by 20 using this feature.

Extra Attack
Beginning at 5th level, you can attack twice each turn.

Fast Movement
At 5th level, your speed increases by 10 ft when not wearing heavy armor.

Feral Instinct
At 7th level, you gain advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter a rage at the start of your turn.

Brutal Critical
At 9th level, you can roll one additional weapon damage die when you crit with a melee attack. This increases by one additional dice at 13th and 17th level.

Relentless Rage
At 11th level, if you drop to 0 hit points when raging and don't die outright, you can make a DC 10 Constitution saving throw. On success, drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage
At 15th level, your rage only ends early if you fall unconscious or choose to end it.

Indomitable Might
At 18th level, if your total for a Strength check is less than your Strength score, you can use that score instead.

Primal Champion
At 20th level, your Strength and Constitution scores increase by 4. Your max for those scores are now 24.
PRIMAL PATH
At 3rd level, you can choose a specialty for your class. You gain different features for this path at 3rd, 6th, 10th, and 14th level.

PATH OF THE BERSERKER
FRENZY
At 3rd level, you can go into a frenzy when you rage. If you do, you can make a single melee weapon attack as a bonus action of each subsequent turn. When your rage ends, you suffer one level of exhaustion.

MINDLESS RAGE
At 6th level, you can't be charmed or frightened while raging. If you are already charmed or frightened when entering a rage, the effects are suspended for the duration of the rage.

INTIMIDATING PRESENCE
At 10th level, you can use your action to frighten one creature within 30ft of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + Prof + Cha), or be frightened of you till the end of your next turn. On subsequent turns, you can use your action to extend the duration for another turn. This effect ends if the creature ends it turn out of line of sight or more than 60ft away from you. If the creature succeeds on its saving throw, you can't use this feature on it again for 24 hrs.

RETAILATION
At 14th level, when you take damage from a creature within 5ft of you, you can use your reaction to make a melee weapon attack against it.

PATH OF THE TOTEM WARRIOR
SPIRIT SEEKER
At 3rd level, you gain the ability to cast the Beast Sense and Speak with Animals spells, but only as rituals.

TOTEM SPIRIT
At 3rd level, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object that incorporates something from the animal.
- Bear. While raging, you gain resistance to all damage except psychic.
- Eagle. While raging and not wearing heavy armor, other creatures have disadvantage on on opportunity attacks against you, and you can use the Dash action as a bonus action on your turn.
- Wolf. While raging, your allies have advantage on melee attack rolls against any hostile creature within 5ft of you.
- Elk. While raging and not wearing heavy armor, your walking speed is increased by 15ft.
- Tiger. While raging, you can at 10ft to your long jump distance, and 3 ft to your high jump distance.

ASPECT OF THE BEAST
At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal as before, or a different one.
- Bear. Your carrying capacity is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.
- Eagle. You can see up to 1 mile with no difficulty, able to discern fine details as though they were 100ft away. Dim light no longer imposes disadvantage on Perception checks.
- Wolf. You can track creatures while traveling at a fast pace, and can move stealthily while traveling at a normal pace.
- Elk. While mounted or on foot, your travel pace is doubled, as i the travel pace of up to 10 companions within 60ft and not incapacitated.
- Tiger. You gain proficiency in two skills from the following: Athletics, Acrobatics, Stealth, Survival

SPIRIT WALKER
At 10th level, you can cast the Commune with Nature spell, but only as a ritual. When you do, a spiritual version of on of your totem animals appears to convey the information you speak.

TOTEMIC ATTUNEMENT
At 14th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal as before, or a different one.
- Bear. While raging, any hostile within 5ft has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you, or if it can't be frightened.
- Eagle. While raging, you have a flying speed equal to your current walking speed. Only works in short bursts, you fall if you end your turn in the air.
- Wolf. While raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit with a melee weapon attack.
- Elk. While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must make a Strength Saving Throw (DC 8 + Str + Prof) or be knocked prone and take 1d12 + Str bludgeoning damage.
- Tiger. While raging, if you move atleast 20 feet in a straight line towards a Large or smaller creature right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.

PATH OF THE BATTLEAGER
This path is restricted to dwarves.

BATTLEAGER ARMOR
At 3rd level, you can use spike armor as a weapon. While wearing spike armor and raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5ft. The spikes deal 1d4 piercing damage. Use your Strength modifier for the attack and damage rolls. Additionally, when you successfully grapple a creature, it takes 3 piercing damage.

RECKLESS ABANDON
At 6th level, when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution Modifier (min. 1). They vanish when your rage ends.

BATTLEAGER CHARGE
At 10th level, you can take the Dash action as a bonus action while raging.

SPIKED RETRIBUTION
At 14th level, when a creature within 5ft hits you with melee, it takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.