

BARBARIAN

CHARACTER NAME

Barbarian Level:



Rages		
Total	Rages Used	Rage Damage
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Regain on a Long Rest		

Path of the Berserker

Intimidating Presence Wisdom Save DC

$$8 + \boxed{} + \boxed{} =$$

P.B. CHA

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

Rage Damage: Rages:

While raging: adv. on STR checks and saves, add rage damage to attacks, resistance against bludgeoning, piercing, and slashing 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. Regain after long rest.

Unarmored Defence LVL 1

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.

Frenzy LVL 3

Make a single melee weapon attack as a bonus action while raging. When rage ends, you suffer one level of exhaustion.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Extra Attack LVL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement LVL 5

Your speed increases by 10 feet while you aren't wearing heavy armor.

Mindless Rage LVL 6

You can't be charmed or frightened while raging. If you are charmed or frightened when you enter rage, the effect is suspended for the duration of the rage.

Feral Instinct LVL 7

You have 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 your rage before doing anything else on that turn.

Brutal Critical LVL 9, 13, and 17

You can roll one additional weapon damage die when determining the extra damage for a critical hit in a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Intimidating Presence LVL 10

One creature that can see and hear you within 30 feet, WIS save or be frightened until the end of your next turn. You can use your action each round to extend duration until the end of your next turn.

DC=8 + prof. bonus + CHA mod.

Effect ends if creature ends its turn out of sight or over 30 feet away from you.
If creature succeeds on its saving throw, you can't use again on this creature for 24 hours.

Relentless Rage LVL 11

DC = 10 15 20 25 30

If you drop to 0 HP, DC 10 CON save to drop to 1 HP instead. +5 to DC after each success.

Retaliation LVL 14

When you take damage from a creature within 5 feet, you can use your reaction to make a melee weapon attack against him.

Persistent Rage LVL 15

Your rage ends early only if you fall unconscious or if you choose to end it.

Indomitable Might LVL 18

If total for STR check is lower than STR score, you can use STR score instead.

Primal Champion LVL 20

STR and CON increase by 4. Max of both is now 24.