

BARBARIAN

Barbarian Level:

CHARACTER NAME

Path of the Totem Warrior

Rages

Total Rages Used Rage Damage

Regain on a Long Rest



3rd Level

6th Level

14th Level

Totem Spirit

- Bear
- Eagle
- Wolf

Aspect of the Beast

- Bear
- Eagle
- Wolf

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

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.

Spirit Seeker LVL 3

You have the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals.

Totem Spirit LVL 3

- Bear:** While raging, resistance to all damage except psychic.
- Eagle:** While raging and not in heavy armor, opportunity attacks you have disad. Can dash as a bonus action.
- Wolf:** While raging, friends have adv. on melee attack rolls against creatures within 5 feet of you.

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.

Aspect of the Beast LVL 6

- Bear:** Carrying capacity is doubled, and you have adv. on STR checks to push, lift or break objects.
- Eagle:** You can see up to 1 mile, as if 100 feet away, dim light doesn't impose disad. on your WIS (perception) checks.
- Wolf:** You can track while traveling at a fast pace and move stealthily while traveling at a normal pace.

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.

Spirit Walker LVL 10

You can cast the *commune with nature* spell, as a ritual.

DC = 10 15 20 25 30 LVL 11

Relentless Rage LVL 11

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

Totemic Attunement LVL 14

- Bear:** While raging, enemies within 5 feet that can see or hear you and can be frightened have disad. on attack rolls against targets other than you.
- Eagle:** While raging, you have a flying speed equal to your current walking speed. You fall if you end your turn in the air.
- Wolf:** While raging, bonus action to knock a Large or smaller creature prone when you hit it with a melee weapon attack.

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.