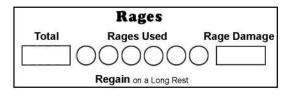
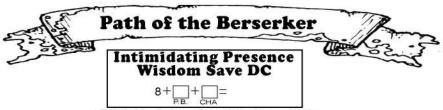


Barbarian Level:







CHA = Charisma Modifier

			LEGEND: P.B. = Proficiency B
damage and slas Ends aft against e Can end	ging: adv. on to attacks, re thing damage er 1 min or if	esistance agains e, cannot cast sp knocked uncons de or if you have ction.	d saves, add rage at bludgeoning, piercing, piells or concentrate. scious, if no attack a not taken damage.
	nored De	fence mor (except shiel	LVL 1
	mes 10 + DE		ia)
Before n		ttack, can declare ing STR. Until yo	e reckless attack to gain our next turn, all attacks
Adv. on a			LVL 2 you can see, e.g. traps, or incapacitated.
Frenzy	y .		LVL 3
			as a bonus action while ne level of exhaustion.
Ability	Score Ir	nprovement	t LVL 4, 8 , 12, 16, and 19
525		core by 2, or two core by 2, or two core by 2, or two	o ability scores by 1, to a feat.
Extra /			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 fitst 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 vour nest 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

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

Retaliation

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

Persistant Rage

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.