

# Barbarian - Berserker

CHARACTER NAME

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## Rage Damage: Rages:

Bonus action to enter rage. 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. Last until the end of your next turn. Extend by using a bonus action, making an attack roll, or make enemy make a saving throw. Can last for up to 10 minutes. Regain 1 use after short rest, regain all uses after long rest.

## Unarmored Defense LVL 1

While not wearing armor (except shield)  
AC becomes  $10 + \text{DEX} + \text{CON}$

## Weapon Mastery LVL 1

Mastery with 2 melee weapons. 3 weapons at 4th level and 4 at 10th level. You can change one weapon after a long rest.

## Danger Sense LVL 2

Adv. on all DEX saves unless you are incapacitated.

## 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.

## Primal Knowledge LVL 3

Add one skill. Can use STR to make Acrobatics, Intimidation, Perception, Stealth, or Survival checks.

## Frenzy LVL 3

With **Reckless Attack**, add 1d6 damage for each point of rage damage bonus to the 1st target you hit with STR based attack.

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

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

## 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 condition ends on you..

## Feral Instinct LVL 7

You have advantage on initiative rolls.

## Instinctive Pounce LVL 7

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

## Brutal Strike LVL 9

Use Reckless Attack without Adv.  
On a hit, it does +1d10 damage and either:  
**Forceful**. Push 15 feet and you move 1/2 your speed toward it.  
**Hamstring**. -15 ft. to its speed until start of your next turn.

## Retaliation LVL 10

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

DC =      LVL 11

While raging, at 0 HP make a DC 10 CON save to set your HP =  $2 \times \text{your Barbarian level}$ . DC increases by 5 after each success. Resets on a long rest.

## Improved Brutal Strike LVL 13

2 more Brutal Strike options:

**Staggering Blow**. Target has Disadv. on saves and no opportunity attacks until your next turn.

**Sundering Blow**. Once before your next turn, another can get

## Intimidating Presence LVL 14

Bonus Action: Creatures you choose within 30 ft. make a WIS save (DC = your STR mod. + Proficiency Bonus) or be frightened for 1 minute. Can repeat save at the end of each of its turns.

Expend a use of your Rage (no action required) to use this again, otherwise 1/long rest.

## Persistent Rage LVL 15

1/long rest: On initiative roll, you can regain all expended uses of Rage and Rages now last 10 minutes unless unconscious or you don heavy armor.

## Improved Brutal Strike LVL 17

Brutal Strike damage becomes 2d10.

You can use 2 different Brutal Strike effects.

## Indomitable Might LVL 18

Use STR score in place of your roll for STR checks or saves.

## Epic Boon LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Boon of Irresistible Offense is recommended.

## Primal Champion LVL 20

Add +4 (max. of 25) to STR and COM scores.

## Traits - Feats - Features

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