

Barbarian - Wild Heart

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.

Animal Speaker LVL 3

You can cast the *Beast Sense* and *Speak with Animals* spells but only as Rituals. WIS is your spellcasting ability.

Rage of the Wilds LVL 3

When you rage, pick one for when your rage is active:

Bear. Resistant to all damage other than Force, Necrotic, Psychic, or Radiant.

Eagle. Can take the Disengage and Dash actions when you rage, or as a Bonus Action while you are raging.

Wolf. Allies have Adv. attacking enemies within 5 feet of you.

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.

Aspect of the Wilds LVL 6

Pick one, can change after a long rest.

Owl. You have darkvision 60 ft. (or add 60 ft. to range.)

Panther. You have a Climb Speed equal to your Speed.

Salmon. You have a Swim Speed equal to your Speed.

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.

Nature Speaker LVL 10

You can cast *Commune with Nature* as a Ritual.

WIS is your spellcasting ability.

DC = LVL 11

While raging, at 0 HP make a DC 10 CON save to set your HP = $2 \times$ 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

Power of the Wilds LVL 14

When you Rage, choose one for while rage is active:

Falcon. Fly Speed equal to your Speed if not wearing armor.

Lion. Enemies within 5 feet have Disadv. on attacks on targets other than you.

Ram. When you hit a large or smaller target with a melee attack, it falls prone.

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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