

Barbarian - World Tree

CHARACTER NAME

#

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.

Vitality of the Tree LVL 3

2 benefits:

Vitality Surge. When you Rage, get Temporary HP = Barbarian level.

Life-Giving Force. Each turn while raging, choose a creature within 10 ft. to get Temporary HP = a number of d6s equal to your rage damage bonus. They vanish when your rage ends.

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.

Branches of the Tree LVL 6

As a reaction, while raging, a creature that starts its turn within 30 ft. makes a STR save (DC = your STR mod + PB) or is teleported to an unoccupied space you can see within 5 feet or the nearest unoccupied space. Its speed then becomes 0 until the end of the turn.

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.

Battering Roots LVL 10

On your turn, for any heavy or versatile weapon add +10 ft. reach and the Push or Topple mastery property.

DC = LVL 11

Relentless Rage

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

Travel Along the Tree LVL 14

Bonus Action while raging (or when you start a rage) you and 6 willing creatures within 10 feet of you can teleport up to 60 feet (150 ft. once per rage) to unoccupied spaces you can see, within 10 feet of your destination space.

Persistant 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

Name:

Page:

Name:

Page: