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Dnd barbarian brutal critical

For some, their anger stems from a society of wild animal spirits. Others draw from a reservoir of anger in a world full of pain. For every barbarian, rage is a force that fuels not only a battle frenzy, but also strange reflexes, resilience, and feats of power. You must have a power score of 13 or higher to cross-class in or out of this class. The Barbarian Skill Level Bonus Features Rage Rage Damage 1st +2 2nd +2 Reckless Attack, Danger Sense 2 +2 3rd +2 Primal Path 3 +2 4th +2 Ability Rating Improvement 3 +2 5th +3 Additional Attack, Fast Motion 3 +2 6th +3 Track Feature 4 +2 7th +3 Feral Instinct 4 +2 8th +3 Improve Skill Score 4 +2 9th +4 Path Feature 4 +3 10th +4 Relentless Rage 4 +3 12th +4 Improvement Ability Score 5 +3 13th +5 Brutal Criticism (2 dice) 5 +3 14th +5 Track Feature 5 +3 15th +5 Persistent Rage 5 +3 16th +5 Improvement Rating Ability 5 +4 17th +6 Brutal Review (3 dice) 6 +4 18th +6 Indomitable Can 6 +4 19th +6 Improve Skill Score 6 +4 20th +6 Primal Champion Unlimited +4 As Barbarian, you acquire the following class features. Hit Points Hit Dice: 1d12 per barbarian level Hit Points in 1st level: 12+ Constitution modifier you Hit Points at higher levels: 1d12 (or 7) + Your Modifier Constitution per Barbarian Level After 1st Armor Profiles: Light Armor, Medium Armor, Shields Weapons: Simple Weapons, Weapons Tools: No Saving Throws: Power, Constitution Skills: Choose Two from Animal Perception, Sports, Bullying, Nature, and Survival Equipment You start with the following equipment, in addition to equipment provided by your background: • (a) a greataxe or (b) any melee weapon • (a) two handaxes or (b) any simple weapon • Pack of an explorer and four Fury spears In battle, you will fight with primordial ferocity. In turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you don't wear heavy armor: You have an advantage for power controls and power saving throws. When you make a melee gun attack using Force, you earn a bonus for the damage roll that increases as you earn levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. You have resistance to hitting, drilling and cutting damage. If you are able to cast spells, you can't throw them or focus on them while raging. Your rage lasts a minute. It ends early if you're knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since. You can also end your rage in your series as a bonus action. you have raged the number of times you appear on your barbarian level in the Rages column of the Barbarian table, you need to complete a long rest before you can rage again. Unarmored Defense While you are not wearing any armor, your armor class equals your 10+ Dexterity modifier + your modifier regiment. You can use a shield and still earn this benefit. Sense of danger In level 2, you get a strange sense of when things nearby are not as they should be, giving you an advantage when you avoid danger. You have an advantage in saving Dexterity throws against results that you can see, such as traps and spells. To gain that benefit, you can't go blind, deaf or incompetent. Reckless attack Starting in the 2nd level, you can throw aside any concern for the defense to attack with savage desperation. When you make your first attack in turn, you can decide to attack recklessly. Doing so gives you advantage over melee weapon attack reels using Force during this turn, but the attack rolls against you have an advantage until your next turn. Primal Path In the 3rd level, you can choose a path that shapes the nature of your rage. Your selection gives you features in the 3rd level and again in the 6th, 10th and 14th levels. Guardian Xanathar's Guide to Everything Battlerager Sword Coast Adventurer Beast Guide Unearthed Arcana 67 - Subcategories, Part 1 Guide to the Berserker Player For Everything Herald Xanthar for Everything Totem's Manual Warrior Player Wild Soul Uncharted Arcana 60 - Xanathar's Barbarian and Monk Zealot Guide to Everything D&A; D Beyond Content Depths Legends of Runeterra The following subcategory is unofficial homebrew created by WOTC affiliated DM, Matthew Mercer Juggernaut Tal'Dorei Campaign Guide Ability Rating Improvement When you reach the 4th level, again at the 8th, 12th, 16th, and 19th level, you can increase one skill score of your choice by 2, or you can increase two skill scores of your choice by 1. As usual, you cannot increase a rating of more than 20 using this attribute. Additional Attack Starting from the 5th level, you can attack twice, instead of once, each time you do the Attack action in your turn. Fast motion Starting from the 5th level, your speed increases by 10 feet while you're not wearing heavy armor. Wild Instinct From the 7th level, your instincts are so honed that you have an advantage for initiative roles. In addition, if you are surprised by the beginning of the battle and are not incapacitated, you can act normally on your first turn, but only if you enter your rage before you do anything else on that turn. Brutal Critical Starting in the 9th level, you can roll additional weapon damage die when determining the additional damage for a critical blow with a melee attack. This increases to two extra dice in the 13th level and three extra dice in the 17th level. Relentless Rage Starting at the 11th level, your rage can keep you fighting despite serious wounds. If you fall to 0 hit points while you're raging and don't die completely, you can make a DC 10 Constitution saving throw. If you succeed, you'll fall to one point of impact. Impact. Each time you use this feature after the first, the domain controller increases by 5. When you complete a short or long rest, the domain controller reverts to 10. Persistent Rage Starting at the 15th level, your rage is so intense that it ends early only if you fall unconscious or choose to end it. Indomitable can start at the 18th level, if your total for a power control is less than your power score, you can use this score in place of the set. Primal Champion In the 20th level, you embody the power of wildlife. Your power and the Constitution results increase by 4. The maximum for these scores is now 24. As a barbarian, you gain the following class characteristics. 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While raging, you gain the following benefits if you don't wear heavy armor: • You have an advantage for power controls and power saving throws. • When you make a melee gun attack using Force, you earn a bonus for the injury roll that increases as you earn levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. • You have resistance to flogging, drilling, and damage reduction. If you are able to cast spells, you can't throw them or focus on them while raging. Your rage lasts a minute. It ends early if you're knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since. You can also end your rage in your series as a bonus action. Once you've raged the number of times you show up for your barbarian level in the Rages column of the Barbarian table, you need to complete a long rest before you can rage again. 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Original route in the 3rd level, you choose a path that shapes the nature of your rage: • Ancestral Guardian • Battlerager • Berserker • Storm Herald • Totem Warrior • Wild Soul (UA) • Jealous Ability Rating Improvement When you reach level 4, again at the 8th, 12th, 16th, and 19th level, you can increase a skill score of your choice by 2, or you can increase two skill scores of your choice by 1. As usual, you cannot increase a rating of more than 20 using this attribute. Additional Attack Starting from the 5th level, you can attack twice, instead of once, each time you do the Attack action in your turn. Fast motion Starting from the 5th level, your speed increases by 10 feet while you're not wearing heavy armor. Wild Instinct From the 7th level, your instincts are so honed that you have an advantage for initiative roles. 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