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For some, their fury stems from communication with the cruel spirits of animals. Others draw from a turbulent reservoir of anger in a world full of pain. For every barbarian, rage is a force that fuels not only combat madness, but also supernatural reflexes, resilience and feats of power. You must have a strength score of 13 or higher in order to multiclass in or out of that class. Barbaric Level Profession Bonus Features Fury Fury Damage 1st No 2 Fury, Unarmed Defence 2 No 2 Reckless Attack, Sense of Danger 2 No. 2 3rd No. 2 Primary Path 3 No. 2 4th No. 2 Improving Ability Score 3 No. 2 5th 3 Extra Attack, Fast Motion 3 No 2 6th No. 3 Path Feature 4 No. 2 7th No. 3 Feral Instinct 4 No. 2 8th No. 3 Improvement Ability 4 4 No 2 9th No 4 Brutal Critical (1 Die) 4 No. 3 10th No. 4 Path Function 4 No. 3 11th No.4 Relentless Fury 4 No 3 12th No 4 Improving Ability 5 No 3 13 5 Brutal Critical (2 Bones) 5 No. 3 14th No. 5 Way Feature 5 No. 3 15th No. 5 Persistent Fury 5 No 3 16th No. 5 Ability Assessment Improvement 5 No. 4 17th No. 6 Brutal Critical (3 Bones) 6 No. 4 18th No. 6 Indomitable Can 6 No. 4 19th No. 6 Improved Ability Score 6 No. 4 20th No. 6 Primal Champion Unlimited No. 4 As Barbarian, you get the following class features. Hit Points Hit Bones: 1d12 at the barbaric Level Hit Points at Level 1: 12 - Your Constitution Modifier Hit Points at Higher Levels: 1d12 (or 7) - Your Constitution Modifier to barbaric level after 1st Skills Armor: Light Armor, Medium Armor, Shields Weapons:

Simple Weapons, Combat Weapons: None Saving Throws: Strength, Skills: Strength: Two Skills , Athletics, and survival equipment You start with the following equipment, in addition to the equipment provided by your background: (a) greataxe or (b) any melee combat weapon (a) two tame or (b) any simple weapon - a package of explorer and four spears Rage In battle, you fight with primary cruelty. In return, you can get enraged as a bonus action. While raging, you get the following benefits if you don't wear heavy armor: You have the advantage of strength checks and the power of saving throws. When you do a melee weapon attack using force, you get a bonus to the damage roll, which increases as you get levels like a barbarian, as shown in the Damage Rage column of the barbaric table. You have the resistance of the baton, piercing, and damage reduction. If you are able to hand out spells, you can't throw them or focus on them while raging. Your rage lasts 1 minute. It ends early if you are knocked unconscious or if your turn ends and you have not attacked a hostile creature since your last turn or taken damage since then. You can also End your fury on your turn as bonus action. Once you have raged the number of times shown for your barbaric level in the Rages column of the barbaric table, you must finish a long vacation before you can rage again. Unarmed Unarmed While you don't wear any armor, your armor class is 10 - your Dexterity modifier - your Constitution modifier. You can use the shield and still get that benefit. Danger feeling on level 2, you get an uncanny feeling when things nearby are not as they should be, giving you an advantage when you dodge danger. You have an advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this advantage, you cannot be blinded, stunned or incapacitated. Reckless attack, starting from the 2nd level, you can throw away all care about defense to attack with violent desperation. When you make your first attack on your turn, you can decide to attack recklessly. This gives you an edge on melee gun attack rolls using force during this turn, but attack rolls against you have an advantage until the next turn. Primal Path On level 3, you choose a path that shapes the nature of your rage. Your choice gives you features on level 3 and again on the 6th, 10th and 14th levels. Way Source Ancestors Guardian Xanathar Guide to The Battlerager Sword Coast Adventurer's Guide to the Beast Unearthed by Arkana Berserker Player Handbook Storm Herald Xanathar Guide to The Total Totem Warrior Player's Handbook Wild Soul Unearthed by Arkana Silot Xanathar Guide to The D'D Beyond Partner Depths by Matthew Mercer Juggernaut Tal'Dorei Campaign Guide , 12th, 16th and 19th level, you can increase the one ability score of your choice by 2, or you can increase the two scoring abilities of your choice by one. As usual, you can't increase your ability score above 20 using this feature. An additional attack that starts on level 5, you can attack twice, not once when you take the action of the attack on your turn. Fast motion, starting from Level 5, your speed increases by 10 feet until you wear heavy armor. Feral Instinct On the 7th level, your instincts are so honed that you have the advantage on driven rolls. Also, if you are surprised at the beginning of the fight and are not incapacitated, you can act normally on the first turn, but only if you get enraged before doing anything else on this turn. Brutal critical Starting from Level 9, you can roll up another damage from the weapon to die while determining additional damage to a critical hit with a melee attack. This increases to two additional bones on level 13 and three additional bones at level 17. Relentless rage, starting from level 11, your rage can keep you in the fight despite the severe wounds. If you drop to 0 points of hit then As you rage and don't die straight, you can make the D.C. 10 Constitution economy quit. If you succeed, you will drop to 1 point of impact instead. Every time you use this feature after after DC increases by 5. When you finish a short or long vacation, DC resets to 10. Constant rage, starting from level 15, your rage is so ferocious that it ends early only if you fall unconscious or if you decide to put an end to it. Indomitable power starts at the 18th level, if the total amount to test strength is less than your strength score, you can use this score instead of the total. Primal Champion At the 20th level, you embody the power of the wilds. Your points for strength and the Constitution increase by 4. Your maximum for these points is now 24. This guide is intended as a deep dive into DnD 5e Barbarian. For a quick overview of Barbara's class, see our breakdown of DnD 5e classes. You can see the Barbaric Class Features here. In this post, we will show the class features of the barbarian and how you can optimize your barbarian through race selection, ability to score, spells, feats, etc. The color code below has been implemented to help you determine at first glance how good that option will be for your barbarian. This color coding is not a hard and fast rule; There are a lot of sub-optimized options out there that will be viable for your party and will be fun to play. Red is not going to contribute to the effectiveness of your character build on all orange version of Green is a good option Blue is a great option, you should strongly consider this option for your sky blue character is an awesome option. If you don't accept this option your character won't be optimized so if you're ready, grab the biggest weapon you can find and smash away! Before you start racing the barbarians need STR and CON and a lot of it! It is critically important to choose a race with a size larger than a small one, so you won't roll with a flaw with heavy weapons. Dragonborn: The STR bonus is just what we are looking for, and the breathing weapon gives the Barbarian some AoE presence. CHA sees some fringe benefits with the Berserker Way subclass. Dwarf: CON Pulse and Darkvision. It's not scary, it's not perfect. Hill: More hitting points isn't bad, but not necessary, since the dwarf already gets a bonus to CON and the Barbarians have the highest hit of the dice. WIS saves are common, so the bonus here also helps. Mountain: Adding a STR bonus to the racial traits of a dwarf makes it an ideal choice for a barbarian. Elf: DEX is ok, and there are some other racial traits here that are nice to have. Unfortunately, the STR bonus will be perfect and the elves are missing this. Sleepy Elf: No STR bonus and sensitivity of sunlight. Terrible. High elf: Barbarians are the furthest thing from the caster class (if multiclassed). Don't choose a high pixie if you don't care about optimization at all. Wood Elf: Again, WIS helps somewhat with Throws. Gnome: Dwarves are classified as small, making heavy weapons largely useless. INT is also not what you are looking for. Forest: Don't be worth it heavy weapons for. Rock: Don't sacrifice heavy weapons for. Half-Elf: CHA score increase plus two other scoring abilities of your choice makes a decently well rounded Barbarian. Free skills are also always welcome. Half-Orc: A traditional choice for barbarians, and for good reason. STR and CON score increases, Darkvision, and intimidating skill craftsmanship are all perfect. Relentless endurance and wild attacks are superfluous with features of the barbarian class. Halfling: Halflings are also small in size and you want to take advantage of these heavy weapons. Lightfoot: You're a barbarian, hiding is the last thing you want to do! Stout: Small CON score increase and poison resistance can help with survivability. Man: People are always decent. Vanilla: The average person will be well rounded. Option: The option of people is usually good, and this is no exception for barbarians. Option people can boost their STR and CON as well as get a free feat. The exploits will be discussed below. Tiefling: Of course, more suitable for a charmer. The ability to assess the ability to score Is Estimated (ASI) at the 4th, 8th, 12th, 16th and 19th levels. Barbarians value STR above all else, followed by CON. DEX should not be ignored, so you can either equip the armor or rely on the Unarmored Defense function. STR: The Barbarians want to hit things and hit them hard. They also want to hit things with the biggest weapon they can get their hands on, so pump STR as high as possible. DEX: A good DEX means higher air conditioning and access to better booking options. People will expect you to fill the role of the tank, so consider some DEX. CON: As a tank, expect a lot of hits to come your way, since you will probably be on the front line. With Unarmored Defense, your CON bonus also contributes to your AC. INT: Dump for sure. You're not here trying to get a WIS doctorate: WIS rescues happen all the time, but the barbarians are likely to survive even on a failed save. CHA: Helps with bullying and Berserker's path. Barbaric class progression of Level 1 Hit Points: Barbarians blessed with d12 hit dice, best around. Saves: CON saves come up very often, and STR keeps doing going on over and over again. Weapons/Weapons Skills: Barbarians have access to most weapons and armor they may ever need. Skills: Only two skills from a small list, but there are a few good options here. Animal Treatment (WIS): Usually not too helpful, especially if you can't talk to animals. Athletics (STR): You will probably be a group athlete as well as one to fight or push your enemies. Bullying (CHA): Intimidation seems like it was done for a scary looking barbarian, but it's unfortunately not STR-based skills. Nature (INT): Your INT will be pathetic, so you won't be able to use this skill, even Do you want. Perception (WIS): The best skill in the game. If you can get to get it is usually the right choice to pick it up. Survival (WIS): Survival skill can save the entire party. Get it if no one does. Fury: That's the reason to play the barbarian. The advantage of STR checks and STR savings throws, bonus damage and damage resistance goes well with the style of play. Fury is also the reason not to go for heavy armor skill because you won't get the benefits in this case. Even so, running around without armor or medium armor should serve you just fine. Unarmored Defense: Perfect for role-playing if you want to play a typical shirtless barbarian, and can help give a AC push early on. If you have access to the best average armor (half plate), the unarmored defense is strictly worse for most combinations of statistics you are likely to achieve. This means that you should really only increase your DEX high enough to equip your medium armor and let your damage resistance and a big bump point pool handle the rest. On the other hand, with 20 DEX and 20 CON - Shield, you can achieve the maximum possible AC for playable classes D'D 5e, so it's also pretty cool. Level 2 Reckless Attack: Perfect for landing devastating blows on your enemies. The attack rolls against you having the advantage of not being too much because of your damage resistance and significant strike points. You're not (pretty) invincible though, so be careful using this when completely surrounded, since all the attack rolls against you will have an advantage. Sense of Danger: The advantage on DEX keeps awesome and will definitely contribute to your longevity in combat. The Barbarians of the 3rd level of the third level can choose their Primary Path. None of the options are outright unusable, so choose a subclass that benefits your party the most or just one you think you enjoy. Way Ancestors Keeper Source: Xanathar Guide to everything, as the name suggests, the Way of the Ancestors Keeper excels at tanks and protects your party. For this purpose, this build is one of the best in all D'D 5e, but if you want to maximize the damage you won't find that here. Ancestors Defenders: The ancestral protectors strongly do not recommend your enemies to attack anyone, but you when they suffer from it, which is exactly what you want as the Path of the Ancestors of the Barbarian Keeper. Spirit Shield: An amazing use of your reaction that scales decently well. There's absolutely no reason not to use this every round of the fight if your rage is gone. Members of your party will be delighted! Consult with spirits: Augury and clairvoyance are powerful spells of utility that you can throw without any Valor. You can only throw one of them every short rest, but that doesn't detract from how good this feature is. Don't underestimate the usefulness of Augury, especially when playing with indecisive people. Vengeful Ancestors: Increases the Usefulness of Your Spirit Shield Free! Redirecting the damage from your party members to everything you fight each round is really strong. The Way Battlerager Source: Sword Coast Adventurer's Guide to Battlerager's Way is a strange subclass. The most important thing to know is that it is limited to dwarves, but fortunately, dwarves are one of the best races for barbarians. Secondly, to even consider playing this subclass you should make sure that you can get spiked armor. It's probably a good idea to talk to your DM about it and make sure they're ready to let you purchase it relatively early. Aside from these oddities, the Battlerager Path is not particularly strong compared to other subclass options. It can be fun, however, especially when playing like a grappler build. Battlerager Armor: This is what encourages you to fight. Not much damage, but it gives an extra attack as a bonus action. Reckless Abandon: Temporary strike points add survivability. They come at the expense of using reckless attack, so mediocre air conditioning spiked armor can be problematic. Battlerager Charge: Dashing as a bonus action will help you close the distance and get your attacks or fights in effectively. Spiked Retribution: The damage itself is pretty low, but it will crumble if you get attacked a lot, which is very likely. The way Berserker's source: The player's guide to Berserker's way is that most people will be associated with the archetype of the barbarian. If you just want to hit things and be really good hitting things, this is a subclass for you. While none of the features are overly interesting or unique, this build is simple and efficient. Frenzy: Frenzy makes your damage go through the roof. One level of exhaustion is not too backbreaking, but on three levels of exhaustion your character will start to have a really hard time doing something in the fight. Mindless Rage: Smart Enemies will try to stop you from fighting if they notice how much damage you can inflict. Enchanted and frightened by irritating conditions that can be hard to get out of, so Mindless Rage really comes into the clutch. Bullying Presence: Not the best, since it uses your actions, especially if you are one of the major damage dealer groups. If for some reason you can't attack (enemies are out of melee reach, for example), this is a very good way to hold your turn. If you plan to use Intimidating Presence regularly, you probably shouldn't dump the CHA stat. Retribution: A great way to get more harm and use your reaction when on a knock with a baddie. The source way of the Storm Herald: Xanathar's guide to the entire Storm Herald way fits well to change. Starting from Level 3, every time you Up you can choose the environment from the desert, sea or tundra, and this affects what abilities you have access to. Access. You don't always level when it will be perfect and you usually don't know what dangers lie ahead. However, it's mechanically interesting and will keep things fresh, all the while useful for any makeup party you're working with. storm aura: aura cool! To keep it going after the turn you start raging you need to use bonus action though. Desert: The damage is not great, and it indiscriminately affects all beings in the area. If you want some small damage AoE desert aura works well. Sea: Only one goal, but at least it won't hurt your allies like the aura of the desert. The damage is still pretty low though. Tundra: Time point of impact for everyone in your party! If they are in an aura, that is. Also, you can do it every step, topping as you see fit. Storm Soul: If you know that you will come across a lot of fire, lightning, or cold damage, the choice here will be obvious. Nothing here is essential to the subclass, so the utility really depends on what you'll be dealing with in the campaign. Desert: Probably the safest bet because there are many sources of devastating fire damage (Fireball, anyone?). Sea: If you care about lightning damage coming your way, the breath of water and the speed of swimming is very situational. Tundra: Don't know what you'll use a giant ice cube for, but I'm sure people have found the target. Cold resistance is as useful as lightning. Protective Storm: Looks good on paper, but the radius of your aura is quite small, and if you know you'll be amazed with some powerful AoE elementary damage, sticking that close together is a terrible idea. Raging Storm: Makes your aura more useful, so all three options will be pretty good. Desert: The damage here will never be huge, and there is DEX to keep involved. However, this is a potential option for your reaction. Sea: If you manage to bring down an enemy prone, the rest of your attack will have an advantage (this is used as a reaction!). If your friend is a go-out higher in the order of initiative than this enemy, free Sneak attacks! Tundra: Excellent prevents the enemy from escaping from this. Way Totem Warrior Source: Player's Handbook (extended in Sword Coast Adventurer's Guide) Way Totem Warrior full package. There are options for tanks, damage, motion opportunities, and assist your party. On top of that, the gameplay with this subclass is less clear and requires more thinking, making it a lot of fun to play. Advanced options for the Moose spirit and tiger spirit totem found in Sword Coast Adventurer's Guide. Spirit Seeker: Not useful most of the time, but a good reason to choose animal handling skill when you roll the character. Totem Spirit: This is an important choice. Although there are five options, only three are worth considering. Bear Totem Spirit Feels Straight Resisting all damage while raging (except mentally) is insane. Eagle: Great if you need extra mobility on the battlefield. Elk: You really don't need even more speed and the eagle is usually better for this purpose. Tiger: Jumping is rarely, if ever, helpful. Wolf: If you have other melee party members who can do a lot of damage in attack rolls, the wolf stands out. If you have a party full of actors, it does nothing. Aspect of the beast: You can choose the same animal as on level 3 or one of the other options. Bear: Many people don't like to play with restrictive carrier abilities or just ask their DM for bag holding. However, the advantage of STR verification will come in handy when trying to force your way through a locked door or other obstacles. Unfortunately, it only works on objects. Eagle: Nice for exploration, although the Barbarians are usually not the choice for a scout party. If your race doesn't have Darkvision then the denial of the flaw on perception checks is great. Elk: If you play with time in the journey between places and include random encounters, this is very helpful. If you tend to just skip the journey in favor of playing in pre-determined places, avoid moose here. Tiger: The profession in two more skills is quite great, unfortunately two of the four options are already available as a skill-based class. Wolf: Similar to the Aspect of the Moose Beast. Spirit Walker: A commune with nature as a ritual is often helpful. If you are struggling to survive in a new place, you can easily find food and water. It also helps if you are looking for something special like a building or a magical creature. Totem integration: You can choose the same animal again as on level 3 or something else. Bear: Draws fire from your weak allies on yourself. If you choose a bear on level 3, you will have the damage resistance they throw their way at anyway. Eagle: Flying is infinitely useful, even if it only functions in short bursts. Make sure you have a plan before you launch yourself into the air! Or not, you're a barbarian after all. Lot: Knocking enemies are prone and inflict some damage at the same time as bonus action. Really annoying any opponent if you can pull it out regularly. Tiger: Bonus action weapons attacks are always great, but you have to fulfill the traffic requirement to do so. In cramped spaces or places with obstacles you may not be able to use this ability at all. Wolf: Another way to knock enemies prone as a bonus action. No additional damage, but you only have to connect to the attack to use it, so your next attack may be with an advantage. The choice between this or the moose is a personal preference. The Way of the Source of the Celot: Xanathar's Guide all over Cool for role-playing. Dying becomes more of an inconvenience than a problem ending the game. Combined with a small amount of additional damage, the Path of the zelota lovely subclass, but doesn't have any serious direction. Divine Fury: Direct added damage to your attack. Some creatures have necrotizing immunity damage, but the radiant damage is less so. Warrior of the Gods: Barbarians are not afraid of death, and warrior of the gods makes the return path more convenient. Spells like Raise the Dead become virtually free to use on you. fanatical focus: directly saves you from death from powerful effects with a saving throw. Jealous presence: In a huge battle this ability gives your party a kind of super turn with an advantage in attacking rolls and saving throws. It would be a lot nicer if it worked for you as well though. Fury for Death: You basically can't die while raging. If you have a way to heal yourself for a small number of points of hit (magic point, potion healing, etc.), then do it until the end of the rage so you don't die. Level 5 Extra Attack: Each combat class is excited when they receive additional attacks because it effectively doubles the exit of the damage. Now, if only you could reckless attacks with both attacks... Fast Motion: You don't want heavy armor so your barbarian will get the advantage of fast motion. Although very useful, especially if played with combat cards, Fast Motion is not as impactful as most other class barbarians. Level 7 of feral instinct: Really useful. It's a big deal for the barbarian to be on the front line to protect the more vulnerable party members, so the benefit of the initiative helps out there. Avoiding unexpected attacks against you is another tool in your long list of ways to mitigate the damage coming at your character. Level 9 Brutal Critical: Makes critical hits brutally effective, but they only happen 5% of the time you do attack roll. 11th level of unforgiving rage: with a decent CON score you may be able to pull it out more than once in a short rest, making you a real thorn on the side of your enemies. When you finally get knocked to 0 points of hit, hopefully you've had enough exposure on the battlefield that the battle ends soon after. Level 15 persistent rage: The annoying part of the rage is that situations occur when you can't move or don't have enough movement to attract the next enemy, causing it to end at an inconvenient time. Since you can only rage the fin furious number of times over a long rest, persistent rage will help you keep your uses so that you can activate it for each hard fight during the day. If your rage lasts more than 4 hours, please consult your doctor. Level 18 indomitable power: If you want to fight and have maxed or almost maxed out a STR score, there's no a lot your opponent can do to stop you. Other uses to test STR abilities are often less important, but nice to have nonetheless. Level 20 Primal Champion: A suitable stone for the Barbarian class that makes you the tankiest tank that ever lived. If If Medium armor, your Unarmored defense can offer a high AC when you reach level 20, so be sure to check out both options. The exploits below are some feats that are often seen on the 5e barbarian. Barbarians are lucky in that they really depend only on STR (CON and DEX are important but not critical), so they can hold their own if the choice to take one or more feats is drawn to you. Their effectiveness can vary depending on which Primal Path the character chooses. Warning: The Barbarians already have a Feral Instinct to help during the initiative rolls. Additional improvements to the Initiative reduce profits and are therefore wasted. Grappler: If fighting is your thing this feat will provide loads of fun. Great Weapon Master: Probably the best feat for a barbarian using two-handed weapons, regardless of assembly. Additional attacks from this feat will occur often when you are in the thick of things. Bonus damage due to a penalty for throwing an attack is risky and should be used sparingly until your bonus roll attack is quite high. Lucky: Lucky is a feat that is useful to any character. Mobile: Redundant. Polearm Master: Provides additional attacks in the form of bonus actions and attack capabilities, but Great Weapon Master and Sentinel are better. This is quite interesting in conjunction with the Great Weapon Master when applying a damage bonus to these additional attacks. Sentinel: The Sentinel really shines on the barbarian. This reduces the ability of enemies who are in your area, restricting their movement and punishing them for trying to move away or attack someone else. Remember that you really want to be attacked like a barbarian (unlike those attacks hitting your squishier teammates). Tough: Tough makes you even more tanky, but it's really not worth the time. You're probably better off increasing CON or DEX if you need survivability because these statistics come with other benefits like strengthening ability checks and saving throws. I hope you liked the guide! If you have any questions or feel like we missed something for 5e Barbarian, go ahead and post the comment below. If you like our content subscribe to Arcane Eye! Eye! d&d 5e barbarian leveling guide

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