

THE BARBARIAN: THE TREANTMONK VARIANT

A tall human tribesman strides through a blizzard, draped in fur and hefting his axe. He laughs as he charges toward the frost giant who dared poach his people's elk herd.

A half-orc snarls at the latest challenger to her authority over their savage tribe, ready to break his neck with her bare hands as she did to the last six rivals.

Frothing at the mouth, a dwarf slams his helmet into the face of his drow foe, then turns to drive his armored elbow into the gut of another.

These barbarians, different as they might be, are defined by their rage: unbridled, unquenchable, and unthinking fury. More than a mere emotion, their anger is the ferocity of a cornered predator, the unrelenting assault of a storm, the churning turmoil of the sea.

For some, their rage springs from a communion with fierce animal spirits. Others draw from a roiling reservoir of anger at a world full of pain. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength.

THE BARBARIAN

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+2	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (+1 die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (+2 dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (+3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

CLASS FEATURES

As a barbarian, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d12 per barbarian level
- **Hit Points at 1st Level:** 12 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATH

At 3rd level, you choose a path that shapes the nature of your rage. The Path of the Berserker and Path of the Totem Warrior are detailed at the end of the class description, and additional primal paths are available in other sources. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

Beginning at 9th level, your melee weapon attacks score a critical hit on a roll of 19 or 20, in addition you add the maximum result of one die of your weapon's damage to the damage of a critical hit with a melee weapon.

This bonus damage increases to 2 maximum die results at 13th level and 3 maximum die results at 17th level.

RELENTLESS RAGE

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 5 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you rage again, the DC resets to 5.

PERSISTENT RAGE

Beginning at 15th level, your rage is so fierce that after a rage would end after one minute, you can attempt to extend the rage. You can make a DC 10 Constitution saving throw. If you succeed, the rage lasts an additional minute or until you fall unconscious.

Each time you use this feature after the first, the DC increases by 5. The DC resets to 5 when you begin a new rage.

INDOMITABLE MIGHT

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Whenever you have advantage on an attack roll using Strength, you can reroll one of the dice once.

PRIMAL CHAMPION

At 20th level, you embody the power of the wilds. You may divide 10 points between your Strength, Constitution and Dexterity scores. Your maximum for those scores is now 24.

PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE BERSERKER

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

FRENZY

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. Each additional time you use this ability before completing a long rest, you suffer one level of exhaustion. You ignore the effects of exhaustion while raging.

At 5th level, you may make a single melee weapon attack as part of the bonus action you use to begin a Frenzy.

At 11th level, you gain temporary hit points when you use Frenzy equal to your Barbarian levels.

At 17th level, you no longer suffer exhaustion when you use Frenzy.

MINDLESS RAGE

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the condition immediately ends.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If you are using Frenzy, you may use a bonus action to frighten someone and maintain the effect.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

Starting at 14th level, when you take damage from a creature that is within reach of a melee weapon you are holding, you can use your reaction to make a melee weapon attack against that creature.

PATH OF THE TOTEM WARRIOR

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

SPIRIT SEEKER

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animals* spells as described in the Spellcasting section. When you cast these spells, you may not do so again until you finish a long rest.

TOTEM SPIRIT

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object — an amulet or similar adornment — that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

BEAR

While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

EAGLE

While you're raging, your movement does not provoke attacks of opportunity, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

WOLF

While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

BEAR

You gain the fortitude of a bear. You gain a +2 to your Constitution score. Your maximum Constitution is now 22. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

EAGLE

You gain the eyesight of an eagle. You gain a +2 to your Wisdom score. Your maximum Wisdom is now 22. In addition, you gain proficiency in Wisdom saving throws if you don't have it already. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Dim light doesn't impose disadvantage on your Wisdom (Perception) checks. In addition, you have advantage on all Wisdom (Perception) checks that rely on sight.

WOLF

You gain the hunting sensibilities of a wolf. You gain a +2 to your Dexterity score. Your maximum Dexterity is now 22. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see "Adventuring," for rules on travel pace). You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

SPIRIT WALKER

At 10th level, you can cast the commune with nature spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

TOTEMIC ATTUNEMENT

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected previously or a different one.

BEAR

While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

EAGLE

While raging, spectral eagle wings sprout from your back, you have a flying speed equal to your current walking speed.

WOLF

While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with melee weapon attack.



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