

THE BARBARIAN

Level	PB	Features	Rages	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Rage, Unarmored Defense	1	—	—	—
2nd	+2	Reckless Attack, Savage Exploits	1	2	d4	2
3rd	+2	Primal Path	1	3	d4	2
4th	+2	Ability Score Improvement	1	3	d4	3
5th	+3	Extra Attack	2	4	d6	3
6th	+3	Primal Path Feature	2	4	d6	3
7th	+3	Feral Instincts	2	5	d6	3
8th	+3	Ability Score Improvement	2	5	d6	4
9th	+4	Improved Critical (19)	2	6	d6	4
10th	+4	Primal Path Feature	2	6	d6	4
11th	+4	Critical Strike, Relentless Rage	2	7	d8	4
12th	+4	Ability Score Improvement	2	7	d8	5
13th	+5	Improved Critical (18)	2	8	d8	5
14th	+5	Primal Path Feature	2	8	d8	5
15th	+5	Persistent Rage	2	9	d8	5
16th	+5	Ability Score Improvement	2	9	d8	6
17th	+6	Improved Critical (17)	3	10	d10	6
18th	+6	Indomitable Might	3	10	d10	6
19th	+6	Ability Score Improvement	3	10	d10	6
20th	+6	Primal Champion, Relentless	Unlimited	10	d10	6

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 of the following: Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment.

- (a) a greataxe, (b) greatsword, or a (c) maul
- (a) two handaxes or (b) any simple weapon
- hide armor, an explorer's pack, and four javelins

Alternately if your group uses the starting wealth rule to purchase equipment, a barbarian starts with 2d4 x 10 gp.

QUICK BUILD

You can make a barbarian quickly by using these suggestions. First, make Strength your highest ability score, followed by your Constitution. Second, choose the outlander background.

RAGE

In combat, you can fight with an unparalleled primal ferocity. Starting at 1st level, you can use a bonus action on your turn to enter a Rage. While your Rage lasts, you gain the benefits listed below, so long as you aren't wearing heavy armor:

- You have advantage on any Constitution checks, Strength checks, and Strength saving throws you make.
- When you hit with a melee or thrown weapon attack using Strength, you deal a bonus 1d4 damage on hit. As you gain levels in this class, this damage bonus increases to match the Exploit Die column of the Barbarian table.
- You resist all bludgeoning, piercing, and slashing damage.
- You are unable to cast or concentrate on spells or effects.

Your Rage lasts for up to 1 minute, and it ends early if you are incapacitated, if you choose to end it as a bonus action, or if you end your turn and you have not taken damage, dealt damage a hostile creature, or taken the Dash action to move as close as possible toward a hostile creature you can see.

Once you enter a Rage, you must finish a short or long rest before you can do so again. As you gain barbarian levels, you can Rage additional times between each short or long rest, as shown in the Rages column on the Barbarian table above.

UNARMORED DEFENSE

Also at 1st level, so long as you aren't wearing any armor, your Armor Class is equal to 10 + your Strength modifier + your Constitution modifier. You can use a shield with this feature.



RECKLESS ATTACK

You can throw aside concern for defense to attack with fierce desperation. Starting at 2nd level, when you make your first attack on your turn, you can attack recklessly. Doing so gives you advantage on melee or thrown weapon attack rolls that use your Strength during this turn, but until the start of your next turn all attack rolls targeting you have advantage.

SAVAGE EXPLOITS

Also at 2nd level, your lust for battle unlocks savage abilities that enhance your martial skill, both on and off the battlefield.

EXPLOIT DICE

The Barbarian table shows how many Exploit Dice you have to perform the Exploits you know. To use an Exploit, you must expend one of these Dice. You can only use one Exploit per attack, ability check, or saving throw, and you regain all expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d4s, and increase in size as you gain levels in this class, as indicated in the Barbarian table.

If you use an Exploit while Raging, you increase the size of your Exploit Die by one, to a maximum die size of d12.

EXPLOITS KNOWN

You know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Barbarian table shows when you learn more Exploits of your choice. To learn an Exploit you must meet any prerequisites it may have, such as a minimum Ability Score or a certain barbarian level.

Whenever you gain a barbarian level, you can replace one Exploit you know with another Exploit of your choice.

SAVING THROWS

If one of your Exploits requires a creature to make a saving throw, the Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

PRIMAL PATH

At 3rd level, you choose the Primal Path that best represents how your Rage manifests: Path of the Berserker, Path of the Brute, Path of the Champion, or Path of the Totem Warrior.

Your Primal Path grants you features at 3rd level, and again when you reach 6th, 10th, and 14th level in this class.

PRIMAL EXPLOITS

Each Primal Path includes a list of Primal Exploits that every follower of that Path learns at the barbarian levels noted in the description. These Primal Exploits do not count against your total number of Exploits Known and they cannot be replaced when you gain a level in this class. If you do meet a Primal Exploit's prerequisites, you learn it regardless.

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 two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

EXTRA ATTACK

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

FERAL INSTINCTS

The primal power that fuels your Rage in combat has honed your senses as well. At 7th level, you gain the benefits below:

- Your Rage can last for up to 10 minutes, and it only ends early if you are incapacitated or you choose to end it.
- You have advantage on your initiative rolls, and if you are surprised when you roll initiative you can act normally so long as you Rage as part of your first turn in combat.
- So long as you are not blinded, deafened, or incapacitated, you have advantage on Dexterity saving throws you make to resist effects that you can see, such as traps and spells.

IMPROVED CRITICAL

Your unchecked anger increases the ferocity of your attacks. Starting at 9th level, your melee and thrown weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

At certain levels this range increases: at 13th level they score a critical hit on a roll of 18-20 on the d20, and at 17th level they score a critical hit on a roll of 17-20 on the d20.

CRITICAL STRIKE

Your destructive fury grants you bursts of martial ability in combat. Beginning at 11th level, when you score a critical hit while you are Raging, you gain a temporary Exploit Die that must be spent as part of the attack that scored a critical hit.

RELENTLESS RAGE

The white hot fury of your Rage burns ever brighter. At 11th level you gain the following benefits while you are Raging:

- If you drop to 0 hit points, but you do not die outright, you can choose to end your Rage to drop to 1 hit point instead.
- When you are forced to make an Intelligence, Wisdom, or Charisma saving throw you gain a bonus to your roll equal to your Constitution modifier (minimum of +1).

PERSISTENT RAGE

Upon reaching 15th level, the supernatural fury of your Rage only ends early if you fall unconscious or you choose to end it.

INDOMITABLE MIGHT

Starting at 18th level, if you make a Strength or Constitution check and your d20 roll is lower than your Strength score, you can use your Strength score in place of your d20 roll.

PRIMAL CHAMPION

You embody the very power of the primal wilderness. At 20th level, both your Strength and Constitution scores increase by 4, and your maximum for both of those scores is now 24.

RELENTLESS

Upon reaching 20th level, your skills in combat are those of a hero of legend. When you start your turn with no Exploit Dice remaining, you immediately regain one expended Exploit Die.



PRIMAL PATHS

Choose the Primal Path that best represents the ferocity and skills of your barbarian: the Path of the Berserker, Path of the Brute, Path of the Champion, or Path of the Totem Warrior.

PATH OF THE BERSERKER

The savage warriors known as berserkers live for the chaos of battle. For these barbarians, their Rage is a manifestation of their lust for violence and destruction. Often found on the front lines of battle, berserkers only feel fully alive when they are risking life and limb to test their might against their foes.

BERSERKER EXPLOITS

You learn certain Exploits at the barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>menacing shout, savage rebuke</i>
5th	<i>crushing strike, execute</i>
9th	<i>roar of triumph</i>

FRENZIED RAGE

When you choose this Primal Path at 3rd level, you learn to tap into the wild fury of the berserker. When you Rage, you can choose to enter a Frenzied Rage. For the duration of your Frenzied Rage, each time you take the Attack action, you can make one additional weapon attack as part of that action.

When a Frenzied Rage ends, you must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion.

Each time you use this feature after the first, the DC of the Constitution saving throw increases by 5. When you finish a long rest, the DC for this saving throw resets to 10.

MINDLESS RAGE

You give yourself over completely to your Rage. Beginning at 6th level, you cannot be charmed or frightened while you are Raging. If you are charmed or frightened when you enter your Rage, the effect is suspended for the duration of that Rage.

Moreover, while you are in a Frenzied Rage, you can ignore the effects of any levels exhaustion you currently have.

INTIMIDATING PRESENCE

Your imposing presence strikes fear into the hearts of your enemies. Starting at 10th level, you can use *menacing shout* as a bonus action, without expending an Exploit Die. When you use *menacing shout* in this way, the fear effect doesn't end early if the frightened target sees you take damage.

PRIMAL RESTORATION

You can draw on the spark of fury within you to restore your body. Also at 10th level, when you finish a short rest, you can choose to reduce your current level of exhaustion by 1.

Once you use this feature to reduce your exhaustion level you must finish a long rest before you can do so again.

FURIOUS RETALIATION

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

PATH OF THE BRUTE

While most barbarians hail from the wild places of the world, brutes discovered their Rage in the underbelly of civilization. Their abilities stem from a combination of street smarts and pure grit. All those who follow this Path share one thing in common, they prefer to solve their problems with their fists.

BRUTISH EXPLOITS

You learn certain Exploits at the barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>brace up, crushing grip</i>
5th	<i>concussive blow, greater hurl</i>
9th	<i>disorienting blow</i>

THE WRONG CROWD

You are most at home when engaging in tasteless hedonism. Beginning when you choose this Primal Path at 3rd level, if you spend a night carousing in a settlement of any size, you have advantage on ability checks to gather information on that settlement, its culture, factions, and important figures.

UNARMED & DANGEROUS

You have honed your body into a deadly weapon. Beginning at 3rd level, your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier on hit. If you have two free hands, the d6 damage die becomes a d8.

Moreover, you gain the following benefits while Raging:

- When you take the Attack action on your turn and make only unarmed strike attacks, you can make an additional unarmed strike as part of that same Attack action.
- When you hit a creature with an unarmed strike attack, you can attempt to grapple the target as part of that same attack, so long you have a free hand to grapple the target.

FISTS OF FURY

The force of your strikes sends your foes reeling. Starting at 6th level, when you hit a creature with an unarmed strike, you can use *concussive blow* without expending an Exploit Die.

You can use *concussive blow* in this way number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, your unarmed strikes count as magical for the sake of overcoming resistance and immunity to nonmagical attacks and damage while you are Raging.

IRON GRIP

Once you have a hold of something it is nearly impossible for it to escape. At 10th level, you gain the following benefits:

- The size of creatures that you can grapple increases by one size. When you grapple a creature more than one size larger than you, it can move as normal, but you move with it so long as there is an unoccupied space adjacent to it.
- While you are dragging a grappled creature that is one size larger than you or smaller, your speed isn't reduced.
- While Raging, the damage die for your unarmed strikes becomes 1d8, or 1d10 if you have two free hands.
- You gain a climbing speed equal to your walking speed.



BRUTISH DETERMINATION

Your grit and Rage allow you to shrug off assaults that would devastate others. Starting at 14th level, when you are forced to make a saving throw, you roll a d6 and add it to your roll. This bonus applies to death saving throws. If you roll above a 20 on a death saving throw with this feature, you immediately regain consciousness and can stand up with 1 hit point.

PATH OF THE CHAMPION

At the front of every great fighting force stands a Champion. These elite warriors are true masters of battle who stand as paragons of honorable combat and fair play. Often, they will seek out the most powerful of their foes and look to swiftly end conflicts with honorable duels or athletic competitions.

CHAMPION EXPLOITS

You learn certain Exploits at the barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>feat of strength, mighty thrust</i>
5th	<i>bonebreaker, heroic will</i>
9th	<i>resilient body</i>

CHAMPION'S CHALLENGE

When you choose this Primal Path at 3rd level, you compel even the most fearsome of foes to stand and fight. When you hit a creature with a melee or thrown weapon attack while Raging, that creature has disadvantage on attack rolls against targets other than you until the beginning of your next turn.

MIGHTY BLOW

Beginning at 6th level, you can use your Rage to fuel a single mighty blow. When you hit a creature with a melee or thrown weapon attack while Raging, you can choose to instantly end your Rage and turn that attack into an automatic critical hit.

Once you use this feature you must finish a short or long rest before you can do so again.

FIGHTING STYLE

At 10th level, you learn to compliment your Rage with martial technique. You learn a Fighting Style from those available to the [Alternate Fighter](#). You cannot learn a Fighting Style more than once, even if you learn another Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

REMARKABLE ATHLETE

Your training allows you to perform feats of athleticism that would seem impossible for most mortals. Beginning at 10th level, you can add your proficiency bonus to any Strength or Constitution check you make. If you are already proficient in that skill check, you add double your proficiency bonus.

SURVIVOR

You are a nearly perfect specimen of physical vigor, and have become exceedingly hard to kill. Beginning at 14th level, you gain temporary hit points equal to your Constitution modifier (minimum of 1) at the beginning of each of your turns.

PATH OF THE TOTEM WARRIOR

Barbarians who follow the Path of the Totem warrior seek to align themselves with powerful spirits of nature. Taking the forms of wild animals, these spirits bestow barbarians with primal totems that enhance their Rage with spiritual magic. In turn, totem warriors decorate their bodies, weapons, and armor with symbols reminiscent of their bestial totem spirit.

TOTEMIC EXPLOITS

You learn certain Exploits at the barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>mighty leap, survivalist's craft</i>
5th	<i>aggressive strike, weakening blow</i>
9th	<i>pack tactics</i>

SPIRIT GUIDE

The mystical connection you forged with your Totem Spirit allows you to communicate with wild beasts. Starting when you adopt this Primal Path at 3rd level, you learn to cast both *beast sense* and *speak with animals* as ritual spells.

TOTEMIC SPIRIT

You have forged a bond with a Totemic Spirit of the natural world. At 3rd level, you choose a Totemic Spirit animal from the options listed below, gaining its accompanying feature:

Bear. The spirit of the bear increases your endurance, and allows you to take significant punishment. While Raging, you are resistant to all damage except force and psychic damage.

Eagle. The spirit of the eagle grants you the ability to move swift as the wind. While Raging, so long as you aren't wearing heavy armor, you can take the Dash action as a bonus action.

Wolf. The spirit of the wolf enhances your ability to lead your allies. While Raging, allied creatures have advantage on attack rolls against hostile creatures within 5 feet of you.

TOTEMIC ASPECT

Upon reaching 6th level, you gain a primal benefit based on your Totem Spirit animal. You can choose the same Totem Spirit animal you selected at 3rd level, or a different one.

Bear. The spirit of the bear grants you wondrous strength. You count as one size larger for the purposes of your carrying capacity and for the size of creatures you can grapple.

Eagle. The spirit of the eagle grants you superior eyesight. You have advantage on Wisdom (Perception) checks based on your sense of sight, and 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.

Wolf. The spirit of the wolf grants you exceptional hunting abilities. You have advantage on Wisdom (Survival) checks to track creatures that are below their maximum hit points, and you can move stealthily while traveling at a normal pace.

SPIRIT WALKER

You have learned to call upon your Totem Spirit for guidance. Starting at 10th level, you can cast *commune with nature* as a ritual spell, beseeching your Totem Spirit for information.



TOTEMIC ATTUNEMENT

At 14th level, you gain a final supernatural ability based on your Totem Spirit animal. You can choose the same Totem Spirit animal you selected previously or a different one.

Bear. The spirit of the bear impels your enemies to attack you. While Raging, any creature you hit with a melee weapon attack has disadvantage on any attack roll it makes against creatures other than you until the start of your next turn.

Eagle. The spirit of the eagle empowers you short bursts of flight. While Raging, you have a flying speed equal to your walking speed. This flight works only in short bursts; you fall if you end your turn if nothing else is holding you aloft.

Wolf. The spirit of the wolf allows you to disable your foes. While Raging, you can use a bonus action to knock a creature that is one size larger than you, or smaller, prone, so long as you hit that creature with a melee attack on that same turn.

SAVAGE EXPLOITS

Listed below are the Savage Exploits available to barbarians. If an Exploit has a prerequisite, like a minimum Ability Score or a certain barbarian level, you can learn it at the same time you meet the prerequisites.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by warriors with modest training and have no level prerequisite.

BONEBREAKER

Prerequisites: 5th level, Strength of 11

When you score a critical hit, you can expend an Exploit Die to cripple your target. For the next minute, the creature deals only half damage with weapon attacks that use Strength.

The creature can make a Constitution saving throw at the start of each of its turns, ending this effect on a success.

BRACE UP

Prerequisites: Constitution of 11

As a bonus action, you can expend an Exploit Die to instantly gain temporary hit points equal to your Exploit Die + your Constitution modifier (minimum of 1 temporary hit point).

COMMANDER'S PRESENCE

Prerequisites: Intelligence or Charisma of 11

Whenever you make a Charisma (Intimidation), Charisma (Persuasion), or Intelligence (History) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

CRIPPLING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failed save, the creature takes additional damage equal to your Exploit Die and its speed is reduced to 0 until the beginning of your next turn.

CRUSHING GRIP

Prerequisites: Strength of 11

When you successfully grapple a creature, you can expend an Exploit Die to enhance your grip. For the duration of that grapple, the creature's speed is reduced to 0, and it takes damage equal to your Exploit Die at the start of each turn.

DESTRUCTIVE STRIKE

Prerequisites: Strength of 11

When you hit a nonmagical object with an attack, you can expend an Exploit Die, adding it to the damage roll of that attack, and causing that attack to deal maximum damage.

FEAT OF STRENGTH

Prerequisites: Strength or Constitution of 11

Whenever you make a Strength or Constitution-based ability check or saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

HURL

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to throw an object you are holding at a target you can see within 60 feet, forcing it to make a Dexterity saving throw. On a failed save, it takes bludgeoning damage equal to your Exploit Die + your Strength modifier. The thrown object also takes the damage, regardless if the target succeeds on its save.

MENACING SHOUT

As a bonus action, you can expend an Exploit Die and force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The fear effect ends early for the target if the frightened creature sees you take damage of any kind.

MIGHTY LEAP

Prerequisites: Strength of 11

When you make a running or standing jump, you can expend an Exploit Die to increase your jump distance by a number of feet equal to your Exploit Die roll + your Strength modifier, even if the distance exceeds your remaining speed.

MIGHTY THRUST

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to force a creature within reach to make a Strength saving throw. On a failure, it is pushed away from you a number of feet equal to 5 times your Strength modifier. Creatures more than one size larger than you have advantage on their saving throw.



SAVAGE REBUKE

When a creature within your reach hits you with an attack, you can use your reaction to expend an Exploit Die and make a melee weapon attack against that creature. On hit, you deal additional damage equal to your Exploit Die.

RUTHLESS STRIKE

Prerequisites: Strength of 11

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and add it to the damage of the attack. You can use this Exploit after you know if your attack hits.

SURVIVALIST'S CRAFT

Prerequisites: Wisdom of 11

Whenever you make a Wisdom (Animal Handling), Wisdom (Medicine), or Wisdom (Survival) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force it to make a Dexterity saving throw. On a failed save, it falls prone and takes bludgeoning damage equal to your Exploit Die. Creatures more than one size larger than you have advantage on their saving throw.

TAKE DOWN

Prerequisites: Strength of 11

As a bonus action, you can expend an Exploit Die to make a Shove or Grapple attack against a creature in your reach, adding your Exploit Die to your Strength (Athletics) check.

2ND-DEGREE EXPLOITS

Exploits of this degree represent the absolute peak of martial skills that are achievable without dedicated training. These Exploits can be learned by barbarians of 5th level or higher.

AGGRESSIVE STRIKE

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and move up to your speed toward a hostile creature you can see and make a single weapon attack against the hostile creature. On hit, you deal additional damage equal to your Exploit Die.

CONCUSSIVE BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failure, it takes extra damage equal to your Exploit Die and it is stunned until the start of your next turn.

CRUSHING STRIKE

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes extra damage equal to your Exploit Die, and its Armor Class is reduced by 1 until its defenses are repaired, or it finishes a short or long rest.

EXECUTE

Prerequisites: 5th level, Strength of 13

In place of an attack, you can expend an Exploit Die to try to execute an incapacitated or prone creature within 5 feet of you. Make an attack roll with a melee weapon and add your Exploit die to the attack roll. If your attack roll exceeds the target's remaining hit points, its hit points are reduced to 0.

GREATER HURL

Prerequisites: 5th level, Strength of 13

As an action, you can expend an Exploit Die and attempt to throw a creature that is within your reach and at least one size smaller than you. The target must succeed on a Strength saving throw or be thrown to an unoccupied space of your choice within 30 feet. If the target lands in a space that can't support it, it falls, takes falling damage, and lands prone.

If you have a feature that allows you to count as one size larger for the purposes of carrying capacity, or the size of creatures you can grapple, you also count as one size larger for the purposes of creatures you can throw with this ability.

HEROIC WILL

Prerequisites: 5th level

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

IMMOVABLE STANCE

Prerequisites: 5th level, Strength or Constitution of 13

As a bonus action, you can expend an Exploit Die and plant your feet in an immovable stance. Until you move from that space, a creature that would move you, or move through your space, must succeed on a Strength saving throw to do so.

INTIMIDATING COMMAND

Prerequisite: 5th level, Charisma of 13

As a bonus action, you can expend an Exploit Die and shout a one-word command at a creature that can hear you within 30 feet, and force it to make a Wisdom saving throw. On a failure, it obeys your command on its next turn, unless the command is directly harmful to itself or impossible to follow.

SHATTERING SLAM

Prerequisites: 5th level, Strength of 13

In place of an attack, you can expend an Exploit Die to strike the ground at your feet, forcing creatures within 5 feet of you to make a Dexterity saving throw. On a failed save, creatures take bludgeoning damage equal to your Exploit Die + your Strength modifier and are knocked prone. On a successful save, creatures take half damage and do not fall prone.

If the area you strike is loose earth or stone, it becomes difficult terrain until a creature uses its action to clear it.

SUPPRESSING STRIKE

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die, and it is blinded, deafened, or cannot speak (your choice) until the start of your next turn.



TRAMPLING RUSH

Prerequisites: 5th level, Strength of 13

When you move at least 20 feet toward a creature and hit it with a melee weapon attack, you can expend an Exploit Die and attempt to trample the creature, forcing it to make a Strength saving throw. On a failed save, it is knocked prone and takes bludgeoning damage equal to your Exploit Die.

WARRIOR'S CHALLENGE

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it has disadvantage on any attack roll it makes against targets other than you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This effect ends early if you attack a creature other than the target.

WHIRLWIND SLASH

Prerequisites: 5th level, Strength or Dexterity of 13

In place of an attack, you can expend an Exploit Die to strike out at creatures around you, forcing creatures within range of a melee weapon you are wielding to make a Dexterity saving throw. Creatures take slashing damage equal to your Exploit Die + your Strength or Dexterity modifier (your choice) on a failed save, and half as much on a successful save.

WEAKENING BLOW

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken it. The first attack made against it before the start of your next turn has advantage and deals extra damage equal to your Exploit Die.

3RD-DEGREE EXPLOITS

Exploits of this degree are only mastered by especially savage barbarians that dedicate their lives to battle. They can only be learned by barbarians of 9th level or higher, and each 3rd-degree Exploit can only be used once per short or long rest.

DESTRUCTIVE SLAM

Prerequisites: 9th level, Strength of 15

In place of an attack, you can expend an Exploit Die to strike the ground at your feet, forcing creatures in an adjacent 20-foot cube to make a Dexterity saving throw. On a failed save, creatures take bludgeoning damage equal to your Exploit Die + your Strength modifier and fall prone. On a successful save, they take half damage and don't fall prone. Any objects within this area take the maximum amount of damage.

The area of the 20-foot cube becomes difficult terrain until a creature takes 1 minute to clear it.

DISORIENTING BLOW

Prerequisites: 9th level, Strength of 15

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force it to make a Wisdom saving throw. On a failure, it takes additional damage equal to your Exploit Die, and it suffers the following effects for 1 minute:

- Its speed is halved and it cannot take reactions.
- Its Armor Class is reduced by 2.
- Its Dexterity saving throw bonus is reduced by 2.
- On its turn it can only take an action or a bonus action.
- It cannot make more than one attack during its turn.

The creature can repeat the saving throw at the end of each of its turns, ending these effects on a success.

PACK TACTICS

Prerequisites: 9th level, Wisdom of 15

As a bonus action, you can expend an Exploit Die and signal your allies to fight as a pack. For 1 minute, creatures of your choice that can see or hear you within 30 feet have advantage on their attack rolls so long as an allied creature is within 5 feet of its target, and the ally isn't incapacitated.

You must use a bonus action on each of the following turns to continue signaling your allies, though you don't expend an Exploit Die each time. If you stop, this effect ends early.

RESILIENT BODY

Prerequisites: 9th level, Constitution of 15

When a creature you can see hits you with an attack, you can expend an Exploit Die to reduce the damage by twice your Exploit Die + your Constitution modifier. Any hit points not consumed by the attack become temporary hit points.

ROAR OF TRIUMPH

Prerequisites: 9th level

When you score a critical hit, you can expend an Exploit Die to let out a savage battle cry that can be heard up to 300 feet away. You, and a number of creatures of your choice equal to your Constitution modifier (minimum of 1) gain temporary hit points equal to your level + your Constitution modifier.

WAR CRY

Prerequisites: 9th level

As an action, you can expend an Exploit Die and issue a mighty war cry, forcing any creature in an adjacent 30-foot cone that can hear you to make a Wisdom saving throw. On a failed save, creatures drop whatever they are holding and are frightened of you for one minute. If a creature ends its turn in a location where it doesn't have line of sight to you, it can repeat the saving throw, ending the effect on a success.



4TH-DEGREE EXPLOITS

Exploits of this degree are techniques only mastered by the most powerful barbarians in an entire tribe. They can only be learned by barbarians of 13th level or higher, and each 4th-degree Exploit can only be used once per short or long rest.

RINGING STRIKE

Prerequisites: 13th level, Strength of 17

When you score a critical hit, you can expend an Exploit Die to shatter the creature's focus. If it was concentrating on a spell or another effect, it automatically loses concentration.

For the next minute, the creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws, and Constitution saving throws to maintain concentration.

The creature can make a Constitution saving throw at the start of each of its turns, ending this effect on a success.

STAGGERING BLOW

Prerequisites: 13th level, Strength of 17

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Wisdom saving throw. On a failure, it takes additional bludgeoning damage equal to twice your Exploit Die, and has disadvantage attack rolls and ability checks, and can't take reactions for 1 minute.

The creature can repeat the saving throw at the end of each of its turns, ending these effects on a success.

STRENGTH OF THE COLOSSUS

Prerequisites: 13th level, Strength of 17

As an action, you can expend an Exploit Die to attempt a feat of godlike strength. For this action, the amount of weight you can push, drag, pull, or lift is equal to 50 times your Strength score (instead of the normal 30 times your Strength score).

In addition, when you use this Exploit, you can expend Hit Dice to increase your strength even further. For each Hit Die you expend, you increase the amount of weight you can push, drag, pull or lift by another 10 times your Strength score.

UNBREAKABLE

Prerequisites: 13th level, Constitution of 17

When you take damage that would reduce you to 0 hit points, even if that damage would kill you outright, you can use your reaction to expend an Exploit Die to fall to 1 hit point.

5TH-DEGREE EXPLOITS

Exploits of the fifth degree are feats of savage skill that rival those of great monsters. These Exploits can only be learned by barbarians of 17th level or higher, and each 5th-degree Exploit can only be used once per short or long rest.

BANISHING STRIKE

Prerequisites: 17th level, Strength of 19

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your blow with legendary force, and force the target to make a Charisma saving throw. It takes additional force damage equal to three rolls of your Exploit Die on a failure, and half as much on a success.

If this attack reduces the target to 50 hit points of fewer, it shunted to a harmless demiplane where it is incapacitated. The creature reappears in the unoccupied space nearest to the last space it occupied at the end of your next turn.

CATAclysmic SLAM

Prerequisites: 17th level, Strength of 19

In place of an attack, you can expend an Exploit Die and strike the ground at your feet with legendary power. A shockwave of earth and thunderous force erupts from you, forcing any creatures within 30 feet to make a Constitution saving throw. On a failed save, creatures take bludgeoning damage equal to three rolls of your Exploit Die + your Strength modifier and are knocked prone. On a successful save, creatures take half as much damage and don't fall prone. Any objects within this area take the maximum amount of damage.

The area becomes difficult terrain until a creature uses its action to clear one 5 foot square of this difficult terrain.

VORPAL STRIKE

Prerequisites: 17th level, Strength or Dexterity of 19

When you score a critical hit, you can expend an Exploit Die and attempt to behead the creature. If the target's remaining hit points are equal your level + your Strength (or Dexterity) score, or lower, you cut off one of the creature's heads.

The creature instantly dies if it cannot survive without the lost head. A creature is immune to the effect of this Exploit if it is immune to slashing damage, doesn't have or need a head.

