Lvl 1 Spells		
Cure Wounds	Casting Time: 1 action Range: Touch Components: V, S Duration: Instantaneous	A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.
Hunter's Mark	Casting Time: 1 bonus action Range: 90 feet Components: V Duration: Concentration, up to 1 hour	You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature. At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.
Detect Magic	Casting Time: 1 action Range: Self Components: V, S Duration: Concentration, up to 10 minutes	For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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Lvl 1 Spells (cont)

Fog Cloud	Casting Time: 1 action Range: 120 feet Components: V, S Duration: Concentration, up to 1 hour	You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Lvl 2 Spells

Pass Without Trace	Casting Time: 1 action Range: Self Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce) Duration: Concentration, up to 1 hour	A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.
Darkvision	Casting Time: 1 action Range: Touch Components: V, S, M (either a pinch of dried carrot or an agate) Duration: 8 hours	You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.
Silence	Casting Time: 1 action Range: 120 feet Components: V, S Duration: Concentration, up to 10 minutes	For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Lvl 3 Spells

Flame Arrows	Casting Time: 1 action Range: Touch Components: V, S Duration: Concentration, up to 1 hour	You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

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Lvl 3 Spells (cont)

Flame Stride (UA)	Casting Time: 1 bonus action Range: Self Components: V, S Duration: Concentration, up to 1 minute	The billowing flames of a dragon cover your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. When you move within 5 feet of a creature or object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. Additionally, the spell deals an additional 1d6 fire damage for each slot level above 3rd.
Revivify	Casting Time: 1 action Range: Touch Components: V, S, M (diamonds worth 300 gp, which the spell consumes) Duration: Instantaneous	You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Ranger

The Ranger					
				Spell Slots per Level	
Level	Proficiency Bonus	Features	Spells Known	1st	2nd
1st	+2	Favored Enemy, Natural Explorer, *Deft Explorer (Optional)*, *Favored Foe (Optional)*	-	-	-
2nd	+2	Fighting Style, Spellcasting, *Spellcasting Focus (Optional)*	2	2	-
3rd	+2	Primeval Awareness, Ranger Conclave, *Primal Awareness (Optional)*	3	3	-
4th	+2	Ability Score Improvement, *Martial Versatility (Optional)*	3	3	-
5th	+3	Extra Attack	4	4	2
6th	+3	Favored Enemy Improvement, Natural Explorer Improvement, *Deft Explorer Improvement (Optional)*	4	4	2
7th	+3	Ranger Conclave feature	5	4	3
8th	+3	Ability Score Improvement, Land's Stride, *Martial Versatility (Optional)*	5	4	3
9th	+4		6	4	3
10th	+4	Natural Explorer Improvement, Hide in Plain Sight, *Deft Explorer Feature (Optional)*, *Nature's Veil (Optional)*	6	4	3
11th	+4	Ranger Conclave feature	7	4	3
12th	+4	Ability Score Improvement, *Martial Versatility (Optional)*	7	4	3
13th	+5		8	4	3
14th	+5	Favored Enemy Improvement, Vanish	8	4	3
15th	+5	Ranger Conclave feature	9	4	3
16th	+5	Ability Score Improvement, *Martial Versatility (Optional)*	9	4	3
17th	+6		10	4	3
18th	+6	Feral Senses	10	4	3
19th	+6	Ability Score Improvement, *Martial Versatility (Optional)*	11	4	3
20th	+6	Foe Slayer	11	4	3

Subclass pt 2

Hamstringing
You slash at the tendons. On a hit, the target takes an extra 1d8 slashing damage and must succeed on a Constitution saving throw or have its speed reduced to 0 until the start of your next turn.

Starting at 7th level, if the target fails its saving throw against this technique two rounds in a row, you sever its tendons, and its walking speed becomes 0 for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Nerve Scraping
You damage the target's nerves, causing its body to writhe in pain. On a hit, it takes an extra 1d8 psychic damage. The target must then succeed on a Constitution saving throw or lose its grip on reality, unable to differentiate friend from foe through the veil of pain, until the start of your next turn, it must use its action before moving on each of its turns to make a melee attack against a randomly determined creature within its reach other than itself. If no creature is within its reach, it acts as normal, though still can't discern allies and enemies, and if it makes an attack, it randomly determines a target within its reach or range other than itself.

Starting at 11th level, if the target fails its saving throw against this technique two rounds in a row, it suffers a 1d4 penalty to its attack rolls and saving throws for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Throat Chop
You deliver a fierce cleave to the target's throat, severely impairing its ability to breathe and speak. On a hit, the target takes an extra 1d8 bludgeoning damage and can't speak or use the verbal components of spells until the start of your next turn.

Starting at 11th level, if you hit a target two rounds in a row with this technique, it must make a Constitution saving throw against your technique save DC. On a failure, the pain shocks the target, which becomes stunned until the end of your next turn.

Tympanic Rupture
You slam the target's ears in an attempt to destabilize it. On a hit, the target takes an extra 1d10 bludgeoning damage and must succeed on a Constitution saving throw or become deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Starting at 7th level, if the target fails its saving throw against this technique two rounds in a row, it is disoriented for the duration. While disoriented, the target can't take reactions.

Depraved Mind
By 7th level, you've seen the worst depravities that plague this world and have committed most of them. You are immune to the frightened condition and gain resistance to psychic damage.

In addition, if a creature attempts to read your mind or telepathically talk to you against your will, it must first make a Wisdom saving throw against your technique save DC. On a failure, it witnesses the horrors within your mind and fails to communicate with you, taking psychic damage equal to your level. On a success, it must repeat the saving throw after each minute spent reading your mind or telepathically talking to you against your will.

Veil of Pain
Starting at 11th level, when you damage a creature with your torturer techniques, you can attempt to rattle its mind with the pain. It must succeed on a Wisdom saving throw against your technique save DC or start dissociating your presence, its mind refusing to acknowledge the anguish you are causing it, only perceiving you as a flicker; you become heavily obscured to it for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses when you finish a long rest.

Mental Agony
At 15th level, you know how to cause pain to your quarry both physically and mentally. When a creature that you can see within 60 feet of you that failed its saving throw against one of your torturer techniques since the start of your last turn makes a Wisdom, Charisma, or Intelligence saving throw, you can use your reaction to flourish your blades, smile, or perform a similar terrifying display, imposing a 1d10 penalty to the saving throw. Creatures that are immune to the frightened condition are immune to this effect.

FEATS (cont)

Piercer

Increase your Strength or Dexterity by 1, to a maximum of 20. Once per turn, when you hit a creature with an attack that deals piercing damage, you can re-roll one of the attack's damage dice, and you must use the new roll. When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

FEATS (cont)

Ranger

Hit Points

Hit Dice: 1d10 per ranger level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Strength, Dexterity
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

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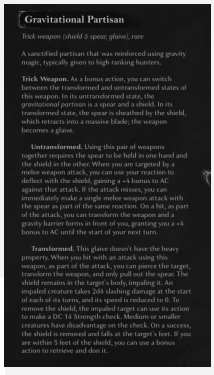

Gravitational Partisan

Trick weapon (shield & spear, glaive), rare

A sanctified partisan that was reinforced using gravity magic, typically given to high ranking hunters.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the *gravitational partisan* is a spear and a shield. In its transformed state, the spear is sheathed by the shield, which retracts into a massive blade; the weapon becomes a glaive.

Untransformed. Using this pair of weapons together requires the spear to be held in one hand and the shield in the other. When you are targeted by a melee weapon attack, you can use your reaction to deflect with the shield, gaining a +4 bonus to AC against that attack. If the attack misses, you can immediately make a single melee weapon attack with the spear as part of the same reaction. On a hit, as part of the attack, you can transform the weapon and a gravity barrier forms in front of you, granting you a +4 bonus to AC until the start of your next turn.

Transformed. This glaive doesn't have the heavy property. When you hit with an attack using this weapon, as part of the attack, you can pierce the target, transform the weapon, and only pull out the spear. The shield remains in the target's body, impaling it. An impaled creature takes 2d4 slashing damage at the start of each of its turns, and its speed is reduced to 0. To remove the shield, the impaled target can use its action to make a DC. 16 Strength check. Medium or smaller creatures have disadvantage on the check. On a success, the shield is removed and falls at the target's feet. If you are within 5 feet of the shield, you can use a bonus action to retrieve and don it.

Abilites

Primal Awareness (Optional)

This 3rd-level feature replaces the Primeval Awareness feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells	
Ranger Level	Spell
3rd	Speak with Animals
5th	Beast Sense
9th	Speak with Plants
13th	Locate Creature
17th	Commune with Nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

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Subclass

Tools of the Trade

Starting at 3rd level, you've learned to interrogate and use implements of torture. You gain proficiency with torture tools and Insight checks, and your proficiency bonus is doubled for any ability check you make that uses them.

Torturer Techniques

Also at 3rd level, you learn to use techniques. Unlike others who require patience and careful preparation, you employ techniques that are fueled by your magic, letting you make use of torture tools even in the midst of hunts. You can use each technique twice and regain the ability to do so again when you finish a long rest, or when you expend a spell slot of 1st level or higher to reuse it.

Techniques. When you make a melee weapon attack against a creature while you have torture tools in one hand (or a free hand and the presence of torture tools at your disposal, such as strapped around your leg), as part of that attack, you can use a technique to enhance it in some way. You must use the technique before the attack roll is made, and regardless of the outcome, the use or the spell slot is expended. You can only use a technique once per turn, though you can use multiple different techniques in the same turn, and you can only use one technique per attack.

Empowered Techniques. At certain levels in this class, you gain the ability to empower your torturer techniques using magic. When you expend a spell slot to use a technique, you inflict extra damage, and the target suffers a penalty to saving throws it makes against the technique, as shown on the following table. You can't empower a technique using a spell slot of a level you haven't unlocked, even if you have higher level spell slots (e.g., through multiclassing or items).

RANGER LEVEL	SPELL SLOT UNLOCKED	EXTRA DAMAGE	SAVING THROW PENALTY
3	1st	Wisdom mod	-1d4
5	2nd	2 x Wisdom mod	-2d4
9	3rd	3 x Wisdom mod	-3d4
13	4th	4 x Wisdom mod	-4d4
17	5th	5 x Wisdom mod	-5d4

Additionally, the first two times you use a technique after you finish a long rest, you can expend a spell slot of 1st level or higher, in which case the technique is empowered as if you had expended a spell slot one level higher (up to a maximum of the highest spell slot you've unlocked).

Saving Throws. Some of your techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

Technique save DC = 8 + your proficiency bonus + your Wisdom modifier

Techniques

At 3rd level, you learn each of the following techniques. At higher levels, these techniques are improved.

Combing

You scrape, tear, and flay the victim's flesh. On a hit, the target takes an extra 1d12 slashing damage.

Starting at 7th level, if you damage a target two rounds in a row with this technique, it must make a Constitution saving throw against your technique save DC. On a failure, you tear away so much flesh that it's body starts to bleed deeply. It takes 1d8 necrotic damage at the start of each of its turns (this damage can't be reduced or ignored in any way) for 1 minute. A bleeding creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Any extra damage from empowering this technique also applies to this necrotic damage. A creature can't suffer multiple instances of this effect at once.

Enucleation

You aim a vicious strike at the target's eye, reducing their vision to a macabre blur. On a hit, the target takes an extra 1d8 of the weapon's damage type and must succeed on a Constitution saving throw or have disadvantage on Perception checks and be blinded beyond 60 feet for 1 minute. Any healing ends this effect. The target can repeat this saving throw with disadvantage at the end of each of its turns, ending the effect on a success.

Starting at 11th level, if the target fails its saving throw against this technique two rounds in a row, it becomes blinded for 1 minute. Creatures with more than 2 eyes have advantage on this saving throw. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

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FEATS	
Sentinel	When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Devil's Luck	You have inexplicable luck that seems to kick in at just the right moment. You have 1 luck point. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

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FEATS (cont)

Alert	Always on the lookout for danger, you gain the following benefits: You gain a +5 bonus to initiative. You can't be surprised while you are conscious. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Weapon details

+3 magical weapon	1d6 force dmg
+5 AC base	+10 AC on reaction, Bonus attack if attacker misses, can transform into 2 handed form and retain +5 ac for remainder of turn

Ranger Features

Ranger Features (cont)

Deft Explorer	Canny (1st Lvl) (perception) Your proficiency bonus is doubled for any ability check you make using the chosen skill. You can also speak, read, and write 2 additional languages of your choice.
	Roving (6th Lvl) Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.
	Tireless (10th Lvl) As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Ranger Features (cont)

Land's Stride (Lvl 8)	moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the Entangle spell.

Ranger Features (cont)

Nature's Veil (Lvl 10)	You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
Vanish (Lvl 14)	you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Favored Enemy	(beasts, monstrosities) You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

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Ranger Features (cont)

Feral Senses (Lvl 18)	you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.
Foe Slayer (Lvl 20)	Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Barbarian

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, *Primal Knowledge (Optional)*	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Feral Instinct, *Instinctive Pounce (Optional)*	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path feature, *Primal Knowledge (Optional)*	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

Barbarian 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 greataxe or (b) any martial melee weapon
- (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 melee 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 or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. 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.

Barbarian Subclass: Beast

Form of the Beast

Starting when you choose this path at 3rd level, when you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal.

You choose the weapon's form each time you rage:

Bite. Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.

Claws. Each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.

Tail. You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

Barbarian Subclass: Beast

Bestial Soul

Beginning at 6th level, the feral power within you increases, causing the natural weapons of your Form of the Beast to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish a short or long rest:

- You gain a swimming speed equal to your walking speed, and you can breathe underwater.
- You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.

Barbarian Subclass: Beast

Infectious Fury

At 10th level, when you hit a creature with your natural weapons while you are raging, the beast within you can curse your target with rabid fury. The target must succeed on a Wisdom saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or suffer one of the following effects (your choice):

- The target must use its reaction to make a melee attack against another creature of your choice that you can see.
- Target takes 2d12 psychic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Call the Hunt

At 14th level, the beast within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can use the following benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Barbarian features

Barbarian features (cont)

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.

Barbarian features (cont)

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 melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.
Primal Knowledge (Optional)	When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

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.

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Barbarian features (cont)	
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.

Barbarian features (cont)	
Brutal Critical	Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Barbarian features (cont)	
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 10 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 finish a short or long rest, the DC resets to 10.
Persistent Rage	Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Barbarian features (cont)	
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.
Primal Champion	At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

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