This document contains the following classes: barbarian, cleric, druid, fighter, monk, paladin, ranger, rogue, and wizard.

Barbarian

A barbarian relies on a berserker fury and unmatched durability to overwhelm foes. Many barbarians are chaotic, but the feral rage that this class channels burns in almost any heart.

Creating a Barbarian When you create a character whose first class is barbarian, you gain these benefits.

**Ability Adjustment:** +1 to your Strength or Constitution score. You need Strength to overwhelm your enemies in battle and Constitution to help you withstand punishment.

**Starting Hit Points:** 12 + your Constitution modifier

**Armor and Shield Proficiencies:** Light and medium armor, shields

**Weapon Proficiencies:** All simple and martial weapons

You can make a barbarian quickly by following these suggestions.

**Suggested Background:** Guide **Suggested Specialty:** Reaper

**Starting Equipment:** Maul, two hand axes, 4

javelins, and 140 gp

**THE BARBARIAN**

**Rage**

**Attack Rages Damage**

**Level Bonus Class Features Per Day Bonus**

1 +1 Rage, Reckless Attack, Thick Hide 2/day +2

2 +1 Fast Movement 2/day +2

3 +2 — 2/day +2

4 +2 Feral Instinct 2/day +4

5 +2 Deadly Strike (roll twice), Relentless Rage 3/day +4

6 +2 — 3/day +4

7 +2 Feral Reflexes 3/day +6

8 +3 Fearless Rage 3/day +6

9 +3 — 4/day +6

10 +3 Deadly Strike (roll three times), Regenerative Rage 4/day +8

11 +3 Channel Fury 4/day +8

12 +3 — 4/day +8

13 +4 — 5/day +10

14 +4 Feral Senses 5/day +10

15 +4 Deadly Strike (roll four times), Incite Rage 5/day +10

16 +4 — 5/day +12

17 +4 — 6/day +12

18 +5 Unchecked Fury 6/day +12

19 +5 Primal Might 6/day +14

20 +5 Deadly Strike (roll five times), Endless Rage Unlimited +14

Class Features

A barbarian gains the following class features.

**Hit Dice:** 1d12 per barbarian level

**Hit Points:** 1d12 (or 7) + your Constitution modifier per barbarian level gained

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# Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

**Benefit:** You gain a +1 bonus to your attack roll

when you’re using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Barbarian table.

# Level 1: Rage

In battle, you can allow your fury to consume you. You fight with an unmatched ferocity, but sacrifice your ability to defend yourself to gain devastating might.

**Benefit:** On your turn, you can enter a rage as

part of your action. While raging, you gain the following benefits:

* advantage on Strength-­‐based attack rolls, checks, and saving throws
* a +2 bonus to the damage roll of one melee attack of choice each turn (the bonus increases as you gain levels, as noted on the Barbarian table)
* resistance to bludgeoning, piercing, and slashing damage

Raging also has a drawback: You can’t take reactions during it.

You must attack on each of your turns to maintain the rage; it stops if you end your turn without having attacked a hostile creature. The rage also ends after 10 minutes or if you fall unconscious.

After you rage twice, you must complete a long

rest to rage again, and you must take a short rest between rages. You can rage more times between long rests as you gain levels, as noted on the

**Benefit:** When you aren’t raging, you can use your action to make a melee attack with advantage. Doing so grants advantage to attack rolls against you until your next turn.

# Level 1: Thick Hide

Your innate durability makes armor a luxury that you rarely need.

**Benefit:** While you are not wearing any armor,

your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

# Level 2: Fast Movement

You move with the speed and agility of a hunting cat.

**Benefit:** Your speed increases by 10 feet while you are wearing light armor or no armor.

# Level 4: Feral Instinct

Your keen senses alert you to danger before it strikes.

**Benefit:** When you roll for initiative, you can roll an extra d20 and choose which d20 to use.

# Level 5: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

**Benefit:** Once per turn, when you roll damage for an attack, you can roll the weapon’s damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

# Level 5: Relentless Rage

Barbarian table. At 20th level, you can rage an

unlimited number of times, but must still take a short rest between rages.

# Level 1: Reckless Attack

Even when you aren’t raging, you can draw on your inner fury to hurl yourself at an opponent, heedless of the danger to yourself.

Your rage grows deeper, allowing you to mete out more punishment while giving you an unmatched tenacity.

**Benefit:** If an attack or other effect drops you to 0 hit points or fewer while you are raging and it fails to kill you outright, you can make a DC 10 Constitution saving throw to drop to 1 hit point instead.

Each time you succeed on this saving throw

# Level 15: Incite Rage

before taking a short or long rest, the DC increases

by 5.

# Level 7: Feral Reflexes

You rely on instinct to aid your defense, allowing you to avoid ambushes.

**Benefit:** You cannot be surprised while you are conscious.

# Level 8: Fearless Rage

You are so blinded by your rage that you barely see threats that would terrify other warriors.

**Benefit:** While raging, you cannot be frightened.

# Level 10: Regenerative Rage

The tenacity and ferocity imparted by your rage

You have become like the alpha beast that leads a hunting pack. You inspire not through tactical cunning or charismatic oration, but by sharing your rage with your allies.

**Benefit:** When you enter a rage, you can choose up to ten willing creatures that can see and hear you. Each of those creatures gains a +2 bonus to melee damage rolls, and any damage the creature takes is reduced by its Constitution modifier.

A creature loses these benefits when your rage ends, if the creature ends its turn unable to see and hear you, or if it ends its turn without having made a melee attack during that turn.

A creature can gain this benefit from only one barbarian at a time, and a barbarian cannot benefit from this effect while raging.

# Level 18: Unchecked Fury

transforms into a vicious fury that sustains you in

battle.

**Benefit:** While raging, you regain 5 hit points whenever you start your turn with less than half your hit point maximum.

# Level 11: Channel Fury

When pushed to the brink, you can choose to pour your animal fury into one final attack that strikes with devastating power.

When an opponent foils your attack, you can tap into your latent fury to lash out with a kick, punch, or head butt, but at the cost of committing your effort wholly to this strike.

**Benefit:** The first time you miss with a melee attack on your turn, you can make an unarmed attack as part of the same action. Your turn ends immediately after making this attack.

# Level 19: Primal Might

**Benefit:** While raging, you can use your action

to make a special melee attack; if the attack hits, it is a critical hit. Whether the attack hits or misses, your rage ends, and you are stunned until the end of your next turn.

# Level 14: Feral Senses

Through a combination of mystic insight and a natural enhancement of your sense of smell, you

Your might is like a force of nature, as you batter down doors, break chains, and destroy other obstacles with ease.

**Benefit:** When you make a Strength check or Strength saving throw and don’t like the result, you can use your Strength score in place of the result.

# Level 20: Endless Rage

gain a near-­‐supernatural ability to detect hidden

creatures.

**Benefit:** Being unable to see a target does not impose disadvantage on your attack rolls against it.

Additionally, while you are conscious and are

not blinded or deafened, you are aware of the location of any invisible creature within 30 feet of you, provided the creature isn’t hidden from you.

Your rage fills you with a bestial vigor that defies death itself.

**Benefit:** While raging, you aren’t considered to

be dying when you drop to 0 hit points or fewer, and you can’t be killed by the damage you take. If your hit points are low enough when your rage ends, you do die as normal.