

PART 2

Epic Progression



Epic Barbarian

The Epic Barbarian

Level	Rage Damage	Features
21st	+5	Fast Movement (+20 feet), Ability Score Improvement
22nd	+5	Blindsight
23rd	+6	Brutal Critical (4 dice)
24th	+6	Indomitable Vigor
25th	+7	Fast Movement (+30 feet), Ability Score Improvement
26th	+7	Unmatched Physicality
27th	+8	Path feature
28th	+8	Brutal Critical (5 dice)
29th	+9	Undaunted, Ability Score Improvement
30th	+10	Savagery, Death Save Advantage

Ability Score Improvement

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature, except for Strength and Constitution, which you can improve to 28.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master’s Guide) or a Feat (as found in the Player’s Handbook).

Faster Movement

Starting at 21st level, your speed increases by another 10 feet for a total of 20 feet. At 25th level your speed increases by yet another 10 feet for a total of 30 feet.

Blindsight

Your senses have become so honed that you surpass the sensory limitations of mere mortals, being able to accurately predict an opponent’s movements even with your eyes closed. Beginning at 22nd level, you gain blindsight with a range of 5 ft., and an additional 5 ft. of blindsight while raging.

Brutal Critical

Beginning at 23rd level, you can roll four additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to five additional dice at 28th level.

Indomitable Vigor

Beginning at 24th level, if your total for a Constitution check is less than your Constitution score, you can use that score in place of the total.

Unmatched Physicality

Years of hacking and slashing at your enemies, has taught you everything there is to know about creating and abusing openings in an enemy’s defense, as well as opening or closing yourself to opportunistic strikes.

Beginning at 26th level, when using Reckless Attack, you can choose whether hostile creatures have advantage against you or not, and attacks of opportunity against you are made at disadvantage unless you choose otherwise.

Path Feature

Path of the Berserker

Ravager

Beginning at 27th level, you no longer suffer exhaustion from your Frenzy feature.

Path of the Totem Warrior

Beginning at 27th level, you may choose one of the following totems.

Totemic Symbiosis

Bear. While raging you cannot be knocked prone or moved against your will by any means as long as you are conscious.

Eagle. You don’t take fall damage when falling 30 feet or less, and when you fall longer distances you take only half fall damage.

Wolf. While you’re raging, you can use a bonus action to attempt to grapple an opponent.

Elk. Your movement speed cannot be reduced by any means, and it only costs you 5 feet of movement to stand up from prone.

Tiger. You have advantage on Stealth checks and you can take the Hide action as a bonus action.

Path of the Battlerager

Thorns

Starting at 27th level, you may move through other creatures no matter their size. The first time you enter a creature’s space on your turn, you deal piercing damage equal to half your rage damage rounded down. If you are raging, this damage equals your rage damage. If you end your turn in another creature’s space, you take 1d10 bludgeoning damage and are ejected to the nearest unoccupied space.

Undaunted

Beginning at 29th level, if you drop to 0 hit points and don’t die outright, you can make a DC 5 Constitution saving throw with advantage. If you succeed, you drop to 1 hit point instead, your rage is automatically activated if it isn’t already, and your first attack against the source of the attack you suffered is a guaranteed critical hit. 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 5. This feature replaces your Relentless Rage feature.

Death Save Advantage

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

Savagery

Taking injuries while raging fuels the fire within you, making you increasingly vicious with every wound you suffer in combat.

While raging, whenever you are hit with a melee attack, you may use your reaction to immediately strike back at the attacker. As part of the same reaction, but after having struck back at your attacker, you gain a number of Battle Dice equal to the damage taken divided by 5. Battle Dice stack, but you can have a maximum of 5 Battle Dice at any one time. Your stored Battle Dice last until your rage ends, you are healed, or after 5 minutes.

While you have one or more Battle Dice stored, whenever you hit a creature with a melee weapon attack, you may add all of the Battle Dice to the attack. The damage of your Battle Dice equals your weapon damage die.

For example, if you were struck for 19 bludgeoning damage by a melee attack, you could retaliate immediately, and then gain 3 Battle Dice. If you are wielding a greataxe, each Battle Die would deal 1d12 slashing damage, which you could add to any attack on any of your subsequent turns.

THE BEAST HAD BLOODIED THE STRANGER WITH A CRITICAL NECK BITE AND I WAS NEXT. ITS BURNING RED EYES FILLED MY HEART AND SOUL WITH PURE TERROR. MY TIME HAD COME. AS IT WAS ABOUT TO LUNGE ITS TEETH INTO MY FLESH, A SHATTERING ROAR MADE THE HEAVENS THEMSELVES TREMBLE, AND THE BLOODIED STRANGER CAME DOWN UPON THE BEAST LIKE NO MAN COULD. HE WAS THE BEAST AND IT WAS HIS PREY NOW. THE CREATURE COILED, BUT EVERY STRIKE JUST SEEMED TO FUEL THE STRANGER'S FIRE. AS HE SWUNG HIS AXE, HE FELLE THE CREATURE WITH A SINGLE MIGHTY BLOW. HE SEEMED A GOD AMONG MEN, YET I NEVER SAW HIM AGAIN. THIS SIMPLE MAN WITH AN AXE.

- P.T. DIRAQ, ADVENTURER