DnD

Barbarian Abilities

**Barbarian:**

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| **Level** | **Ability** | **Description** |
| 1 | Rage | Gain additional damage by 5 pts +1pt per level gained, resistance to damage by 5 pts + 1pt per level gained for that turn only. After Rage subsides, lose movement speed by 10ft from exhaustion for the battle. (OPR) |
| 2 | Unarmored Defense | While wearing little to no armor gain armor of 10 + constitution proficiency. (OPR) |
| 3 | Double Attack | During attack phase, you can make another second attack. |
| 4 | Charge | You rush forward 5ft knocking down 3 enemies at most who have strength equal to or lower than yours. (OPR) |
| 5 | Disarming Blow | You can disarm opponent weapon or shield by rolling a Strength check + Strength proficiency.(OPR) |
| 6 | Berserk Spin | Swinging your weapon around you hit all enemies around you first enemy takes your dice + strength proficiency and the rest take damage to your strength. (OPR) |
| 7 | Weapon Smash | Slam down your weapon and create a shock wave stunning up to 3 enemies within 5ft of you. (OPR) |
| 8 | Relentless Rage | Gain rage ability for the battle until player is unconscious or player chooses to end it. |
| 9 | Second Chance | When you take fatal damage, you can make a d20 dice throw and if above 8 your health drops to 1 instead of 0. (OPD) |
| 10 | Blood Lust | When activated if you land a killing blow on an enemy, you gain 2 health pts and 10ft movement and another attack if that kills again repeat for total of 4 times.  (OPD) |