

Mako Knifejaw, Barbarian 1st to 4th Level - Cheat Sheet v1.0

Barbarian Class & Subclass Features

RAGE *1st-Level Barbarian Feature*

As a bonus action, you can enter a rage. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on STR based ability checks & saves
- When you deal damage with a STR based melee weapon attack, you deal [+2] bonus damage (same type as weapon).
- You're resistant to bludgeoning, piercing, & slashing damage

If you can cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you're knocked unconscious or your turn ends & you haven't attacked a hostile creature or taken damage from a hostile creature since the start of your last turn. You can also end your rage early with a bonus action. You can rage [2 or 3 if 3rd or 4th level] times. You regain all uses when you finish a long rest.

UNARMORED DEFENSE *1st-Level Barbarian Feature*

While you aren't wearing any armor, your AC equals 13 + your con modifier (DEX doesn't factor into AC when using this feature). You can still use a shield and gain this benefit.

DANGER SENSE *2nd-Level Barbarian Feature*

You have advantage on DEX saves while you aren't blinded, deafened, or incapacitated.

RECKLESS ATTACK *2nd-Level Barbarian Feature*

When you make an attack on your turn, you can decide to do so recklessly. Doing so gives you advantage on all melee weapon attack

DEEP VISION *3rd-Level Kraken Feature*

You gain a swimming speed equal to your walking speed, and you can breathe water as if it were air.

In addition, when you are submerged in water, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet while submerged.

KRAKEN'S GRASP *3rd-Level Kraken Feature*

When you activate your Rage, two spectral tentacles sprout from your body. The tentacles count as melee weapons with which you are proficient. Each tentacle has a reach of 10 feet.

As a bonus action (can be part of the same bonus action used to activate Rage), you can make up to two melee weapon attacks with the tentacles (one attack per tentacle). On hit, a tentacle deals force damage equal to [1d4] + your STR modifier. If target is a Large or smaller creature, it's also grappled (escape DC 8 + PB + your STR modifier). A tentacle can grapple only one target at a time. If tentacle is grappling a target, it can make attacks against only that target. You can use your tentacles to grasp/lift items that weigh up to a number of pounds equal to your STR score × your PB & also to perform simple tasks like opening unlocked containers or pushing doors closed/open. You can't use them for precision tasks like wielding weapons, using tools, or activating magic items.

Lineage/Heritage Features & Talents

NIMBLE ESCAPE *Goblin Lineage*

You can use a bonus action to take the Disengage or Hide action.

STRENGTH IN NUMBERS *Goblin Lineage*

When you deal damage to a creature with a weapon attack or spell attack while one of your allies is within 5 ft of that creature, you attack deals additional damage (same type as attack) equal to your PB.

JACK OF ALL TRADES *Seafarer Heritage*

1/long rest you can add your PB to an ability check if you are not proficient with the required skill, tool, or vehicle.

SEA LEGS *Seafarer Heritage*

You have advantage on all DEX checks you make while aboard any floating vessel.

SLIPPERY *Smuggler Background Talent*

-When you move in an area of difficult terrain, it doesn't cost extra movement for the first 5 x your PB feet.

-You have advantage on checks you make to avoid or end the grappled condition.

Weapon Options

Weapon Option Save DC: [13 or 14 if 4th level]

DISARM *Longsword Weapon Option*

Make an attack roll with weapon. On hit, target must succeed on a STR or DEX save (target's choice) or drop a weapon, shield, or object it is wielding. Dropped item lands in an unoccupied space within 5 feet of target.

HAMSTRING *Longsword/Handaxe Weapon Option*

Make an attack roll with weapon. On hit, the target's base movement speed is reduced by 10 feet for 1 minute. A creature's speed can't be reduced by more than 10 ft with this weapon option. A creature within 5 feet of the target can take an action to tend the wound with a successful WIS (Medicine) check vs your weapon option DC, ending the effect of the target. The effect also ends if the target receives any magical healing.

PINNING SHOT *Javelin Weapon Option*

Make an attack roll with this weapon against a Large or smaller creature. On a hit, target must succeed a STR or DEX save (target's choice) or its speed becomes 0 ft until the end of its next turn. A creature (including target) can use its action to free the target with a STR (Athletics) check or DEX (Acrobatics) check (creature's choice) vs the attacker's weapon option DC. On success, the target is freed and can move as normal. One success frees the target, regardless of number of weapons pinning it.