

The Viking:

HD: d12

Proficiencies: All Weapons, Light, Medium Armor and Shields

Saves: Str and Con

Starting Equipment:

-Hide Armor

-Two Hand Axes or a Sword and Shield

-A Battleaxe or a Spear

Skills: 2 from Survival, Nature, Religion, Intimidate, and Athletics

Level	Proficiency Bonus	Class Feature
1	2	Spirit of Valhalla
2	2	Archetype
3	2	Fighting Style
4	2	Sea Legs
5	3	Extra Attack
6	3	Path Feature: Ability Score Up
7	3	Feat
8	3	
9	4	Brutal Crit (1)
10	4	Path Feature
11	4	
12	4	Ability Score Up
13	5	Extra Attack (2)
14	5	Path Feature
15	5	Feat
16	5	
17	6	
18	6	Ability Score Up
19	6	Feat
20	6	Ragnarok

## Features:

**Spirit of Valhalla:** Channeling your pride in battle, as you come closer to death, you yourself become more deadly in battle. For every 5 hp that you're missing, you gain plus two damage. This damage increase only occurs at the end of the turn, for example, if you were to lose hp on your turn; your attack damage will not increase until the beginning of your next turn.

**Archtype:** There are two paths that Vikings can take. Storming the fields of battle come the Anti-Mage and the Bloodrager. These are talked about more in detail at the end of this document.

**Fighting Style:** This works exactly the same as the fighter option of the very same name.

**Sea Legs:** You can add double your proficiency modifier to all Survival checks made on boats, and about the ocean.

**Extra Attack:** You gain one extra attack at level 5, and a second one at 13.

You gain a Path Feature at levels 6, 10, and 14.

You can raise your ability score at levels 6, 12, and 18.

At levels 7, 15 and 19 you gain a feat.

At level 9, you gain a Brutal Crit (1) this acts exactly the same as the Barbarian Feature.

At level 20 you unlock the power of Ragnarok; Whenever your Viking would drop to or below zero hit points, instead you can drop down to one HP, and are then immune to all damage, and healing, for the next 3 rounds. After this three round period is finished, you then drop to zero hit points and fall unconscious and able to be damaged and healed normally.

## Arch Types:

### The Anti Mage:

**Inner Vitality(Spell Shield):** Starting at Level 2 Whenever you reach one half of your maximum hp, you gain resistance to all non weapon damage. This includes spell damage, elemental damage, environmental effects, and anything that isn't caused by a weapon.

Beginning at Level 6, you gain the ability Mana Burn. Whenever you make a successful attack against any enemy that can cast spells, you can sacrifice 5hp, to use up one of their spellslots. The cost of this increases by 5hp for each spell slot above 1.

Beginning at Level 10, you can activate your inner magics to Blink. For a cost of 10 hp, you can teleport forward to an unoccupied square within 60 feet that you can see.

Finally at level 14, your hatred for mages has become so potent, that from over time burning their mana, you have gained magics of your own to utilize against them. For 25 hp, you

can return all of that magic power to them, over flooding their systems. For each spell slot that has been used by your single target, that is within 30 feet, you will deal 1d10 of Radiant Damage per spell slot missing. The target can make a Constitution save to try to resist half of the damage. The DC is equal to 8 + Prof Mod + Con Mod.

### The BloodRager

Inner Vitality (Berserker's Blood) Starting at Level 2, whenever you reach one half of your maximum hp, you gain resistance to all weapon damage. You still take normal damage from spells and psychic damage.

Beginning at Level 6, you gain the ability Culling Blade. Whenever you make a successful attack you can sacrifice 5hp to attack a target adjacent to the one you just hit.

At level 10, you gain the ability War Cry, whenever you are attacked you can sacrifice 15 hp as a reaction to increase your AC by 1d8.

Finally at level 14, you have access to the ability Life Break, you can choose to sacrifice as much HP as you wish to deal the same amount as Radiant Damage to one enemy within 30 feet of you. The target can attempt to resist this damage by half with a successful Con save. The DC is equal to 8 + Prof Mod + Con Mod