

# Viking Class D&D 5e

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Sample file

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A daring mountain dwarf stares coldly into a horde of lifeless undead, he wipes the sweat of his forehead and yells a war cry before the sky gets engulfed with clouds and an enormous lightning strike decimates the hoard. A masculine goliath gets crushed under the weight of a huge boulder that a one-eyed giant threw at her, however, she picks it up and throws it back, smashing the giant's skull and it falls to the ground with a tremor that could be heard everywhere around her. Standing in front of the seemingly endless orc horde the warrior charges into them with his shield in front of him knocking his opponents over in a line. The cyclops swings its tremendous club at the warrior and he falls down, he rises back up smiling as he stares into the creature's eye before letting out an angry cry and charging headlong into the foe. All of these warriors are Vikings, they all fight with their brute strength and hardy body builds either by charging straight into a fight, or strategically positioning themselves in the battlefield.

Life on the seas. Vikings have devoted some/most/all of their life working a ship, this means that most Vikings have strong upper body strength, high tolerance rates towards pain and seem to never run out of energy. When it comes to combat, Vikings enjoy using these traits to their advantage by either going down a route of rage, or a route of tolerance. Either one of these paths can be necessary for a win in a fight or their useful abilities can get anyone out of a difficult position.

## The Viking

Level	Proficiency Bonus	Features
1st	+2	Fighting Style. Powerful build.
2nd	+2	Strength of the gods.
3rd	+2	Archetype.
4th	+2	Ability Score Improvement.
5th	+3	Thor's might.
6th	+3	Archetype ability.
7th	+3	Archetype ability.
8th	+3	Ability Score Improvement.
9th	+4	Archetype improvement.
10th	+4	Sky God.
11th	+4	
12th	+4	Ability Score Improvement.

13th	+5	
14th	+5	
15th	+5	Archetype ability.
16th	+5	Ability Score Improvement.
17th	+6	Wrath of Thor.
18th	+6	Archetype improvement.
19th	+6	Ability Score Improvement.
20th	+6	

### Creating a Viking:

When creating a barbarian character, think about what made them live most of their lives on a boat. How much they travelled, what have you seen around the world? Which land they were from, is it far away or close to civilisation? Your character could have been a plunderer that pillaged cities and towns, a pirate that looted boats and traders, a hired mercenary that does what they are told, a trader that travels to and fro lands through trade or even just a peaceful fishermen that just minds their own business. Think about what made you stop doing what you normally do and help with your adventure. Was your boat burned, destroying all your loot and friends by a fearsome dragon and you swore vengeance? Were you hired by a king to hunt down his assassin or become his bodyguard as he is running low on men? Or is the world coming to an end and the world needs every adventurer it can get?

### Quick Build:

To quickly make a Viking, you can follow these suggestions. First, put your highest ability score in Strength, followed by Constitution. Second, choose the sailor background.

## Class features

As a Viking, you gain the following class features:

### Hit Points

**Hit Dice:** 1d10 per Viking level

**Hit Points at 1st Level:** 10+ your constitution modifier

**Hit Points at Higher Levels:** 1d10+ constitution modifier

### Proficiencies

**Armour:** Light armour, medium armour and shields

**Weapons:** Simple weapons, Martial weapons

**Tools:** None

**Saving Throws:** Strength and Constitution

**Skills:** Choose 2 from Acrobatics, Athletics, Insight, Intimidation, Perception and Survival.

## Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A battleaxe and a shield or (b) a greataxe
- (a) Two hand axes or (b) a shortbow and a quiver of 20 arrows
- (a) Chain mail or (b) two nets
- (a) An explorer's pack or (b) a dungeoneer's pack

## Level one:

**Fighting Style.** You adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Heavy Defence.** You gain proficiency with heavy armour and +1 bonus AC when wearing heavy armour.
- **Duelling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-weapon fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

## Level two:

**The strength of the gods.** When grappling, you are counted as being a size larger than you already are (Example: medium to large). Your throwing range is also doubled.

## Ability Score Improvement.

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Level five:

**Thor's might.** You can electrify your current held melee weapon with lightning damaging which would then count as magical and do an extra 1d8 lightning damage for their next attack. You may only use this ability equal to your Wisdom modifier (minimum of 1) per long rest.

**Level ten:**

Sky God. You gain the ability to change the weather in your area. Example, changing clear to a thunderstorm; changing light rain to heavy rain; or clear to snow. However, you may not control the weather in any way apart from summoning it and dispersing it. An example of this is controlling when lightning bolts happen or if the rain can flood.

**Level seventeen:**

Wrath of Thor. You can call upon the weather to strike a foe/foes within 60ft with a massive lightning strike, each enemy within 10ft targets must make a constitution saving throw (8 + constitution + wisdom) or take 4d10 and be stunned and pushed back 5ft respectively, on a successful save they take half damage and are still pushed back but are not stunned. You may only use this ability once per short or long rest. This attack can be heard from 300ft away.

# Archetype:

**Berserker:****Level three:**

Rage. In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing any armour and do not have a shield equipped:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 2.
- You have resistance to bludgeoning, piercing and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also stop your rage on your turn as a bonus action. Once you have raged twice, you must finish a long rest before you can rage again. (You gain an extra rage at level 5, 10, 15 and 20).

Unarmoured Defence. Beginning at # level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

**Level six:**

Sprinter. Increased movement speed by an additional 10ft.

**Level seven:**

Head-butt. You slam your head against an opponent doing 1d10+strength modifier. This ability is increased to 1d12 at level nine and to 4d4 at level 18.

Pillager. Your increased strength means you deal double damage to inanimate objects such as walls or doors.

**Level fifteen:**

Berserker rage. If you are below half health and in a middle of a rage, you may choose to enter a berserker rage as a bonus action and you gain the following benefits:

- Resistance to all types of damage
- Increase your movement by an additional 10ft

## **Raider:**

### **Level three:**

Combat master. Choose a second option from the Fighting Style class feature.

Increased fitness. You gain a swim speed and a climbing speed equal to your movement.

### **Level six:**

Shield Hit: You hit your foe with your shield damaging them with half your AC (rounded down).

Marathon runner. You take twice as long to get exhausted from being overtired meaning you can go up to two days without rest before gaining a level of exhaustion. This ability is increased to your half your AC + strength modifier at level nine and to half your AC + strength modifier + proficiency modifier at level eighteen. (Note that all of the AC calculations are all rounded down).

### **Level seven:**

Shield ram. When you take the dash action on your turn and you have a shield equipped you can run through any enemies with a size either the same or smaller than you in a straight line, each opponent must make a strength saving throw (DC equals 8 + your strength + Dexterity) on a fail they must take 1d10 damage, are knocked prone and are pushed 5ft to either side of you, on a success they take half damage and your movement is stopped. For every opponent after the first, the damage die decreases by 1 until it gets to 1d4 (1d10-1d8-1d6-1d4).

### **Level fifteen:**

Improved critical. Weapon attacks score a critical hit on a roll of 19 or 20.

## **Multi-classing:**

**To multiclass into the Viking you must have:**

- 13 strength and 13 constitution.

### **Proficiencies gained:**

Medium armour, shields and martial weapons.

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