



PRIMAL PATH

PATH OF THE WARCALLER

A Warcallers are barbarians that use mighty battle cries to inspire allies and terrify foes. Marked by their booming voice and fearless attitude, it is easy to believe that your band is infallible while your Warcaller stands.

MIGHTY PRESENCE

Starting at 3rd level, you gain proficiency in one your choice of Intimidation or Performance. If you already have proficiency in the chosen skill, you gain double proficiency.

WARCRY

Also at 3rd level, as an action or in place of an attack that is part of the Attack action, you can let lose a mighty warcry to inspire your allies. You and up to 4 creatures of your choice within 30 feet of you gain temporary hit points equal to $1d4 + \text{your strength or constitution modifier (your choice)} + \text{your Rage Damage}$ (if you're raging).

You can use this ability a number of times equal to your proficiency modifier, and regain all uses when you complete a short rest.

Your warcry die upgrades to $1d6$ at 5th level, $1d8$ at 10th level, $1d10$ at 15th level, and $1d12$ at 20th level.

VOICE OF WAR

Starting at 6th level, when you make a warcry, you can chose to empower it with one of the following effects. The warcry requires a saving throw, the DC is calculated as follows

Warcry Save DC = $8 + \text{your proficiency bonus} + \text{your Strength or Constitution modifier (your choice)}$

You can enhance a warcry this way a number of times per day equal to your proficiency bonus + your constitution or strength modifier (whichever is higher). You you regain all uses of this feature after completing a long rest.

Call to Action. When you make a warcry this way, you may immediately take a Dash action. All creatures effected by the warcry may move up to half their move speed in the direction you move using this Dash.

Furious Howl. When you make a warcry this way, all effected creatures may immediately use their reaction to make a weapon attack.

Taunting Bellow. When you make a warcry this way, any number of creatures of your choice withing range of your warcry must make a Wisdom saving throw. On a failed save, the creature can't target any creature other than you with attack or harmful spell until the start of your next turn. A creature that is deafened or has immunity to the charmed condition is immune to this effect.

Terrifying Yawp. When you make a warcry this way, any number of creatures of your choice withing range of your warcry must make a Wisdom saving throw. Each creature that fails this save must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

A creature that is deafened or has immunity to the frightened condition is immune to this effect.

Thunderous Roar. When you make a warcry this way, any number of creatures of your choice withing range of your warcry must make a Constitution saving throw. On a failed save, the creature takes thunder damage equal to the temporary hit points granted by the warcry. On a successful save, the creature takes half as much damage.

Mocking Shout. When you make a warcry this way, any number of creatures of your choice withing range of your warcry must make a Wisdom saving throw. On a failed save, the creature has disadvantage on the next attack roll it makes before the end of its next turn.

RECKLESS ASSAULT

Starting at 10th level, creatures with temporary hitpoints from your warcry gain the Reckless Attack feature.

When a creature with temporary hitpoints from your warcry deals damage with a weapon attack, they can expend those temporary hitpoints to add damage equal to half the temporary hit points sacrificed to their damage roll.

BOOMING VOICE

Also at 10th level, the range of your and Warcry is now 60ft. and can effect up to 8 creatures.

Additionally, you can make your voice loud enough that it can be heard up to mile away

BLOODY VICTORY

Starting at 14th level, when you or an ally reduce a hostile creature that has dealt damage to you to 0 hit points, you can unleash a Warcry as a reaction.

Using Warcry this way does not expend use of the feature. However, you cannot use Warcry again in this way until you reroll initiative in another combat.



NEW FEAT

WARCALLER

As an action or in place of an attack that is part of an Attack action, you can let lose a mighty warcry to inspire your allies. You and friendly creatures within 30 feet of you gain temporary hit points equal to $1d4 + \text{your strength or constitution modifier}$ (your choice). You can effect up to 4 creatures with your warcry.

When you learn this feat, pick one of the warcry enhancements from the Voice of War feature. Your warcrys automatically have this effect. If this effect requires a saving throw, the DC equals $8 + \text{your proficiency bonus} + \text{your Strength or Constitution modifier}$ (your choice).

You can use your warcry a number of times per day equal to your proficiency modifier, and regain all uses after finishing a long rest.

ART CREDIT

- Diablo III Barbarian - Blizzard Entertainment.