

Path of the Gladiator (*Barbarian*)

Gladiator Barbarians embody the idea that strength can be used for more than just lifting and throwing stuff around; their strength is a tool that they can mold to fit many situations. A Gladiator Barbarian knows how to apply their strength to showmanship, performing in ways that can inspire allies, enthrall onlookers, and capture the hearts of those around them.

Natural Showmanship

At level 3, you gain proficiency in Performance, or another skill of your choice if you are already proficient. When you make a Charisma check, you gain a bonus to the roll equal to your Strength modifier.

Mighty Leadership

Also at level 3, by exaggerating your movements and making a spectacle out of your fighting, you can embolden your allies. When you enter your rage, you can choose to use your skills as a performer to inspire your allies. You and allies within 60 feet gain temporary hit points equal to half your Barbarian level, rounded up. Additionally, your Strength-based attacks no longer deal your rage damage bonus for the duration of your rage. Instead, allies within 30 feet gain a bonus to their melee damage rolls equal to your rage damage bonus.

Enthralling Performance

Beginning at level 6, while raging, you can attempt to taunt a foe within 30 feet and draw their attention towards you. As a bonus action, make a Charisma (Performance) check; the target must make a Wisdom saving throw, with the result of your roll setting the DC. On a failed save, they have disadvantage on attack rolls against anyone other than you for one minute. While enthralled, attack rolls against them from anyone beside you have advantage, as they are tunnel-visioned on you. An afflicted enemy can attempt a Wisdom saving throw again as an action, with the DC equal to 8 plus your Performance check modifier. You can only enthrall one creature at a time with this ability. You can do this a number of times equal to your number of rages, and you regain all expended uses on a long rest.

Weaponized Swagger

Starting at level 10, you have perfected the art of emphasizing your hits. You no longer need to pull your punches; when you choose to use your Mighty Leadership feature, you can once again add your rage damage bonus to your Strength-based damage rolls.

Additionally, when you use your Enthralling Performance, you can target a number of creatures within 30 feet equal to your rage damage bonus.

Enraptured Foe

Starting at level 14, enemies under the effect of your Enthralling Performance are particularly sensitive to your every movement. When an afflicted enemy makes a saving throw, you can use your reaction to distract them; all your enthralled creatures gain disadvantage on that particular save. If a creature makes

a save for an identical effect at a different point in combat, they do not have disadvantage on that; for instance, if your enthralled enemies have to save against a Fireball, you could impose disadvantage on all of them for that save, but if an enemy were to use their action to try to break free from your performance, only that creature would have disadvantage; a subsequent creature would not be affected by the same use of your reaction.

Additionally, your Enthralling Performance can now target any number of creatures, provided they are within 30 feet.