

Path of the Brute (*Barbarian*)

Brutes specialize in being exactly the kind of people that their name implies; raging, reckless barbarians with a penchant for solving every problem with a fist—or the nearest rock they can find, if the fist wasn't enough. The wilds are a simple place; most issues can be solved with sufficient force. Society is much the same way, from a Brute's perspective. If force didn't solve your problems, then you simply didn't use enough force.

Feral Strikes

Starting at 3rd level, you have become a master at fighting relentlessly under any circumstances. You gain proficiency in unarmed strikes and improvised weapons, if you do not already have them. Additionally, you gain the Unarmed Fighting Style from the Fighter class. If you are playing with the revised 2024 ruleset, you gain the Fighting Style feature, but you may only choose the Unarmed Fighting option. If you already have this Fighting Style from another feature, you may pick a different Fighting Style.

When you deal damage with an improvised weapon, it deals 1d6 damage of an appropriate type (Bludgeoning, Piercing, or Slashing) if it is held in one hand or 1d8 damage if it is held in two, unless your DM specifies that it uses a larger damage die. If you would gain a feature or item that affects your unarmed strikes, it can also apply to your improvised weapon attacks.

Finally, while you are raging, you gain a bonus to attack rolls with your unarmed strikes and improvised weapons. This bonus equals your Rage Damage bonus.

Brutal Resilience

Also at 3rd level, your body has greatly toughened after taking so much damage. Your maximum hit points increases by 3, and your maximum number of hit points increases by 1 again for each additional level you take in Barbarian whenever you level up.

While you are raging, your rage grants increased resilience, allowing you to take more damage than normal. When you enter your rage, and at the start of each turn while you are raging, you gain temporary hit points equal to your Constitution modifier plus your Rage Damage bonus. If you are not wearing armor while raging, you also gain a bonus to your AC equal to your Rage Damage bonus. The temporary hit points and unarmored AC boost end once your rage is over.

Enthralling Fury

Beginning at 6th level, your unrefined frenzy on the battlefield has grown into a spectacle that your enemies cannot tear their eyes away from. When you activate your rage, creatures of your choice within 15 feet of you must make a Wisdom saving throw; a creature must also make this saving throw whenever you hit them with a melee attack. The DC for this saving throw, known as your Brute DC, is equal to 8 + your Strength modifier + your proficiency bonus; on a fail, they have disadvantage on attack rolls against creatures other than you for one minute. They can repeat this saving throw at the end of each of their turns.

Blood Rage

Also at 6th level, while you are raging, your rage empowers your blows beyond the mundane. When you make an attack with an unarmed strike or improvised weapon, the damage counts as magical for the purposes of overcoming resistances to nonmagical Bludgeoning, Piercing, or Slashing damage; you may choose to deal Force damage instead.

Additionally, while raging, you can allow yourself to slip into a blood rage, losing yourself to your aggression. When you target a creature or object with an attack roll, you can choose to activate this feature; your blood rage does not end until your rage ends, and you cannot willingly end your rage until your blood rage ends; your blood rage subsides one minute after your last attack, unless your rage naturally ends earlier. While in a blood rage, successfully damaging a target gives you a stack of Fury. For each Fury you have, you deal an additional d4 of force damage when making a melee attack against that same creature. If you miss an attack, take an Action other than the Attack Action, become incapacitated, end your rage, or attack a different target, you lose all your stacks of Fury. Until your target becomes incapacitated or dies, or your blood rage ends, you must succeed on a Wisdom saving throw against your Brute DC in order to target a new creature with an attack. The maximum stacks of Fury you can have at any point is equal to your Rage Damage bonus.

Author's note: To explain it in simpler terms, you can go into a deeper rage to deal extra damage to a target, but you cannot willingly target a different creature until you've dealt with the first one—unless you succeed on a Wisdom saving throw to pull yourself away. The extra damage is equal to 1d4 for each consecutive hit; your first hit does normal damage, your second does an extra 1d4, and so on. If you miss, or if you do not feed your aggression by attacking the same creature, you revert back to 0 stacks of Fury.

Unstoppable Force

Starting at 10th level, your blows have evolved to leave lasting impacts. When you deal damage with an unarmed strike or improvised weapon attack, you may roll an additional die as part of the base damage. Additionally, you may add your Rage Damage bonus a second time to the damage of your unarmed strikes and improvised weapons.

When you make a melee attack against an object or structure, you have advantage on any attack rolls you would make, and you automatically land a critical hit when determining the damage dealt to it.

Unbreakable Brute

Starting at 14th level, the brutality you have experienced has enabled you to push your body far beyond its limitations. You have advantage on death saving throws and only need to succeed on two to be revived; if you do so, you can immediately regain consciousness at 1 hit point, instead of needing to wait the normal amount of time.

Your resilience has also increased to the extreme, making it harder to put you down. Your Constitution score increases by 2, to a maximum of 20; if you already have another feature that increases your maximum Constitution score, your maximum for this feature is raised to match that one. While you are raging, you have resistance to all damage.