

BARBARIAN

Barbarians come alive in the chaos of combat. They can enter a state where rage takes over, giving them superhuman strength and resilience. A barbarian can draw on this reservoir of fury only for a few times without resting, but those few rages are usually sufficient to defeat whatever threats arise.

PRIMAL INSTINCT

To be a Barbarian is to unlock a primal instinct. When driven by primal emotion, they possess an instinctive sense of danger making it nigh impossible to effectively flank them or put them off guard.

The most distinctive aspect of Barbarians is their ability to "rage", wherein they unleash powerful feats fueled by their primal power or inner fury. While raged, Barbarians gain a number of benefits, including an increase in physical prowess and greater resistance to many forms of physical damage.

RAGE IN MANY FORMS

Not all Barbarians are brutes from backwards mountain villages. Instead, there are a number of ways a Barbarian can fuel their rage. While some do rage from unbridled anger, there are others who use intense skill and training to enter into a martial trance, or those whose source of power comes from external entities such as Gods or ancestors. Regardless of their source, the results are the same: the ability to access a primal instinct to gain an edge over their enemies in combat.

RELIANT ON STRENGTH

A Barbarian is a warrior who relies on their brute strength and incredible toughness. When on the battlefield, they can be difficult to stop; overcome by the lust for combat.



BARBARIAN

Level	Prof. Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense, Primal Path	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (2 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

CLASS FEATURES

HIT POINTS

Hit Dice: 1d12 per Barbarian level

Hit Points: 1d12 + your Constitution Modifier

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

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 heavy armor:

- 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 that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- 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 end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.



PRIMAL PATH

At 1st level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

RELENTLESS RAGE

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PERSISTENT RAGE

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

PRIMAL CHAMPION

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

THE SOURCE OF YOUR RAGE

Not all Barbarian's rage is powered by mind numbing anger. Many barbarians find that Rage constantly brews within them, never more than a thought away. It's hard to control for some, and for others Rage is a state of mind. Understanding what fuels your rage helps understand how to properly role-play your character. Work with your GM to describe how your primal instincts manifest.

MARTIAL TRANCE



UNYIELDING, CENTURION, CHAMPION

During combat you enter into trace, a state of razor-sharp focus and willpower that allows you to distance yourself from the needs of your physical form. Honed from relentless study and practice, this trance prepares your body for combat. You give in to your muscle memory and allow it to temporarily take over. The hum of the fighting thrums around you as your eyes glaze over and the voices of your comrades fade into the distance. An arrow strikes your shoulder but you feel no pain. Like a dancer, you dart across the battlefield with ruthless precision and determination; until all of your enemies have been felled.

UNBRIDLED ANGER

BERSERKER, BATTLERAGER

Your rage draws upon a vicious instinct inside of you. There is no greater rush of power than the feeling of your unbridled anger bubbling to the surface and overcoming you in combat. It is a rage so pure, and anger so raw, that you blind yourself to the world as you release a relentless fury upon your foes. Violence is in your blood, and you have learned to harness it. Your rage consumes you in battle, and you delight in wreaking havoc, relying on astonishing durability without needing complicated techniques and training. In this state, pain fuels you and your hatred guides you, as you are a finely tuned machine of adrenaline and muscle.



OUTSIDE INFLUENCE

ZEALOT, ANCESTRAL GUARDIAN, WYRMBLOOD, BROKEN SOUL

You are a conduit of power that flows from a place outside of yourself. Whether it be your ancestors, the gods, or some other alien influence, the result is the same: you call upon this power to possess you in times of need. It overwhelms you, and fills you with power and skill well beyond what you are traditionally capable. You can feel the moment when the outsider takes hold, sensing the limitless power and potential that it allows you to wield. Together, there is no foe too mighty to fell; and no wound grievous enough to stop or slow you down. You become a living weapon, only partially in control of what happens to you during your Rage.



CURSE / DISEASE



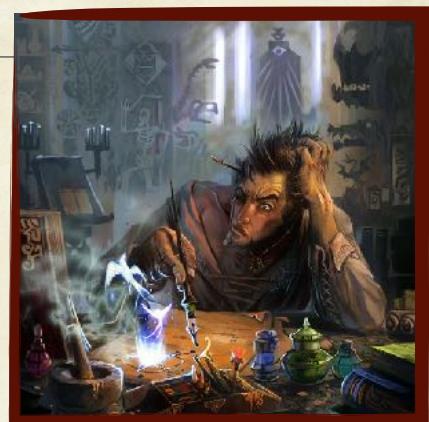
LYCAN

You are cursed with a disease that transforms you into a rampaging creature bent on destruction. You have learned to harness some control over the change, and continue to wrestle with the fear of losing this struggle. You hold onto your morality like a kite in a windstorm, worried that your next rage will be the tipping point; leaving you unable to return to your true self. Each transformation is painful, but in that form you feel more powerful and alive than ever. You both fear and respect the ancient power that surges through your veins, and continue to debate yourself on why you shouldn't embrace these gifts and use them more freely.

ALCHEMICAL STIMULANTS

MUTANT

You have gained access to forbidden alchemical formulas that can temporarily alter your mental and physical abilities. These concoctions contain powerful compounds which pulse through your lungs with each inhale of the potent mixture. When you partake of your alchemical stimulants, you become something much greater than what you were. You become capable of feats not designed for your specific biology. Unstable by nature, your experiments have changed you forever, and only work inside of your body and its strange new metabolism. Your continued experimentation grants you with new powers and mutations.



DISSOCIATION



While you can appear calm and lucid, you harbor lurking inside of you deep emotional trauma that prompts you to enter into mental outbreaks and commit dangerous acts. During these episodes you mentally detach and dissociate yourself from the violence you create. You find yourself locked in a mind palace of your own creation, either an ideal dream or a haunting nightmare. Once disconnected, your body becomes the embodiment of destruction: resistant to pain and capable of physical feats beyond your capability. Your body is controlled by primal instinct, or perhaps a second personality who wishes to protect or control you.

MAGICAL INFLUENCE

RUNECARVER

You have trained to influence your mind body and soul with magic to enter an arcane fury. This magic is often detrimental to those who have not trained to accept its potent influence, but you have undergone the appropriate preparation to utilize its power. This particular skill is often held by Jötun runecarvers, who guard their secrets closely.



PATH OF THE ANCESTRAL GUARDIAN

You draw upon your ancestral guardians to help you in times of great need. You feel a great kinship to those that came before you, much like you will protect and watch over others when you finally die.

ANCESTRAL PROTECTORS

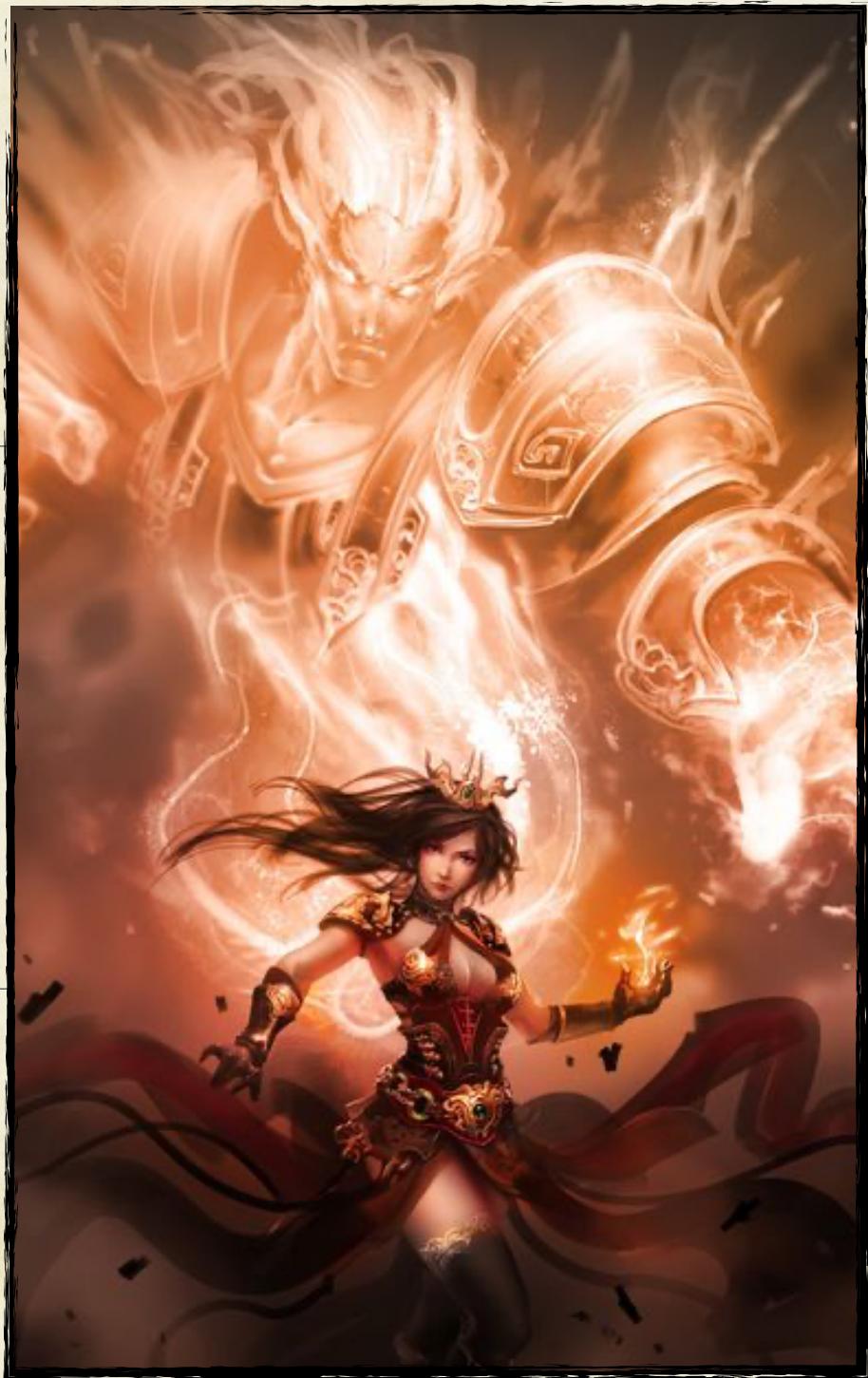
Starting at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

SPIRIT SHIELD

At 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6. When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

CONSULT THE SPIRITS

At 10th level, you gain the ability to consult with your ancestral spirits. During a short rest, you may spend the time communing with your ancestors. You may ask three questions of them, for which they respond with either: weal (the approve), woe (they do not approve), weal and woe (for both good/bad results), or nothing. Alternatively, your ancestors grant you the ability to see through their eyes and ritually cast Clairvoyance without the need for material components.



VENGEFUL ANCESTORS

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.

PATH OF THE BATTLERAGER

RESTRICTED TO DWARVES ONLY

Known as the Burkjargh (“axe idiot” in Dwarfish), Battleragers are warriors who specialize in wearing bulky, spiked armor and throwing themselves into combat, striking with their body itself and giving themselves over to the fury of battle.

RESTRICTION: DWARVES ONLY

Only dwarves can follow the Path Of The Battlerager. The Battlerager fills a particular niche in Dwarves society and culture.

BATTLERAGER ARMOR

When you choose this path at 3rd level, you gain the ability to use Spiked Armor as a weapon. When you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

RECKLESS ABANDON

At 6th level, when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum 1). They vanish if any of them are left when your rage ends.

BATTLERAGER CHARGE

Beginning at 10th level, you can take the Dash action as a bonus action while you are raging.

SPIKED RETRIBUTION

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, the attacker takes 3 piercing damage if you are raging, aren’t incapacitated, and are wearing spiked armor.





PATH OF THE Berserker

For some Barbarians, rage is a means to an end - that end being violence. The Path Of The Berserker is a path of untrammeled fury, slick with blood. As you enter the Berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

FRENZY

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage, you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in Appendix A of the Players Handbook)

MINDLESS RAGE

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

PATH OF THE CENTURION

Augmenting their strength with martial technique and tactical maneuvers, Centurions channel their rage into a state of perfect clarity; each move having precise purpose following a rhythm only they hear.

SWIFT STRIDES

At 3rd level, your Rage heightens your state of focus and purpose. When Raging, opportunity attacks against you are at disadvantage, and Strength (Athletics) or Dexterity (Acrobatics) to move or jump gain a skill bonus equal to your Rage damage.

STANCE OF ALACRITY

At 3rd level, each time you start raging, you can forgo adding your rage damage modifier as a bonus on damage rolls and instead select one effects:

- **Aggressive Stance.** You may add half your Rage damage bonus (rounded down) as a modifier on all melee weapon attack rolls.
- **Indomitable Will.** You may add your Rage damage bonus as a modifier on all Intelligence, Wisdom and Charisma saves.
- **Defensive Stance.** You may add half your Rage damage bonus (rounded down) as a modifier to your AC.

The effect lasts for the duration of your Rage, and you can't change the effect mid-Rage.

LISTEN TO THE AIR

At 6th level, as a bonus action your eyes close, breathe slows, and your perception becomes so fine that you can sense the tiniest movements of air. This moment of hyper awareness lasts until the start of your next turn and gives you blindsight in a radius equal to 5ft times your proficiency bonus. You are blind outside of this range.

TIME STANDS STILL

At 10th level, you move like a blur, catching your enemies by surprise with your complex tactics. Add your proficiency bonus on initiative rolls. Also, on the first turn of combat your move speed is doubled and doesn't provoke attacks of opportunity. Lastly, in a Rage, you can change the effect granted by your Stance of Alacrity using a bonus action.

BATTLEFIELD CONTROL

At 14th level, the area within your melee weapons reach is considered difficult terrain for your enemies. Additionally, after you successfully hit with a melee weapon attack on your turn, you may use a bonus action to mark the creature you just struck. The target has disadvantage on all attack rolls against creatures other than you until the start of your next turn.



PATH OF THE UNYIELDING

Driven by intense purpose, those who follow this path channel their rage for the sole purpose reaching their targets, no matter what stands in their way. Whether they're charging straight into a battle or against their chosen foe, nothing will stop them.

BATTLE AGILITY

At 3rd level, while raging you ignore difficult terrain and can move through the spaces of other creatures. When you move more than 10 feet and through the space of another creature of your size or smaller, you can use your bonus action to force them to make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or take bludgeoning damage equal to your Strength modifier and be knocked prone.

IMPLACABLE WARRIOR

At 6th level, when you rage you only know one task; forward. You cannot be forcibly moved against your will or knocked prone while raging.

CALCULATED PURSUIT

ONCE PER LONG REST

At 10th level you become an expert on hunting down your quarry. As an action you can select a creature in sight. Until you finish a long rest you add double your proficiency in survival and perception rolls for the purpose of following and finding your selected target, and you move at double the normal travel pace while on their trail.

CRIPPLING STRIKE

At 14th level, you can use a bonus action to activate your Battle Agility when you hit a creature with a melee weapon attack while raging. If they fail the Strength saving throw, in addition to the damage from the Battle Agility feature, they are moved 10 feet in a direction of your choice, fall prone or their speed is reduced by half until the start of your next turn (your choice).





PATH OF THE CHAMPION

Champions complete fighting maneuvers that border on the supernatural. Perfect body control, good footing, intimate knowledge of all melee weaponry and impeccable timing strikes fear into the heart of any who stand against them in battle.

IRON HEART ENDURANCE

At 3rd level, years of training and dedication allow you to push aside the pain of your injuries to fight on past mortal limits. Gain proficiency in the Athletics skill if you don't already have it. And recover one level of exhaustion at the end of each short/long rest.

COMBAT RHYTHM

At 3rd level, your weapons become a blur of motion, harmoniously thrashing through the enemies around you. Your melee weapon attacks gain different traits while raging, depending on your weapon:

- **Dancing Blade.** When wielding a versatile melee weapon in one hand and hold no other weapons, use that weapons 2H damage die.
- **Lightning Recovery.** When you miss an attack using a two-handed weapon you may use your reaction to attack the target again.
- **Steel Tornado.** Once per round, when you hit an enemy with both weapons while dual

wielding, deal additional damage equal to your proficiency modifier.

- **Dueling.** When you wield a one handed weapon and keep a free hand gain +2 damage.

MIGHTY BLOW

ONCE PER SHORT REST

At 6th level, you can use your Rage to fuel a single mighty blow. When you hit a creature with an attack while you are Raging, you can instantly end your Rage to turn the attack into a critical hit. Once you use this feature you must finish a short or long rest before you can use this feature again.

INVIGORATING CRITICAL

At 10th level, the chaos and adrenaline of battle fuel your fighting spirit. Whenever you score a critical hit with a weapon attack, you instantly regain hit points hit points equal to your Rage Damage bonus + your Constitution modifier (minimum of 1).

SURVIVOR

At 14th level, you are a near-perfect specimen of physical vigor. When raging, you gain temporary hit points equal to your Constitution modifier (minimum of 1) at the start of each of your turns so long as you are not incapacitated.

PATH OF THE BROKEN SOUL

When one suffers greatly, there are times when a natural beast spirit attaches themselves to a humanoid to guide, protect and inspire. In battle, the spirit fills them with supernatural might.

GUARDIAN SPIRIT

At 1st level, a spirit attaches itself to you. It takes over and gives you the ability to Rage in combat. It may be a protective spirit or a vengeful one.

HUNTER'S SENSE

At 3rd level, you become comfortable channeling your inner beast. You sniff at the air like a hunting animal, and can decipher the array of scents that normally elude your awareness. You have advantage on Survival and Perception checks that rely on hearing or smell. You also know by scent when a creature within 30 feet of you is below half its hit point maximum, and know its exact location.

SPIRITUAL RESISTANCE

ONCE PER LONG REST

At 6th level, your spirit allows you to shake off the most brutal of blows. Whenever you would get hit by an attack that's considered a critical hit, you may use your reaction to turn it into a normal hit. You may use this feature once per long rest.

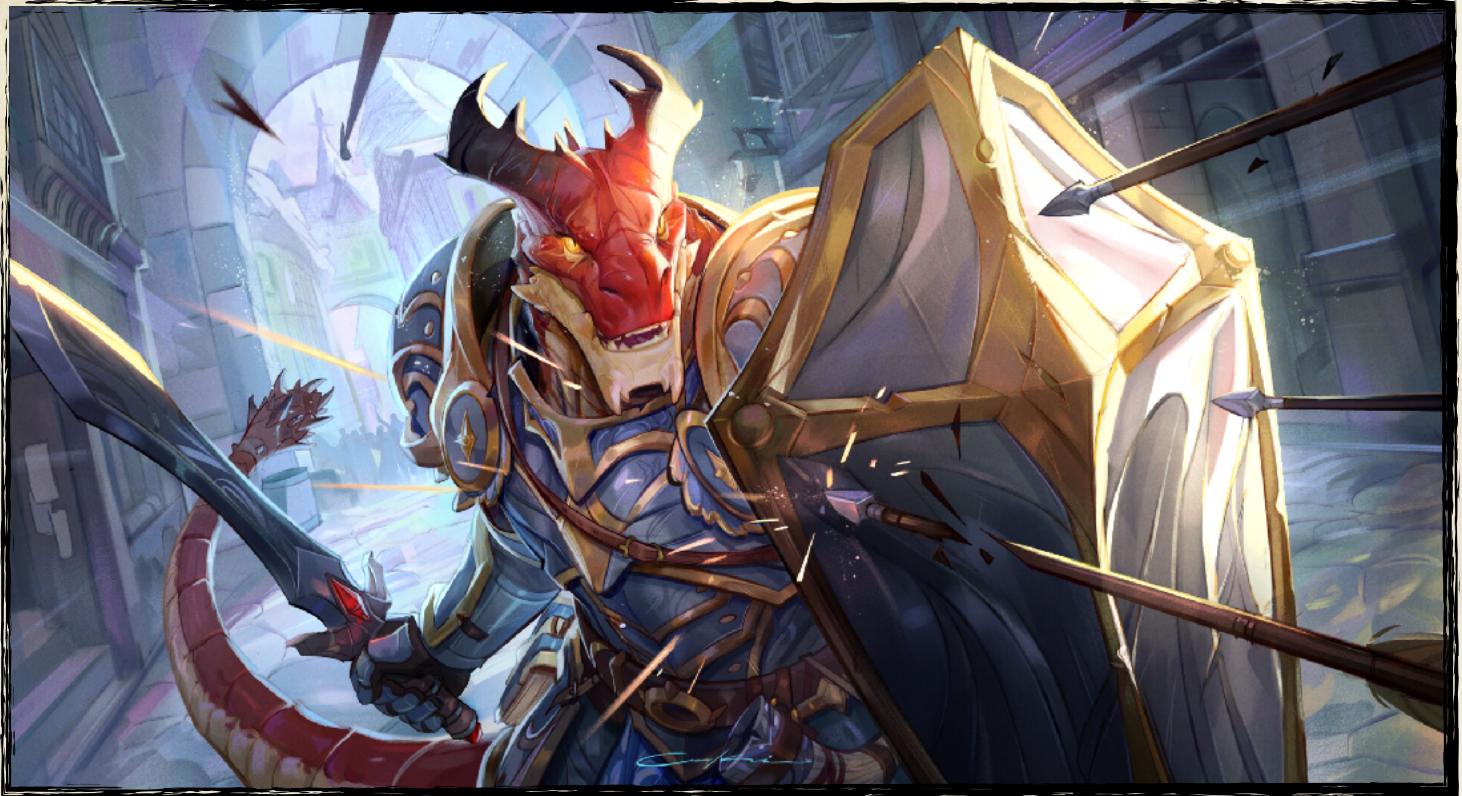
POUNCING CHARGE

At 10th level, you attack with feral speed. While Raging, your movement speed increases by 10 feet and your jumping distance is doubled. You are always considered having a running start when jumping. Additionally, if you move at least 20 feet in a straight line towards a creature, you gain advantage on all melee weapon attacks against that creature until the start of your next turn.

FLESH RIPPER

At 14th level, with a mixture of careful precision and animal savagery, you continually tear into foes, producing jagged wounds that overwhelm them with pain. You have advantage on all opportunity attacks and creatures provoke attacks of opportunity from you even if they use the disengage action. Additionally, once per round, when you score a critical hit with a melee weapon attack or hit a creature with an opportunity attack, you may immediately make another melee weapon attack against the same creature as a part of the same action. If this attack hits, the creature can't regain hit points until the start of your next turn.





PATH OF THE WYRMBLOOD

RESTRICTED TO DRAGONBORN ONLY

There are some Dragonborn whose connection to their heritage is so strong, it bubbles to the surface and imbues them with an unquenchable spark of fury. These tyrannical warriors are known as Wyrmbloods, Barbarians fueled by draconic magic.

POTENT BREATH AND CRUSHING BITE

At 3rd level, while you are raging, your breath weapon gains an additional 10ft to its range, and an additional d6 damage. When in a rage, you may also use your breath one time without it counting against your racial total uses. Additionally, you may use your bonus action to make a bite attack at a target within 5ft of you. The attack deals $1d8 + \text{your Strength modifier}$ piercing damage.

TYRANNICAL RESILIENCE

At 6th level, your blood protects you from magical effects. When you are forced to make an Intelligence, Wisdom, or Charisma saving throw against magic while Raging, you gain a bonus to your roll equal to your Constitution modifier (minimum of +1).

COMMANDING ROAR

TWICE PER LONG REST

A dragon's roar must bring fear to his enemies, and courage to his allies. At 10th level, while you are raging, you may use your action to roar with enough power to deter your enemies and inspire your allies. All allies within 30ft of you immediately gain 20 temporary hitpoints and all enemies within 30ft must make a DC 16 Wisdom save or be frightened of you until the start of your next turn. You may use this feature twice before you must finish a long rest.

DRACONIC VENGEANCE

At 14th level, when you are Raging and a creature hits you with an attack, that creature takes elemental damage of a type that matches your draconic ancestry equal to your Constitution modifier (minimum 1).



PATH OF THE LYCAN

Lycnathropy is an ancient curse that changes those afflicted into mindless beasts with a wild hunger for flesh. However, there are some who learn to control this dreaded curse. Willing to give themselves over so that they use this feral power.

THE LYCAN CURSE

At 1st level, choose a beast of CR 1 or lower that best represents the animal your lycanthropic curse is based on. Common beasts include boars, brown bears, dire wolves, tigers, and rats.

If you start your turn with less than half your hit point maximum, you must succeed on a DC 8 Wisdom saving throw or Rage and move directly towards and attack the nearest creature.

LYCAN FORM

At 3rd level, your Rage draws out the power of your inner beast. When you Rage, you become a fusion between beast and humanoid. While raging:

- You gain a +1 bonus to your Armor Class.
- Your fingers and teeth become claws and fangs that count as simple weapons with the light property. On hit, they deal 1d6 slashing (claws) or piercing (fangs) damage.
- Your walking speed increases by 10 feet.

SAVAGE INSTINCT

At 6th level, the curse that flows in your veins empowers your senses. When you make a Wisdom (Perception) check that relies on your hearing, sight, or smell you gain a bonus to your roll equal to your Constitution modifier (minimum of +1). Lastly, when Raging you have advantage to succeed on Wisdom checks to prevent your Bloodlust at half health.

PREDATORY STRIKE

At 10th level, while Raging the damage of your natural weapons becomes 1d8 and you gain a +2 bonus to attack rolls made with them. Additionally, your unarmed strikes are considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

HOWL OF PRIMAL FURY

At 14th level, when you expend a use of Rage, you can let forth a blood-curdling howl. Creatures of your choice that can hear you within 30 feet must succeed on a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$) or be frightened of you for up to 1 minute.

They can repeat this saving throw at the end of each turn, ending the effect on a success. Any creature that succeeds on its saving throw against this effect are immune to this feature for the next 24 hours.

Lastly, you automatically succeed on rolls to prevent your bloodlust when at half health.

PATH OF THE ZEALOT

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots - warriors who channel their rage into powerful displays of divine power.

DIVINE FURY

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you are raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to $1d6 + \text{half your Barbarian level}$. The extra damage is necrotic or radiant, you choose the type of damage when you gain this feature.

WARRIOR OF THE GODS

At 3rd level, your soul is marked for endless battle. If a spell such as Raise Dead, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast it.

FANATICAL FOCUS

ONCE PER RAGE

Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while you're raging, you can reroll it but must use the new roll. You can use this ability once per rage.

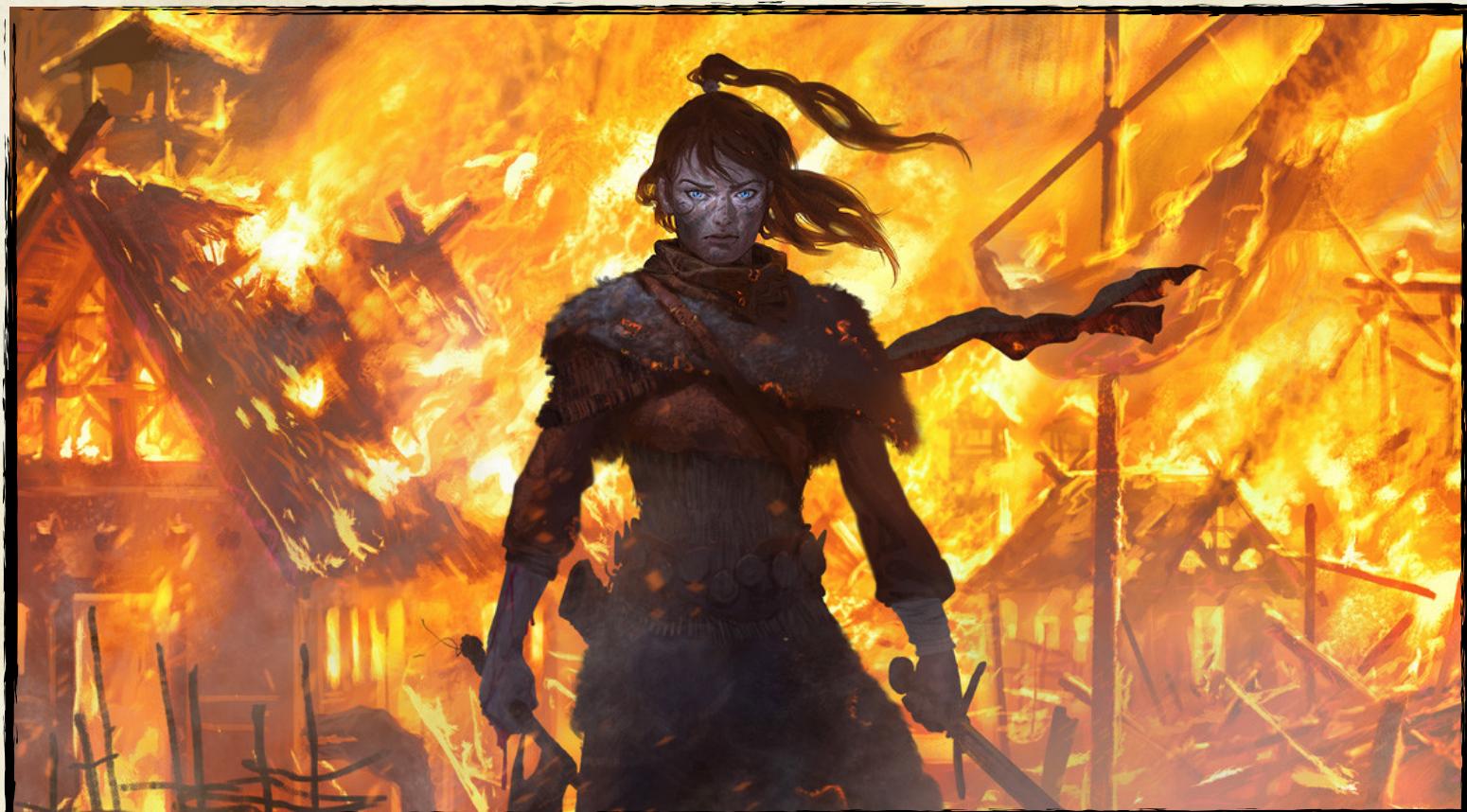
ZEALOUS PRESENCE

ONCE PER LONG REST

At 10th level, you learn to channel divine power to inspire zealotry in others. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn. You can use this feature once per long rest.

RAGE BEYOND DEATH

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows. While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.



PATH OF THE MUTANT

Barbarians that follow this Primal Path make use of alchemy and dark transmutation magic to mutate their physical form. The savage fury of their Rage triggers massive physiological changes thanks to reagents in their blood. These mutants are often on a quest to evolve their bodies into the ultimate form.

ABERRANT ALCHEMY

At 1st level, you have a deep knowledge of sinister side of alchemy. You gain proficiency in Medicine and with alchemist's supplies.

MUTAGENCRAFT

At 3rd level, you discover knowledge that allows you to create mutagens which, when combined with your Rage, radically alter your body. You learn three Mutations of your choice from the list at the end of this subclass description. When you Rage, you manifest a number of Mutations equal to your Constitution modifier. These Mutations last until the end of your current Rage.

During a long rest, so long as you have access to your alchemist's supplies, you can spend 1 hour to replace one Mutation you know with another Mutation of your choice.

ENDURING MUTATION

At 6th level, your advances in the dark alchemy of mutation have evolved. At the end of each Rage,

choose one active Mutation. You gain the benefits of that Mutation, even after your Rage, until the end of your next long rest. However, when you enter a new Rage, your Enduring Mutation counts against the total number of Mutations you can manifest as part of that Rage.

Learn two additional Mutations.

STRANGE METABOLISM

CONSTITUTION MODIFIER PER LONG REST

At 10th level, your body adapts to the toxins and venoms, ignoring their corrupting effects. You become immune to the poisoned condition. Additionally, as a bonus action you can ignore the negative side effects of one mutagen affecting you for the remainder of that Rage. You can do this a number of times equal to your Constitution modifier each long rest.

Learn two additional Mutations.

RAPID MUTATION

CONSTITUTION MODIFIER PER LONG REST

At 14th level, you have gained mastery over your mutations. While Raging, you can use a bonus action to end one Mutation and replace it with another Mutation that you know. You can use this ability a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Learn two additional Mutations



MUTATIONS

Listed below are the Mutations available. You must meet all of the prerequisites to learn and use the Mutation.

ABERRANT SIGHT

You sprout unnatural eye stalks or manifest additional eyes. You gain darkvision out to a 60-foot radius. Should you have darkvision already, its range increases by 60 feet.

Side Effect: You have disadvantage on any Wisdom (Perception) checks and attack rolls that rely on sight if you or your target are in direct sunlight.

AQUATIC ADAPTATION

You sprout unnatural gills or your skin becomes permeable and amphibious. You gain a swimming speed equal to your walking speed, and you can breathe both air and water.

Side Effect: Your walking speed is reduced by 5 feet.

DEFTNESS

You have advantage on Dexterity checks.

Side Effect: You have disadvantage on Wisdom checks.

DEVIAN GLIDE

You grow bat or fish-like skin flaps that you use to glide. When you fall and are not incapacitated, you can subtract 100 feet from the fall when calculating fall damage, and you can move two feet horizontally for every foot you fall.

Side Effect: Disadvantage on Charisma saving throws.

EMBERS

You have resistance to fire damage.

Side Effect: You have vulnerability to cold damage.

GELID

You have resistance to cold damage.

Side Effect: You have vulnerability to fire damage.

ENHANCED MOVEMENT

Your legs grow unnaturally thick or powerful. Your walking speed increases by a number of feet equal to 5 times your Constitution modifier

(minimum of 5 feet), and you can add your Constitution modifier (minimum of +1) to the distance of any long jump or high jump you make.

Side Effect: You have disadvantage on Intelligence Checks.

ENHANCED REFLEXES

Your Dexterity score increases by 3, as does your maximum for that score. This is augmented to 4 when you reach 11th level, or 5 when you reach 18th level.

Side Effect: You have disadvantage on Wisdom saving throws.

ENLARGED BRAIN CASE

Your Intelligence score increases by 3, as does your maximum for that score. This is augmented to 4 when you reach 11th level, or 5 when you reach 18th level.

Side Effect: You have disadvantage on Charisma saving throws.

CRUELTY

PREREQUISITE: 11TH LEVEL

When you use the Attack action, you can make one additional weapon attack as a bonus action.

Side Effect: You have disadvantage on Intelligence, Wisdom, and Charisma saving throws.



OOZING FORM

Your body becomes slimy and pliable. As a bonus action, you can automatically escape a grapple or nonmagical restraints. Also, your body, along with any equipment you are wearing or carrying, can squeeze through spaces as narrow as 1 inch.

Side Effect: You have disadvantage on Strength checks.

SYNTHETIC CARAPACE

Your skin hardens resembling that of an terrible insectoid or reptilian creature. You gain a bonus to your Armor Class equal to half your Constitution modifier (rounded down).

Side Effect: You are no longer immune or resistant to bludgeoning damage.

UNNATURAL PHYSICALITY

Your muscles and veins engorge with toxic chemicals that grant you unnatural power and maneuverability. You gain a bonus to any Strength (Athletics) and Dexterity (Acrobatics) checks you make equal to your Constitution modifier.

Side Effect: You gain disadvantage on Wisdom saving throws.

CORROSIVE SECRETIONS

PREREQUISITE: 6TH-LEVEL BARBARIAN

Your body can expel a corrosive acid at your foes. When a creature you can see within 30 feet hits you with an attack, you can use your reaction to deal acid damage to your attacker equal to 1d8 + your Constitution modifier. You become resistant to acid damage.

Side Effect: You become vulnerable to lightning damage.

PRECISION

PREREQUISITE: 11TH LEVEL

Your weapon attacks score a critical hit on a roll of 19 or 20.

Side Effect: You have disadvantage on Strength saving throws.

SHIELDED

You are immune to slashing damage.

Side Effect: You have vulnerability to bludgeoning damage.

UNBREAKABLE

You are immune to bludgeoning damage.

Side Effect: You have vulnerability to piercing damage.

IMPERMEABLE

You are immune to piercing damage.

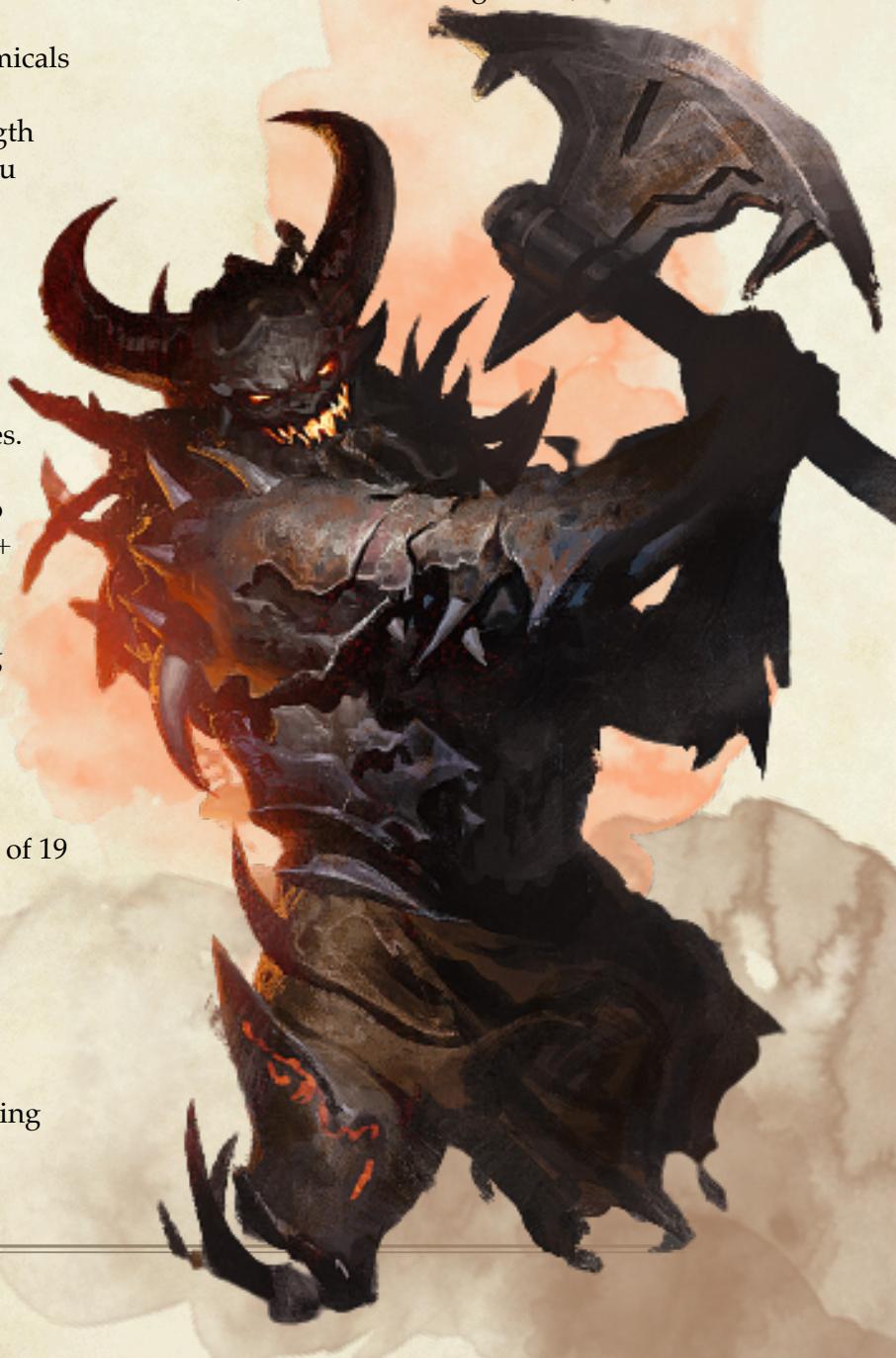
Side Effect: You are vulnerable to slashing damage.

INOCULATED VIGOR

PREREQUISITE: 6TH-LEVEL BARBARIAN

Your experiments have hardened your body against toxins. You gain resistance to acid and poison damage, and you have advantage on saving throws to resist the poisoned condition.

Side Effect: Potions only half effect you. Durations are half, amount of healing is half, etc.



RECONSTRUCTION

PREREQUISITE: 5TH-LEVEL BARBARIAN

Your body mends itself as you fight. At the start of your turns while Raging, you gain temporary hit points equal to your Constitution modifier + your Proficiency Bonus.

Side Effect: Your speed is reduced by 10 feet.

KNITTING TISSUE

PREREQUISITE: 7TH-LEVEL BARBARIAN

At the start of your turns while Raging, when you have at least 1 hit point but fewer than your hit point maximum, you regain hit points equal to your Proficiency modifier.

Side Effect: You have disadvantage on death saving throws.



VISCOS GRIP

PREREQUISITE: 6TH-LEVEL BARBARIAN

Your hands and feet secrete a sticky substance. You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces without making an ability check.

ACIDIC BILE

PREREQUISITE: 10TH-LEVEL BARBARIAN

You can spew a corrosive substance forth from your mouth. You learn the acid splash cantrip, and Constitution is your spellcasting modifier for it. You can cast this cantrip while Raging, and when you do, it deals additional damage equal to your Constitution modifier (minimum of +1).

GRAPPLING APPENDAGES

PREREQUISITE: 10TH-LEVEL BARBARIAN

You grow two appendages alongside your arms that resemble tentacles. They are natural weapons, which deal bludgeoning damage equal to your $1d6 + \text{your Strength modifier}$ on hit. If you hit a creature with a melee appendage attack, you can attempt to grapple it as a bonus action on that same turn. The appendages aren't dexterous enough to use weapons or specialized tools.

PERVERTED FLIGHT

PREREQUISITE: 11TH-LEVEL BARBARIAN

You sprout leathery or insectoid wings. You gain a flying speed of 20 feet.

Side Effect: You have disadvantage on Strength and Dexterity checks.

PATH OF THE RUNECARVER

RESTRICTED TO GIANT-KIN ONLY

Runecarver barbarians enhance their might using the supernatural power of runes, an ancient practice that originated with giants. Runecarvers keep their secrets only to giant-kin, however they have been known to teach those they deem worthy. No matter how it was taught, barbarians of this path learned this ancient art and know how to apply magic runes to empower their body and weapons.

JÖTUN'S CRAFT

When you choose this path at 1st level, you gain proficiency with smith's tools, and can read Magius.



RUNIC MARKS

At 3rd level, you choose one Runic Mark and gain its feature. You physically carve this rune into your equipment, whether it is armor or an accessory.

Rune of Resistance. While raging, chose one damage type from the following, Acid, Cold, Fire, Lightning, Poison, or Thunder. You gain resistance to this damage type.

Rune of Speed. While raging and not wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.

Rune of Wind. While you're raging and not wearing heavy armor, your walking speed increases by 15 ft.

Rune of Leaping. While raging, you can add 10 ft to your long jump distance and 3 ft to your high jump distance.

Rune of Ferocity. While you're raging, your allies have advantage on melee attack rolls against any creature within 5 ft of you that is hostile to you.

RUNECLEAVER

At 6th level, Your bond with Runes grows, and you learn to infuse weapons with primordial energy. When you enter your rage, you can choose one weapon that you are holding and infuse it with all of the following runes.

Rune of Fury. Infuse the weapon with one of the following damage types: acid, cold, fire, lightning, poison or thunder, it deals an extra 1d6 damage of the chosen type when it hits.

Rune of Heaving. The weapon gains the thrown property, with a normal range of 20 feet and a long range of 60 feet.

Rune of Recall. If you throw the weapon, it flies back to your hand the instant after it hits or misses a target. The infused weapon's benefits are suppressed while a creature other than you wields it.

RUNIC TATTOO

Starting at 10th level, you learn one of the following runes and carve it into your body through the art of Runic Tattoos.

Rune of Might. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects. While raging, you count as one size larger for determining the creatures you can grapple, shove, or resist grapples from.

Rune of Farsight. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Also, dim light doesn't impose disadvantage on your Wisdom (Perception) checks. And while raging, you gain +2 to hit on thrown weapons attacks.

Rune of Sure Footing. Your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated. Additionally while raging you can move through difficult terrain at normal speed.

Rune of Body Sense. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. Additionally, once per rage, when you reduce a creature to 0 hit points, you may immediately move up to your speed and make one melee attack against a creature within reach.

Rune of the Hunter. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace. And once per combat, if you attack a creature that hasn't yet taken a turn on the first round, you gain one additional attack.

you can choose to hold on and follow the weapon as it flies. You have a flying speed equal to the weapon's maximum thrown weapon distance. This benefit works only in short bursts and thus can only happen once a turn; you fall if you end your turn in the air and nothing else is holding you aloft.

Rune of Force. While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw ($DC\ 8 + \text{your Strength bonus} + \text{your proficiency bonus}$) or be knocked prone and take bludgeoning damage equal to $1d12 + \text{your Strength modifier}$.

Rune of Momentum. While you're raging, if you move at least 20 ft in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee attack against it.

Rune of Mass. While you're raging, you can't be shoved, moved, or knocked prone against your will.

RUNES OF MASTERCRAFT

Beginning at 14th level, you gain one of the following runes to be applied to your equipment:

Rune of Fear. While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Rune of Flight. While you're raging, whenever you make a thrown weapon attack with this weapon,

