

## PRIMAL PATHS

At 3rd level, barbarians choose a Primal Path. Here is a new option for that feature.

### PATH OF THE MILDLY IRRITATED

For some barbarians, rage is a means to an end – that end being violence, but not for you. You have realized that controlling your anger often serves as an equally reliable means to a better end. The Path of the Mildly Irritated is a path of slight upsets and moderate annoyances that would normally throw a barbarian into a blood-thirsty rage, but for those that walk this path... they simply pout it out.

#### POUT

Starting when you choose this path at 3rd level, you can hold back your rage to an extent, moderately pouting instead of going into a full-blown rage. While pouting in this way, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Wisdom saving throws.
- When you make a melee weapon attack, 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. This bonus is equal to half the number shown in the Rage Damage column, rounded up.
- When a creature attempts to hit you with a melee weapon attack, you can use your reaction to impose disadvantage on that attack.
- You have resistance to psychic damage.

If you are able to cast spells, you can cast them and concentrate on them while pouting.

Your pout 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 been attacked by one since then. You can also end your pout on your turn as a bonus action.

Pouting expends a use of your Rage feature. Any of your other barbarian features that require or modify your rage work in the same way with your Pout feature.

#### PUPPY-DOG EYES

Beginning at 6th level, you have learned to become adorably cute while pouting. While pouting, you can forgo one of your attacks to attempt to charm one humanoid within 30 feet of you. It must make a Wisdom saving throw. The DC for this saving throw is 8 + your proficiency bonus + your Constitution modifier or Charisma modifier (your choice). If it fails the saving throw, it is charmed by you until your pouting ends and for 1 minute afterwards, or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Once the effect ends for a creature, or if a creature succeeds on the saving throw against the effect, it is immune to the effect for 24 hours.

### KEEP CALM AND CARRY ON

Beginning at 10th level, you learn to suppress strong emotions in others as well as you have learned to control your own inner rage. You can cast the *calm emotions* spell, requiring only verbal components. If you cast the spell while pouting, you can maintain your concentration on the spell for up to 1 hour. The saving throw DC for this spell is equal to 8 + your proficiency bonus + your Constitution modifier or Charisma modifier (your choice).

Once you use this feature, you can't use it again until you finish a short or long rest.

### REPPRESSED RAGE

By 14th level, you have suppressed your emotions for far too long. Now, you know that you must occasionally let loose your true rage. When you hit a creature with a melee weapon attack while pouting, you can let loose a sudden burst of violent energy. Doing so turns the attack into a critical hit.

You can use this feature twice. You regain expended uses when you finish a short or long rest.



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