

PATH OF THE BERSERKER (REDUX!)

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled 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. Even in such chaos you still understand the value of protecting your allies—especially if you can harm your enemies while you do it.

FRENZIED RAGE

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.

At 6th level your body has grown used to the strain of entering a frenzied rage, and you may ignore the effects of one level of exhaustion. Should you continue to take levels of exhaustion you accrue penalties as normal, and you will die if you reach 7 levels.

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.

VENGEFUL GUARDIAN

At 10th level your rage becomes tangible, warding off enemies smart enough to recognize it and beating down enemies foolish enough to ignore it.

While you are raging you emit an 5 foot aura, a manifestation of your fury and your desire to protect your allies. If an creature within this aura attacks an ally within the aura and does not target you with the same attack, you may use your reaction to make one melee weapon attack against that enemy.

In addition, some of your rage constantly seeps through even when you are calm. You may double your proficiency bonus for any Charisma (Intimidation) checks you make.

RETALIATION

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

WHY THE FOCUS ON OFF-TURN ATTACKS?

In order to compete with the raw efficiency that is Totem Warrior (specifically the massive resistances, mobility or near permanent advantage granted by the first choice) I knew that berserkers had to find a niche and do it well. Since the archetype wants to be the heavy damage dealer, rather than simply giving them free extra attack, off turn attacks provide an easier way to deal with a berserker that is over performing while still granting them moments where they can cause carnage.

