

Barbarian: Path of Primal Punishment

Barbarians who follow the path of primal punishment prefer using only simple weapons, perhaps because they know no better, or perhaps because they know that only a fundamental weapon can truly be an extension of their body. These barbarians draw on the instincts and power within themselves to enhance their abilities with these weapons beyond ordinary limits.

These barbarians charge into combat with such ferocity that even a titan would shudder at the tiny stick in their hands.

Primal Weapons

At 3rd level, your primal connection to the most fundamental weapons allows you to use them with greater proficiency. You gain proficiency with improvised weapons, and all of your unarmed strikes are considered natural weapons.

Clubs, greatclubs, javelins, and natural weapons are considered primal weapons for you. Primal weapons gain the following benefits:

- Your rage damage is increased by 1 for attacks made with primal weapons. This increases to 2 at 9th level.
- Your primal weapons are considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Fundamental Power

At 3rd level, you develop a reserve of strength within yourself that can be called upon to push your martial prowess beyond its ordinary limits. You gain a number of Primal Points equal to your barbarian level. You can spend these points to fuel various barbaric abilities. You know several of these abilities starting at 3rd level.

Some of these abilities require a saving throw to resist the abilities effects. The saving throw DC is calculated as follows:

Fundamental Power DC = 8 + your proficiency bonus + your Strength modifier

- **Fling.** As a bonus action, you can spend 1 primal point to make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack.
- **Primal Leap.** When you make a long jump or high jump, you can spend primal points to increase your maximum jump distance for that jump. The jump distance is multiplied by 1 + the number of primal points you spend (maximum of 4 points spent).
- **Veer.** When an attack is made against you and after you see the roll, you can use your reaction to spend 1 primal point to impose disadvantage on the attack.
- **Wild Swing.** Immediately after you take the Attack action on your turn, you can spend 1 primal point to make 1 melee attack with a primal weapon.
- **Wrestle.** You can spend 1 primal point on your turn to make 1 attack which must be used to grapple, disarm, or shove as a bonus action.

You regain all of your expended primal points whenever you finish a long rest.

Punishing Blows

Beginning at 6th level, you have mastered adding more devastating effects to your attacks.

You gain the following additional uses for your primal points:

- **Blinding Attack.** When you hit a creature with an attack with a primal weapon, you can spend 2 primal point to attempt to strike their eyes. The target must succeed on a Dexterity saving throw or be blinded until the start of your next turn.
- **Slam.** When you hit a creature with an attack with a primal weapon, you can spend 1 primal point to attempt to knock the target prone. The target must succeed on Strength saving throw or fall prone.
- **Stupefying Strike.** When you hit a creature with an attack with a primal weapon, you can spend 2 primal points to attempt to a Stupefying Strike. The target must succeed on a Constitution saving throw or be stunned until the start of your next turn.

Ferocious Rage

At 10th level, your primal ferocity grants you access to additional uses for you fundamental power while raging.

Only while you are raging, you gain the following additional uses for your primal points:

- **Apex Predator.** When you score a critical hit using a primal weapon, you can spend 2 primal points to immediately make 1 additonal attack.
- **Primeval Protection.** When you fail a saving throw, you can spend 3 primal points to reroll the save. You must use the new roll.
- **Relentless Fury.** When you miss with an attack roll using an unarmed strike or primal weapon, you can spend 2 primal points to reroll the attack. You must use the new roll.

Hunter's Instinct

At 14th level, you have mastered the tactics of the wild and know how to apply them in combat.

You gain the following additional uses for your primal points:

- **Lone Wolf.** When you hit a creature still at its hit point maximum with an attack with a primal weapon, you can expend 4 primal points to activate Lone Wolf against that creature for 1 minute. All attacks made against that creature by your allies are made at disadvantage and that creature has resistance to the damage from your allies' attacks, but your attacks with primal weapons against that creature deal 1d10 extra damage (including the attack you activate this with).
- **Pack Hunter.** When an ally you can see within 120 feet of you makes an attack against a creature you can see within 5 feet of you, you can spend 1 primal point to grant advantage to that attack roll (no action required). You must use this before your ally makes the attack roll.