

Barbarian: Path of Blind Rage

Barbarians who follow the Path of Blind Range are barbarians who let their rage consume them to the point where their body acts of its own instinct. This allows them to fight without thinking, breaking past obstacles others would face and cleaving through their enemies with greater disregard than other barbarians.

Blind Rage

At 3rd level, your rage is so intense that you lose yourself in it. While raging, you gain the following effects:

- You are blinded and deafened
- You have disadvantage on all Intelligence and Wisdom checks and saving throws
- You speak and understand no languages
- You have advantage on all Strength, Dexterity, and Constitution checks and saving throws
- You gain 30ft of blindsight
- Your weapon attacks deal 1d4 additional damage
- You have immunity to the charmed and frightened conditions

At 6th level, your blindsight's range increases to 60ft and the additional damage increases to 2d4.

At 10th level, your blindsight's range increases to 90ft.

Manic Roar

At 6th level, your presence is so intense that your foes can't help but be frightened of it. As a bonus action, choose one creature within 60ft of you that can see or hear you. That creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your constitution modifier) or be frightened of you until the end of their next turn.

If you are raging, that creature has disadvantage on the saving throw and will remained frightened for 1 minute, unless it succeeds on the same saving throw which it can repeat at the end of each of its turns.

Once a creature has succeeded the saving throw against this feature, they are immune for the next 24 hours.

Dissociation

Beginning at 10th level, the disconnect between your mind and body allows you to move past obstacles that would normally be impossible. While you are raging, you can end an effect causing the paralyzed, stunned, or poisoned conditions on yourself (no action required) by taking a number of d8s equal to your character level in psychic damage. You cannot benefit from immunity to this damage.

Additionally, while raging, if an effect that is grappling or restraining you allows you to attempt escape as an action, you can attempt to escape as a bonus action.

Retaliation

At 14th level, you won't allow your opponents any moments of safety. If a creature within your reach hits you with an attack while you are raging, you can make a melee weapon attack against them (no action required).

