

BARBARIAN PATH:

PATH OF THE SAVAGE

A squadron of well armoured soldiers with spears all trained on a lone human figure. The figure squats down and slices his hand on a stone and sniffs his own blood. The figure rises as the smell of iron fills his nostrils, his eyes flash yellow. Hands become claws as the nails elongate. He smiles revealing a row of sharp teeth. With the speed of a wild animal he dashes into a nearby bush. A beastly howl seems to surround the squadron. Soon stifled screams are released and stifled as the squadron grows fewer and fewer leaving behind only scraps of armour, chunks of flesh, and pools of blood.

PRIMAL RAGE

Beginning at 3rd level, in addition to your normal rage, you take on the aspect of the wilds themselves. Your movement takes on an additional 10 feet and you gain the two unarmed attacks:

Attacks

Claw	+4 to hit (1d8 + 2) Piercing Damage
Bite	+4 to hit (2d4 + 2) Slashing Damage

ROAR OF THE WILDS

Beginning at 6th level, you tap into your inner beast releasing a loud guttural howl.

Roll 1d10

1to6	All enemies within 50 feet make a fear (CON) saving throw. (DC=8+CHA mod)
7to10	Your roar summons 1 beast determined by you DGM

This ability can only be used twice per long rest

DMG Note

You as the DMG have the ability to determine what your barbarian summons.

To add to the randomness of this summon, roll 1d20. Using your roll you can:

- For a more region specific style, using the Tables provided in Xanathar's Guide to Everything pg. 92-112, determine the beast summoned.
- For a more CR rating style, using the Dungeon Masters Guide pg 302-309, determine what beast is summoned.
- For your own creative feel, you are completely free to make your own list of creatures.

HUNTERS INSTINCT

Starting at 10th level, your inner carnivorous beast affects your senses. You gain Proficiency in the following skills: *Nature, Survival, Perception, and Animal Handling.*

DEADLY HUNTING

Starting at 14th level, You are one with your inner beast. You gain *Superior Darkvision* giving you 120ft sight in dim light.

- As an action you can disengage an opponent.
- As a bonus action you can roll a stealth check +10. Any successful attack made as stealthed are automatic criticals

THANKS

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