

PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE MOUNTAIN MAN

You are a frontiersman, hardened by your choice to live far beyond the outskirts of civilization in the rough wilderness. Though you rarely enjoy human contact, you are a skilled hunter and survivalist, and prefer to work and live alone.

BONUS PROFICIENCIES

When you select this path at 3rd level, you become proficient in the hunting rifle.

LIQUID COURAGE

At 3rd level, as a bonus action while raging, you can take a swig of moonshine to bolster your courage and toughness. Until the beginning of your next turn, you have advantage on Charisma, Intelligence, and Wisdom saving throws, and gain a number of temporary hit points equal to your level. After using this ability, you cannot do so again until after ending your rage.

ABLE HUNTER

At 6th level, you are adept at navigating the wilderness. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made to climb, jump, swim, or otherwise navigate natural terrain.

FEARSOME YELL

By 10th level, you can sound a blood-curling roar to terrify your foes. You begin a Fearsome Yell as a bonus action and can continue to yell as a bonus action on your turn, up to a duration of 1 minute. While doing a Fearsome Yell, each creature adjacent to you must make a Wisdom saving throw (DC equal to 8 + your bonus to Intimidation). On a failed save, the creature has disadvantage on attack rolls against you until the end of its turn. On a success, the effect ends for that creature and it is unaffected by this ability for 24 hours. At the end of each of its turns, affected creatures can make another Wisdom saving throw to end this effect. After beginning a yell, you cannot do so again until you finish a short or long rest.

You have advantage on Intimidation checks while you are making a yell.

INDOMITABLE TOUGHNESS

At 14th level, you can shrug off punishment like a true son of the mountain. As an action while you are raging, you become immune to nonmagical bludgeoning, piercing, and slashing damage, and gain resistance to all other damage until the beginning of your next turn. After using this ability, you cannot do so again until you complete a short or long rest.

