

BARBARIAN PATH

PATH OF INSTINCT

While many Barbarians lose control when they rage, flying into wild tantrums, some operate in a state of cold absolute focus, becoming creatures of pure instinct and finely honed reflexes. Entering a void-like state of mind, they act almost without conscious thought, accomplishing super human feats and shrugging off hits.

Though utter calm might seem less frightening than the frothing rage of their counterparts, true terror sets in once their foes witness the destruction such perfect focus can bring.

FOCUSED RAGE

Starting when you choose this path at 3rd level, your rage becomes a state of pure focus. You can perform impossible feats in this state of extreme focus by expending focus dice. When you enter a rage, you gain a number of d8 focus dice equal to your proficiency bonus. You can expend these dice on the following abilities:

Perfect Dodge. When you make a Dexterity saving throw or Dexterity ability check, you can expend a focus die, expending it and adding to the roll. You can do this after rolling the d20, but before the outcome is determined.

Perfect Intuition. When you make a Wisdom saving throw or ability check, you can expend a focus die to add it to the roll. When you do this with the Search action, you can take the Search action as a bonus action.

Perfect Parry. When another creature damages you with a weapon attack, you can use your reaction and expend one focus die to reduce the damage by the number you roll on your focus die + your Strength or Dexterity modifier (your choice).

Perfect Strike. When you make a weapon attack roll against a creature, you can expend one focus die to add it to the roll. You can use this ability after making the attack roll, but before any effects of the attack are applied.

Perfect Focus. If your rage would end for any reason other than being knocked unconscious, you can expend a focus die to prevent it from ending until the start of your next turn.

INSTINCTIVE INSIGHT

Additionally at 3rd level, your natural intuition and ability to read creature behavior grants you proficiency in the Insight skill. If you are already proficient in Insight, you gain expertise in it, allowing you to add twice your proficiency bonus to Insight checks.

BLIND FIGHTING

At 6th level, your senses are so sharp while raging you gain an instinctive blindsight of 10 feet while raging. The range of this blind sight increases by 10 feet at 10th level (to 20 feet), and again at 14th level (to 30 feet).

EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

INSTINCTIVE STRIKE

Starting at 14th level, when a creature ends their turn within range of your blindsight, you can expend a focus die as a reaction to move toward that creature (up to your movement speed). If you can reach the creature after your movement, you can make one weapon attack against them as part of this reaction. This movement does not trigger opportunity attacks.



BARBARIAN VARIANT FEATURES

When you select the Path of Instinct, you can take the following Variant Features.

UNARMORED DEFENSE (MONK)

Replaces Unarmored Defense (Barbarian)

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

UNARMED FIGHTING

Replaces Martial Weapon proficiency

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

CREDITS

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