

## PRIMAL PATH

At 3rd level, a Barbarian gains the Primal Path feature. The following Patron-exclusive option can be made available in addition to the Primal Paths available in official content:

The Beauty      The Undying Thirst      The Wilder

### PATH OF THE BEAUTY

Where most Barbarians are hulking warriors with menacing physiques, those who walk the Path of Beauty draw power from their delicate, yet strong, forms. Often, their Rage is an outward manifestation of their inner beauty that transforms them into warriors who are as deadly as they are beautiful.

#### Barbarian Level    Feature

3rd	Beautiful Exploits, Elegant Warrior, Tantalizing Presence
6th	Dazzling Visage
10th	Beautiful Glance
14th	Otherworldly Grace

### BEAUTIFUL EXPLOITS

*3rd-level Path of the Beauty feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

#### Barbarian Level    Exploit

3rd	<i>breathless critical, lightstep</i>
5th	<i>glancing blow, warrior's challenge</i>
9th	<i>savage defiance</i>

### ELEGANT WARRIOR

*3rd-level Path of the Beauty feature*

You have focused on cultivating a beautiful form rather than turning yourself into a brutish weapon. When calculating your Armor Class you can use your Charisma modifier in place of your Dexterity or Constitution (but not both).

You also gain proficiency in Performance, and when you make a Charisma (Performance) check you gain a bonus to your roll equal to your Constitution modifier.

### TANTALIZING PRESENCE

*3rd-level Path of the Beauty feature*

Your Rage enhances your beauty, making you irresistible to those of weak will. While Raging, you can use a bonus action to force a creature that can see you within 30 feet to make a Wisdom saving throw against your Exploit save DC. On a failure, the creature is charmed by you for up to 1 minute.

The charm effect ends early if your Rage ends, or if you, or your allies, harm the creature in any way. The creature can also repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a successful save.

You can use this feature once per Rage at no cost, after which you must expend an Exploit Die to use it again.

### DAZZLING VISAGE

*6th-level Path of the Beauty feature*

You can draw on your Rage to envelop you in terrible beauty. As an action, you can expend a use of your Rage and make a Charisma (Performance) check, instantly gaining temporary hit points equal to the result of your roll.

While the temporary hit points from this feature remain, you have advantage on any Charisma checks you make.

### BEAUTIFUL GLANCE

*10th level Path of the Beauty feature*

The sheer elegance of your beauty distracts your foes. When a creature that can see you attacks you while Raging, you can use your reaction to force it to make a Wisdom saving throw against your Exploit save DC. On a failed save, it must choose a different target, or its attack automatically misses. On a successful save, it is immune to this effect for 24 hours.

Any creature that is immune to the charmed condition automatically succeeds on its saving throw.

### OTHERWORLDLY GRACE

*14th level Path of the Beauty feature*

Your presence carries a divine grace that can shock your foes into inaction. When a creature fails its saving throw against Beautiful Glance it is charmed by you until the start of your next turn, or until you or your allies attack it.

Moreover, when you use Tantalizing Presence you can choose for the target to be stunned instead of charmed.

#### DISCLAIMER

*laserllama* is not responsible for players that use this subclass to play as a magical girl in your game.



## PATH OF UNDYING THIRST

There are many sinister curses that grant mortals the unholy power of undeath. The most common of these is vampirism. For some, this dark curse instills an insatiable hunger in its victims, granting them incredible physical abilities at the cost of what makes them mortal. When combined with their Rage, these vampiric warriors are a true terror to behold in battle.

### Barbarian Level Feature

3rd	Crimson Exploits, Vampiric Fury, Vital Sacrifice
6th	Dark Thirst, Reckless Hunger
10th	Accursed Resilience
14th	Wings of the Night

### CRIMSON EXPLOITS

*3rd-level Path of Undying Thirst feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Moreover, whenever you use a Savage Exploit that deals damage, you can choose for it to deal necrotic damage.

### Barbarian Level Exploit

3rd	<i>cunning instinct, mighty leap</i>
5th	<i>bloodthirsty critical, primal senses</i>
9th	<i>primal terror</i>

### VAMPIRIC FURY

*3rd-level Path of Undying Thirst feature*

Your dark curse allows you to drain the life force of others to fuel your Rage. While Raging, your teeth become fangs that count as natural weapons and deal 1d6 piercing damage on hit. Once per turn, when you hit a creature with a fang attack, you gain temporary hit points equal to half the damage dealt.

### VITAL SACRIFICE

*3rd-level Path of Undying Thirst feature*

You can sacrifice your own vitality to fuel your abilities. When you have no Exploit Dice left, you can make a Vital Sacrifice to use an Exploit in place of expending an Exploit Die.

When you make a Vital Sacrifice, you reduce both your maximum and current hit points by one roll of your Exploit Die. This reduction to hit points can't be lessened in any way.

If you have temporary hit points, you can reduce these in place of reducing your current hit points. You always reduce your maximum hit points when making a Vital Sacrifice.

At the end of your next long rest, any reduction to your maximum hit points from this feature returns to normal.

### DARK THIRST

*6th-level Path of Undying Thirst feature*

You have gained a small measure of control over the curse that flows in your veins. You gain the benefits of Vampiric Fury even when you are not currently Raging.

Also, your fang attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks and damage, and deal necrotic damage instead of piercing.

### RECKLESS HUNGER

*6th-level Path of Undying Thirst feature*

The frenzy of battle drives your hunger to new heights. When you make a reckless attack as part of your attack action, you can make a fang attack as a bonus action on that same turn.

### ACCURSED RESILIENCE

*10th-level Path of Undying Thirst feature*

The dark power of your curse preserves you from the perils of mortality. You are resistant to poison and necrotic damage, and you are immune to disease and the poisoned condition.

Additionally, for every 10 years that pass, your body only ages the equivalent of 1 year.

### WINGS OF THE NIGHT

*15th-level Path of Undying Thirst feature*

You are able to manifest the full power of your curse. While Raging, you gain a flying speed equal to your walking speed.





## PATH OF THE WILDER

Not all who have psionic potential learn to control their inner wondrous power. Some who repress the mystical powers of their mind, inadvertently discover their true potential when they give over to the fury of their Rage. Combining unrealized psionic potential and primal anger, these Wilder Barbarians are a terrible sight to behold on the field of battle.

Barbarian Level	Primal Path Feature
3rd	Psionic Instinct, Wilder Exploits, Wilder Surge
6th	Telekinetic Grasp
10th	Controlled Psionics
14th	Greater Telekinesis

### PSIONIC INSTINCT

*3rd-level Path of the Wilder feature*

The untapped psionic potential of your mind gives you subtle benefits. Whenever you are forced to make a saving throw to resist being charmed, frightened, or have your thoughts read, you can add your Constitution modifier to your roll.

Also, you can add your proficiency bonus to initiative rolls.

### WILDER EXPLOITS

*3rd-level Path of the Wilder feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>hurl, mighty leap</i>
5th	<i>greater hurl, ringing critical</i>
9th	<i>bewildering blow</i>

### WILDER SURGE

*3rd-level Path of the Wilder feature*

Your fury unleashes your untamed psionic potential. When you Rage, roll on the Wilder Surge table to determine the psionic effect produced, which lasts for the duration of your Rage. If the Wilder Surge effect requires a saving throw, it uses your Exploit save DC.

### TELEKINETIC GRASP

*6th-level Path of the Wilder feature*

Your desire to draw your enemies toward you awakens your psionic abilities. As a bonus action, you can force a creature you can see within 30 feet to make a Strength saving throw against your Exploit save DC. On a failed save, the creature is pulled toward you in a straight line, up to 30 feet. A creature that is one size larger than you or larger has advantage on its Strength saving throw to resist this ability.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all of expended uses each time you finish a long rest. When you have no uses remaining, you can expend an Exploit Die to use this feature again.

## CONTROLLED PSIONICS

*10th-level Path of the Wilder feature*

The savagery of your fury allows you to exert control over your psionic abilities. When you roll on the Wilder Surge table you can roll twice and choose the result.

In addition, when you succeed on a saving throw that gains your Psionic Instinct bonus, you can use your reaction to deal psychic damage equal to your Barbarian level to the creature that forced you to make that saving throw.

## GREATER TELEKINESIS

*14th-level Path of the Wilder feature*

You are able to channel your psionic power with ease. When you Rage, you can use Telekinetic Grasp as part of the same bonus action, without expending a use of that feature.

Moreover, if the creature you pull ends its movement within range of a melee weapon you are wielding, you can make one melee attack against it as part of that same bonus action.

## WILDER SURGE TABLE

d12	Psionic Effect
1	Creatures within 30 feet of you must succeed on an Intelligence saving throw or take 3d6 psychic damage
2	You gain resistance to psychic damage
3	You are immune to the charmed and frightened conditions
4	Your movement speed is doubled
5	You can use a bonus action to jump a number of feet equal to your walking speed. This jump doesn't count against your speed.
6	Your melee attack deal psychic damage in place of their normal damage type
7	For the next minute, you can teleport up to 20 feet as a bonus action.
8	You cast <i>magic missile</i> at 5th-level, and it deals psychic damage in place of force.
9	You switch places with the nearest creature. If you are equidistant to two or more creatures you choose which you switch with.
10	You are blinded, but you also gain blindsight out to a 30-foot radius
11	You regain half of your expended Hit Dice
12	You gain a 30 foot flying speed





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