



## PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those normally offered: Slayer X and Waste Lord.

### PATH OF SLAYER X

Before the Fall, world governments were deadlocked in a race to create the ultimate killing machines. Set loose against opposing armies, these dangerous, enhanced living weapons could cut a swath through dozens—if not hundreds—of soldiers, tearing their enemies apart like paper dolls. While each program had a different name, generally, these soldiers-of-mass-destruction were labeled as Slayers X.

Now that the big governments of Before have collapsed, those who tread the Path of Slayer X wander the rad-wastes searching for purpose in a world gone mad. Most were left without memories of who they were. Many don't even remember what was done to them; as time goes on, they learn more and more about their enhanced nature much to their joy—or misery.

#### PATH OF SLAYER X

Barbarian Level	Feature
3rd	Internal Weaponry
6th	Magical Enhancements
10th	Augmented Senses
14th	Lash Out

### INTERNAL WEAPONRY

At 3rd level, you discover that you've been enhanced with weapons hidden within your body. Choose one of the following options:

**Claws.** You have steel claws that eject from your wrists, knuckles, or fingertips which act as natural weapons that replace your unarmed strike. As a bonus action, you can discharge or retract your claws. You gain the following benefits while you are unarmed and your claws are extended:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- On a hit, your unarmed strike deals 1d6 slashing damage instead of the normal damage of your unarmed strike.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.
- While raging, you can attack twice, instead of once, whenever you take the Attack action on your turn so long as you use your claws to make the attacks. At 5th level, when you gain the Extra Attack feature, you can attack three times using your claws.

**Steel-Reinforced Arms.** The muscles and bones in your arms have been augmented with magical steel. You gain the following benefits:

- You have advantage on all Strength checks, even when you aren't raging.
- You can roll a d4 in place of the normal damage of your unarmed strike.



- During a rage, if you make a Strength check or Strength saving throw and fail, you can reroll one of the d20s. You must take the new result even if it is lower.
- The bonus to your damage rolls you gain while raging increases by 3.

### MAGICAL ENHANCEMENTS

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, your unarmored defense improves. While you are not wearing any armor, you gain a magical +1 bonus to your AC.

### AUGMENTED SENSES

At 10th level, your senses improve. While you are raging, you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

### LASH OUT

Once you reach 14th level, when you take damage from a creature that you can see, you can use your reaction to move up to half your movement speed towards the attacker and make one unarmed attack against it if you are able.

## SLAYER X

*Medium humanoid (any), any chaotic alignment*

**Armor Class** 19

**Hit Points** 127 (15d8 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	20 (+5)	18 (+4)	9 (-1)	13 (+1)	10 (+0)

**Saving Throws** Str +4, Con +7

**Skills** Perception +7, Stealth +8, Survival +4

**Senses** passive Perception 14

**Languages** Languages

**Challenge** 5 (1,800 XP)

**Reckless.** At the start of its turn, Slayer X can gain advantage on melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Unarmored Defense.** As long as it isn't wearing armor, Slayer X gains a bonus to its AC equal to its Constitution modifier.

### Actions

**Multiattack.** Slayer X makes four attacks with its claws.

**Claws. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

## PATH OF THE WASTE LORD

Since the Fall, life in the Stretch has not been easy. Mutants, zombies, aliens, and malfunctioning robots stalk the shattered remains of society. Only the foolish or brave dare travel these lands. High atop that list of foolish and brave (mostly the former, some would argue) are the Waste Lords.

These barbarians have adapted to the cruel post-Fall environment, channeling their inner rage into a survival tool.

### PATH OF THE WASTE LORD

Barbarian Level	Feature
3rd	Survival Mode
6th	Unnatural Fortitude
10th	Regenerate
14th	Ultimate Survivor

### SURVIVAL MODE

Starting when you choose this path at 3rd level, you can use your action to expend 1 use of your rage to enter survival mode. While in survival mode, you gain the following benefits:

You have advantage on Constitution checks and Constitution saving throws. You have advantage on Wisdom (Survival) checks made to find food and water. You can tolerate temperatures as low as -50 degrees Fahrenheit and as high as 150 degrees Fahrenheit without any additional projection. You have resistance to radiant and necrotic damage. Your survival mode lasts for 1 hour. If ends early if you are knocked unconscious. You can also end your survival mode on your turn as a bonus action.

While in survival mode, you can also rage so long as you expend a use of your rage as normal.

### UNNATURAL FORTITUDE

Beginning at 6th level, you gain immunity to disease and the poisoned condition.

### REGENERATE

At 10th level, once per rage, you can use your bonus action to regain a number of hit points equal to your barbarian level. You can use this feature three times and regain all expended uses after you complete a long rest.

### ULTIMATE SURVIVOR

Starting at 14th level, you no longer need to spend a use of your rage to enter survival mode and you can still benefit from your survival mode even if you are knocked unconscious.