

PATH OF THE GRIEFSTRICKEN

Everyone has their own way of coping with the pain. For some, the anguish they feel after losing a loved one pushes them to become their best selves. The barbarians that take up the Path of the Griefstricken deal with their pain by subjecting themselves to even more torture, both physical and emotional. The worst thing that could happen to them has already happened, so why should they ever fear more of it?

Survivor's Guilt

3rd level Path of the Griefstricken feature

Though you live, your heart has long stopped beating. Thus, pain only heightens your power. While raging, if you take bludgeoning, piercing, psychic or slashing damage, your next weapon attack deals an additional 1d4 damage of the weapon's type. This bonus can stack up to four times.

When you reach the 10th level, the additional damage increases to 2d4. When you reach the 14th level, it increases to 3d4.

Tortured Mind

3rd-level Path of the Griefstricken feature

Your mental state is fragile and broken due to the trauma you have endured. Whenever you take psychic damage while you are raging, you may use your reaction to channel the torment and empower your rage. If you do, on your next turn, if you make an attack with advantage you can reroll one of the dice and choose the highest roll of the three.

You may use this feature a number of times equal to your Strength modifier before you must complete a long rest.

Avenger's Anguish

6th-level Path of the Griefstricken feature

You can't bear to see the loss of those you love, sending you into a frenzy whenever they fall. Whenever an allied creature you can see drops to 0 hit points, if you are raging, you can choose to enter a state of heightened awareness (no action required). Until the end of your next turn, your movement speed is doubled and cannot be reduced, and you are immune to the charmed, frightened, grappled, prone, restrained and stunned conditions. If you were under the effect of any of these conditions, the condition instantly ends.

Once you've used this feature, you can't use it again until you've finished a long rest.



Sight of Sorrow

10th-level Path of the Griefstricken feature

Considering how much sadness you've endured, you can always tell when it is genuine or not. You gain proficiency in the Wisdom (Insight) skill if you are not proficient already. Your proficiency bonus is doubled for any ability check you make that uses Wisdom (Insight).

In addition, you can impart your memories of will upon those around you, making them feel empathy towards you. You learn the charm person spell and may cast it without requiring a spell slot or components by sharing your emotions. Strength is your spellcasting ability for the spell when you cast it with this trait.

You may use this feature a number of times equal to your Strength modifier before you must complete a long rest.

Visions of Loss

14th-level Path of the Griefstricken feature

By now, your control over your grief is such that you can force it upon others. As part of raging, you can choose a creature within 60 feet of you. You stare deep into its soul, forcing it to make a Charisma saving throw (DC = 8 + your Strength Modifier + your Proficiency bonus). On a failure, you sear its soul and it becomes connected to you for the duration of your rage.

While connected in this way, whenever you resist damage, the creature takes psychic damage equal to the damage you took.

Once you've used this feature, you can't use it again until you've finished a long rest.

