

PREVIEW PACKET  
**BARBARIAN**



**LEVELS 1-9 OF OPTIONAL CLASS  
FEATURES AND THREE NEW PRIMAL PATHS**

**SUNBEAR GAMES**

PREVIEW PACKET  
**BARBARIAN**



**THIS DOCUMENT CONTAINS PREVIEW  
MATERIAL OF OPTIONAL CLASS FEATURES  
AND THREE NEW PRIMAL PATHS FOR THE  
BARBARIAN CLASS FOR D&D 5E**

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### A LETTER FROM THE AUTHOR

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However, creating such works is not easy. This is a preview packet, which means this material is either for playtesting or promotional purposes.

The function of our preview packets is to help us gauge the interest and attitudes of the community towards the content. That means we want to hear from you! What do you think of these designs? Would you be interested in seeing more material like this, and using it in your own games? Are there areas you found unsatisfactory?

You can help us improve this content and to create even better designs in the future by filling out our [feedback form](#). You can also use this form to sign up for our mailing list, if you'd like to be updated about this material or other Sunbear Games designs.

Without further ado, thank you, and enjoy!

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**Optional Rules.** Some mechanics in this document make use of rules not included in the default rules of DUNGEONS & DRAGONS. These mechanics can be found in the Optional Rules document found on our [store](#). It is provided free of charge, but if you do not have it or do not wish to use it, all of these features function without the use of those rules.

# BARBARIAN

The barbarian class receives new features and subclasses in this section.

## OPTIONAL CLASS FEATURES

As a barbarian, you gain class features at certain levels, as detailed in the *Player's Handbook*. This section offers additional features that you can gain, with the permission of your DM.

If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

### BARBARIAN FEATURES

Level	Feature
1st	Vital Focus
7th	Reflexive Rage
8th	Wild Tactics
9th	Unerring Fury

### VITAL FOCUS

*1st-level barbarian feature*

As an action, you can expend one use of your Rage feature to channel your anger inwards, enhancing your strength in a more focused manner. In this state, you gain the following benefits:

- You have advantage on ability checks that use Strength, Constitution, or Wisdom.
- When you make an ability check using Strength, Constitution, or Wisdom, you gain a bonus to the roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- Your carrying capacity, and the amount you can push, drag, or lift, are multiplied by an amount equal to your rage damage bonus.

If you are able to cast spells, you can't cast them or concentrate on them during your vital focus.

Your vital focus lasts for a number of hours equal to your Constitution modifier (minimum of 1). It ends early if you are knocked unconscious or if you end it on your turn as a bonus action.

### REFLEXIVE RAGE

*7th-level barbarian feature*

If you take damage while you are not raging, you can enter your rage as a reaction after taking the damage, even if you are surprised. Moreover, you cannot be surprised while raging.

### WILD TACTICS

*8th-level barbarian feature*

When you take the Attack action on your turn, you can forgo making one of those attacks and take the Dash, Disengage, Interpose, Search, Thwart, or Use an Object action as part of that Attack action.

### UNERRING FURY

*9th-level barbarian feature*

With ferocity comes focus, a single-minded urge to lay waste to your enemies, heedless of their words or witchcraft. While you are raging, you gain a bonus to Wisdom saving throws equal to your rage damage bonus.

If you are suffering from an effect that allows you to make a Wisdom saving throw at the end of each of your turns to end the effect, you can also repeat that saving throw when you enter your rage, potentially causing the effect to end for you. If you fail a saving throw this way, you can still repeat the saving throw at the end of your turn.

## PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Path of the Fleshquake, Path of the Marauder, and Path of the Possessed.

### PRIMAL PATH FEATURES

Level	Fleshquake	Marauder	Possessed
3rd	Warp Spasm	Coarse Negotiator, Fighting Dirty	Perilous Blessing
6th	Affronting Alteration	Assured Assignment	Damning Protection
10th	Gruesome Blows	Improvised Assault	Fiendish Awareness
14th	Monstrous Charge	Leading By Example	Embodiment of Sin

## PATH OF THE FLESHQUAKE

Barbarians of the Path of the Fleshquake experience a horrifying metamorphosis each time they enter the fray. Just as their rage twists their minds into a vicious loop of wrath and bloodlust, so too does it twist their bodies, reshaping their bones and swelling their muscles.

In their rage, these barbarians sometimes display exaggerated features of their race, but just as frequently become unrecognizable abominations. Regardless of their appearance, these barbarians are akin to natural disasters on the battlefield.

### WARP SPASM

*3rd-level Path of the Fleshquake feature*

Fury compels your anatomy to rearrange itself, magnifying your strength and endurance. You gain the following benefits while raging:

**Abominable Stature.** If you are smaller than Large, you become Large, along with anything you are wearing. Your height and weight increase accordingly. If there isn't enough room for you to become Large, your size doesn't change.

**Titanic Fortitude.** Your current and maximum hit points increase by an amount equal to your Constitution modifier + half your barbarian level (minimum of +1).

**Brutal Slam.** Your claws, fists, tail, or tendrils are a natural weapon you can use to slam your foes. Your slam is a simple melee weapon with the heavy property, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. On a hit, your slam deals 2d6 bludgeoning or slashing damage (choose when you make the attack). The damage of your slam increases when you reach certain levels in this class: 6th level (2d8), 10th level (2d10), and 14th level (2d12). If you are wielding any other weapons or a shield, the damage of your slam becomes 2d4 and it loses heavy property.

**Crushing Grasp.** Once on each of your turns when you hit a creature with your slam, you can make a grapple, shove, or throw attempt on the creature. If the attack was a critical hit, the creature has disadvantage on the contested ability check.

### AFFRONTING ALTERATION

*6th-level Path of the Fleshquake feature*

Your slam now counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Also, while you are raging, your reach increases by 5 feet, your jump distance is tripled, and you deal double damage to objects and structures.

## PATH OF THE MARAUDER

Every group intending to go into battle needs a good leader. One who leads from the front, who has a plan, who knows the strengths of their allies and deploys them where they will be the most effective.

Barbarians on this course find their rage brings great clarity of mind, allowing them to see all the ways the battle can be won. Through sly tactics and synergy, they make sure every member of their company is utilized to the fullest. These barbarians often find aspire to a position where their gifts will be the most useful, such as leading a group of privateers or becoming a member of an elite military unit.

### COARSE NEGOTIATOR

*3rd-level Path of the Marauder feature*

You've learned a thing or two about how to make people see things from your perspective. Whenever you make a Charisma check, you gain a bonus to the check equal to your Strength modifier (minimum of +1).

In addition, you gain one of the following proficiencies of your choice: cartographer's tools, navigator's tools, or vehicles (land and water).

### FIGHTING DIRTY

*3rd-level Path of the Marauder feature*

Tricks and teamwork ensure your victory. You can use this feature in the following ways while raging:

**Smokescreen.** As a bonus action, you can distract a creature within 5 feet of you that can see or hear you. Your allies have advantage on attack rolls against the distracted creature until the start of your next turn.

**Plunder.** When you hit a creature with a melee attack, you can choose to make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, the target drops one item of your choice that it is holding at its feet.

**Backscratch.** When you take damage from a creature you can see, you can use your reaction to choose another creature you can see within 30 feet of you. That creature can make one weapon attack against the creature that damaged you.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

## ASSURED ASSIGNMENT

*6th-level Path of the Marauder feature*

You never have any trouble trusting your faithful crew to get things done. While you are raging, your allies gain a bonus to damage rolls against creatures within 5 feet of you. The bonus equals your rage damage bonus.

In addition, when you enter your rage, you can choose a number of creatures equal to your proficiency bonus that you can see within 30 feet. Those creatures can immediately move up to half their speed.

## PATH OF THE POSSESSED

Not every demon that manages to possess a mortal is without restraint. Occasionally, an Abyssal spirit will find its new host to be exceptionally useful, offering unholy strength in exchange for harboring its evil presence. From this union, barbarians of the Path of the Possessed are made, cursed warriors whose bodies and minds are transformed for battle.

Such a barbarian is free to revel in their new power, but as always there is a cost. A demonic spirit may desire to further its goals through the use of its new flesh carriage, or simply seek the acquisition of another corrupted soul to fight on the side of the Abyss in the Blood War. Over time, the red waters of the River Styx may wash away even the distinction between their destinies.

## PERILOUS BLESSING

*3rd-level Path of the Possessed feature*

As compensation for hosting a being of evil incarnate, you are rewarded with pieces of the demon's magic, blessings to empower you in battle. If a blessing requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier. When you enter your rage, you gain a number of the following blessings equal to your rage damage bonus, which last until the end of your rage.

You choose which blessings to adopt each time you rage:

**Abyssal Hunger.** You feast on the strength of your foes. Your weapon attacks deal an extra 1d4 necrotic damage on a hit. When you roll a 19 or 20 on the d20 for an attack roll, you regain a number of hit points equal to this necrotic damage dealt.

**Dark Affinity.** You grow comfortable in the most inhospitable conditions. You gain resistance to cold, fire, and lightning damage.

**Dread Warrior.** You erode the willpower of any in your path. When a hostile creature within 10 feet of you makes an Intelligence, Wisdom, or Charisma saving throw, it must roll a d4 and subtract the number rolled from the total.

**Evil's Reach.** Your arms lengthen into violent, thrashing appendages. Your weapons and unarmed strikes gain the reach property.

**Horrid Protrusions.** Writhing black tentacles emerge from your flesh. When you take damage from a creature within 5 feet of you, you can use your reaction to force it to make a Dexterity saving throw or be grappled by you. You can only have one creature grappled this way at a time.

**Profane Carapace.** Chitinous plates or scales form over your skin. You gain a +1 bonus to AC while you are not wearing armor.

## DAMNING PROTECTION

*6th-level Path of the Possessed feature*

Spells wash over you like blood over the bed of the River Styx. When you make a saving throw against a spell or magical effect, you can choose to expend one of your Hit Dice to roll a d4 and add it to the total of the roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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