PATH OF THE CHIEFTAIN





Version 1.2

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PATH OF THE CHIEFTAIN

All barbarians utilize their rage to fuel their own strength and ferocity in combat, but a barbarian that follows the Path of the Chieftain can also use their rage to aid their companions and rally their allies. Barbarians following this path are often the leaders of tribes and war bands, inspiring their fellow warriors as they dive headlong into battle with them.

BOLSTERING RAGE

At 3rd level, when you choose this path, your rage also bolsters the damage of your allies. While raging, as a bonus action, you can choose one friendly creature within 30 feet whom you can see, and who can see and hear you. Until the start of your next turn, the targeted creature can add your rage damage bonus to one melee attack. They can choose to add the rage damage after the attack roll, but before the damage roll.

to your Barbarian level. These Temporary Hit Points last until the creature takes a short or long rest. In addition, if the allied creature is suffering from an effect that allows for a saving throw at the end of its turn to end the effect, they may roll a saving throw immediately. Finally, until the start of your next turn, all affected creatures can use a bonus action on their turn to Dash as long as they move towards an enemy creature.

INSPIRED FEROCITY

Beginning at 14th level, when a friendly creature within 60 feet, who you can see and who can hear you, hits an enemy creature with a melee weapon attack, you can use your reaction to allow the creature to make an additional melee weapon attack against the same target.

AURA OF RESOLVE

Starting at 6th level, while you are raging, friendly creatures within 10 feet of you have advantage on saving throws against being charmed orfrightened.

RALLYING WAR CRY

At 10th level, you can use your action to unleash a resounding war cry to rally your allies and help them shrug off negative effects. All friendly creatures within 30 feet of you and that can hear you immediately gain Temporary Hit Points equal

