



**INANIMIS'
SADOMACHOCHIST & SCHIZOPHRENIC
BARBARIAN PATHS**



**Two new Barbarian Paths with
unique mechanics allowing immersive playstyle**



SADOMACHOCHIST AND SCHIZOPHRENIA BARBARIAN PATHS

With new Expansions adding more and more Character Options to the already heavily established 5th edition, there are still some options that could be explored so that they greatly fit different playstyles. These are brand new character options for the Barbarian class that you might enjoy. If you want to check more of my work please click [here](#) or on any *Inanimis* logo.

BARBARIAN

Barbarian is a fan-favourite class, it is simple and fun and can be a serious tank that almost any party could use.

PATH OF THE SADOMACHOCHIST

A Barbarian enjoys delivering pain but also receiving it. When you reach level 3 you can choose to become a Sadomachochist who relishes the scars of battle but even more when they cause them.

NO PAIN NO GAIN

On level 3, when an enemy lands a melee attack on you, you can attempt to block it using your *Reaction*. You reduce the damage taken by 1d6 + your STR. If this reduces the damage to 0, you can attempt to *Disarm* your enemy (if the weapon can be removed). Make an *Athletics* check vs your enemy's *Athletics* or *Acrobatics* check. On a success you *Disarm* him. You can use this trait as many times as your *Proficiency Bonus*. The die is increased to 1d8 at level 4, to 1d10 at level 9 and to 1d12 at level 14.

UNSTOPPABLE CHARGE

Beginning at 6th level, when you rush towards an enemy you can choose to do an *Unstoppable Charge*. When you move towards an enemy and that movement provokes attacks of opportunity, you can do a number of attacks equal to the attacks of opportunity you provoked (maximum bonus attacks equal your *Proficiency Bonus*). You can only use these attacks against the target you charged. If the target dies before you finish all of your attacks, the extra attacks are lost. You can use this feature once per long rest.

RAGING BLOOD

Beginning at 10th level, whenever you Rage, you can choose as a free action to make a melee attack against yourself. This attack cannot crit, cannot miss and cannot kill you (if it would kill you, you remain alive with 1 hit point). The damage is not halved by your Rage. For the next successful attacks equal to your STR modifier (minimum 1), the damage you received from the Raging Blood is added on your damage rolls once per round.

BLEEDING BULL

Beginning at 14th level, whenever you drop below half (rounded down) of your maximum hitpoints, if you are raging you get the *Bleeding Bull* benefits which are listed in the following table.

BLEEDING BULL BENEFITS

Sadomachochist Barbarians are in their deadliest whenever they feel real pain. They get excited with the concept of acquiring scars. They are mindless beasts if cornered. And cornered beasts tend to lash out.

- **Bull Rush:** Your movement speed increases by 10.
- **Thick Skin:** Your AC increases by 2.
- **Get the Horns:** If you land an attack on an enemy, that enemy has *Disadvantage* on their attacks until the end of their next turn if they choose to attack you.

PATH OF SCHIZOPHRENIA

The maddening nature of Barbarians often tends to lead their weak minds in a darkness too deep to escape. Barbarians that suffer from this darkness are unpredictable and deadly. When you reach level 3 you can choose this path. For roleplaying purposes, a Troll Warrior is reckless and mobile. A Jotun Warrior is more focused and serious.

FACELESS WARRIOR

There are two voices inside your head. The voices take over whenever you rage. Beginning level 3, whenever you're raging, roll a d100. On a 1-49, you become the *Troll Warrior*. On a 51-100 you become the *Jotun Warrior*. On a 50 roll again. The path benefits you gain are all depending on which warrior you become when raging.

TROLL WARRIOR: DEVIL'S SPEED

Beginning at 3rd level, if you end up being a *Troll Warrior* you can use your *Dash* action as a bonus action. If you *Dash* during your turn, you can add your proficiency bonus to your damage roll for your next attack.

JOTUN WARRIOR: TITAN'S STAND

Beginning at 3rd level, if you end up being a *Jotun Warrior* you can use the *Dodge* action as a bonus action if you do not move for the turn. If you do so, you have *Advantage* on resisting any effects that would move you without your will until the start of your next turn.

TROLL WARRIOR: DANCE OF DEATH

Beginning at 6th level, you use a bonus action to initiate a deadly dance. While in this state, any enemy that attacks you, does so with *Disadvantage*. You have to use your bonus action each turn to keep the dance up. If you are restrained or unconscious, the dance ends. You can use this once every time you *Rage*.

JOTUN WARRIOR: FROST SKIN

Beginning at 6th level, when raging you gain *Resistance* to *Frost* damage. In addition, whenever you land a melee attack on someone, their movement speed is reduced by 15. This effect lasts until the end of your enemy's the next round.

TROLL WARRIOR: CRIPPLING CRITICALS

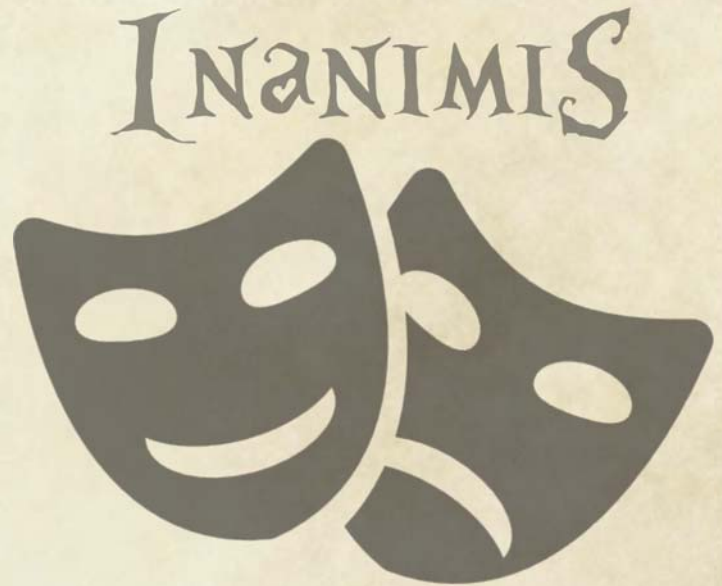
Beginning at 10th level, whenever you score a critical hit your attacks have a chance to stun your opponent. The target must make a constitution saving throw (DC = 8 + Proficiency Bonus + your STR). If failed, they are stunned until the end of their round. If successful, they resist the effect.

JOTUN WARRIOR: CRYOSTASIS

Beginning at 10th level, if an attack drops you to 0 hit points, but doesn't outright kill you, you enter a state of cryostasis by enveloping yourself in ice. The "cocoon" has an AC of 15 and hit points equal to your Constitution Score (**not** modifier). You cannot take any damage while remaining inside the "cocoon", thus any attacks made on you won't trigger death saving throw fails. You cannot willingly break the cryostasis. If the ice "cocoon" breaks, the cryostasis ends. No excess damage is carried over to you. You continue taking your death saving throws normally while in cryostasis. If you succeed three death saving throws while in cryostasis, you regain hit points equal to your Barbarian level. Cryostasis can only be used once per long rest. If you are healed while in this state, you remain in *Cryostasis* until you use an *Action* to end it.

FACES OF THE WARRIOR

Beginning at 14th level, you can choose which warrior you become when raging. In addition, whenever you *Rage* you regain hit points equal to your Barbarian level + your CON modifier.



FINAL WORD & LEGAL STUFF

I would like to stand behind my opinions and explain both paths starting with the *Path of the Sadomachochist*. As you may now, a Sadomachochist is a person that likes hurting other people and being hurt by others. I tried to implement both these sentiments in this Path and keep it balanced. It's important for a player to be able to experience the gameplay as they want.

No Pain No Gain: This is basically *Deflect Missiles* from the *Monk* class but for melee attacks. With a twist of course. Disarming is rarely used in D&D and I wanted to implement this. Basically I imagined a Barbarian taking a straight hit on the chest then simply grabbing the axe/sword/whatever and throwing it on the ground. Plus it is limited by your *Proficiency Bonus* which I think is a neat scaling mechanic.

Unstoppable Charge: Risky, since you might get hit a lot early on but I think that it's a high risk high reward tactic, with the risk dropping pretty low later on the game. Again the *Proficiency Bonus* mechanic, which I think is fun. Consider that the Barbarian probably used *Reckless Attack* so these attack of opportunities are probably made with *Advantage*. You can also drop a *No Pain No Gain* somewhere in there, but that of course uses up a *Reaction*.

Raging Blood: I believe this is the embodiment of the class. Me hurt you, me hurt me. You basically start the fight with already being hit once which is not *too* much of a drawback but it still is, and you get a nice bonus to your damage rolls. Remember, the damage boost only happens once per *round*. So you can't stack like 3 attacks in a round and pretty much MURDER anyone.

Bleeding Bull: Half hit-points is a nice benchmark. It could be quarter hit-points, but I felt that this wouldn't last long. Of course you can play around this. Maybe a third of the maximum hit-points would work? *Bull Rush* is a nice movement buff to the already fast Barbarian. *Thick Skin* is a minor boost to your AC to help with these close calls. Not huge, not insignificant. *Get the Horns* basically balances out the *Reckless Attack* drawback if you are on a 1-on-1.

Now for the Schizophrenia Path. I know that Schizophrenia is a serious disease that affects thousands of people. I am not trying to make Schizophrenia look *less* serious here, I am simply offering a *movie-esque* take at a character option.

Faceless Warrior: I wanted to make both warriors have a different feel to them. Remember, pretty much *everything* in this path activate *ONLY* if you're raging. If you somehow end up without any *Rages* left, then you are pretty much... in trouble.

Devil's Speed: Using the *Dash* action as a bonus action may be a bit much for a movement speed, but in this Path you don't have *many* options with your Bonus Action so I figured that, first of all, it made sense from a roleplaying point of view and second of all, I didn't want to just give them a mere +10 movement. Plus *Rogues* already have *Dash* as a bonus action and they are balan...-AHAHA. Anyway moving on. The damage boost may be a bit much but I think it balances out considering you are losing *Frenzy* to get this path.

Titan's Stand: I liked using actions as bonus actions so I thought, hell, why not tweaking the *Dodge* action? I like the idea that a Jotun would stand their ground, that's why I'm preventing any movement if you choose to do that (exact opposite of the Troll, where moving is encouraged). I added the *Advantage* on resisting movement effects for a flavour but it might come in handy once or twice. Or not. Anyway.

Dance of Death: By using *Dance of Death* you give up on the *Devil's Speed*. You basically have to make a choice every round to keep it up and it basically ends if you don't use a Bonus Action to keep it up, or if you are forced to end it. A nice *Titan's Stand* twist, that allows you movement.

Frost Skin: Jotun is an Ice Giant if no one figured it out yet. *Resistance* to *Frost* damage is a nice boost to your endless *Resistances* table and the slow is a nice touch. This might be a bit underpowered though. Another thing you could do is add a 1d6 or maybe a 1d8 frost damage to the *Barbarian's* attacks. If it feels bad, try this.

Crippling Attacks: I like messing around with Critical Hits. A chance to stun could be huge vs a big enemy. Not too strong, not too bad.

Cryostasis: Basically a shield while you are unconscious, making you *even* harder to kill. But let's face it, when you reach level 10, 20 hit points basically mean nothing. I believe this will work as a one-time attack block. If somehow, you survive until you make your Death Saving Throws or until healed, then congrats, you're up and running.

Thank you for your time and please consider giving me feedback. You can check more of my stuff by clicking [here](#) or on any *Inanimis* logo.

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