

PRIMAL PATH - PATH OF THE HERO

LEADING YOUR ALLIES INTO CONFLICT, INSPIRED BY YOUR MIGHT, YOU ARE FATED TO DOMINATE THE
FIELD OF BATTLE



PATH OF THE HERO



Barbarians who follow the Path of the Hero are leaders in straightforward assaults, taking point in any confrontation and invigorating their allies with their sheer presence in the battlefield. They are equal parts terrifying and awe-inspiring. They are warriors of legend through and through.

PATH OF THE HERO FEATURES

Barbarian Level Feature

3rd	Bolstering Presence, Heroic Charm
6th	Terrifying Rage
10th	Inspiring Courage
14th	Paragon of Might

BOLSTERING PRESENCE

Starting when you choose this path at 3rd level, your fierce presence emboldens your allies. When you enter your rage, choose a number of creatures equal to 1 + Your Proficiency Bonus that are within 30 feet of you (including yourself) to gain temporary hit points equal to your Barbarian level + your Strength modifier.

HEROIC CHARM

Your heroic qualities give you an undeniable charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Constitution modifier (minimum of +1).

In addition, you gain proficiency in one of the following Skills of your choice: Intimidation, Performance, or Persuasion.

TERRIFYING RAGE

Starting at 6th level, the mighty presence you exude can bring foes to their knees with its sheer weight. When you rage each creature of your choice that is within 30 ft. of you must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.

The DC for this ability is calculated as follows:

Rage save DC = 8 + your Proficiency Bonus + your Constitution modifier

INSPIRING COURAGE

At 10th level, your presence inspires allies to overcome their fears and steel their minds, ready to charge alongside you.

Any creatures affected by your *Bolstering Presence* feature (including yourself) are immune to the charmed and frightened conditions for the next hour. If they were affected by either condition before your bolstering presence would affect them, the conditions vanish once your ability takes effect.

PARAGON OF MIGHT

Beginning at 14th level, the might that has granted you fame and glory is meant to be shared.

The temporary hit points granted by your *Bolstering Presence* are now calculated as follows: your Barbarian level + twice your Strength modifier.

Any creatures who possess temporary hit points from your *Bolstering Presence* gain resistance to bludgeoning, piercing and slashing damage as long as they have any remaining temporary hit points.

And as long as a creature other than you has these temporary hit points their attacks are as vicious as your own. Creatures who benefit from your *Bolstering Presence* have a bonus to their damage rolls equal to your Rage Damage Bonus.

CREDITS

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ART CREDIT

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