

PATH OF HURRICANE

BARBARIAN SUBCLASS

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PATH OF THE HURRICANE

Barbarians who follow the path of the hurricane have a powerful connection to the elements of the storm, so they learn to transform their rage into lightning that bolsters their attacks and hinders their enemies.

Those who follow the path of the hurricane, usually have a lineage connection with either storm giants, or blue/bronze dragons. In rare occasions some of those barbarians awaken their elemental abilities when they get exposed to vast amounts of lightning energy.

STRIKE OF LIGHTNING

Starting when you choose this path at 3rd level, you can channel your elemental magic into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + your proficiency bonus *lightning* damage.

In addition that creature must succeed on a Strength saving throw ($DC\ 8 + \text{your Strength bonus} + \text{your proficiency bonus}$) or get pushed 5 feet away from you in a direction of your choice.

CHILD OF THE STORM

Starting at 6th level, your affinity to the elements of the storm grows stronger. You gain resistance to lightning and thunder damage.

In addition you can no longer be deafened from the effect spells or abilities.

THUNDEROUS RETRIBUTION

At 10th level, when you take damage from a creature that is within 10 feet of you, while you are raging, you can unleash a surge of lightning towards the creature, using your reaction. The attacker takes 2d8 *lightning* damage.

When you reach 16th level in this class the damage increases to 3d8.

CALL THE STORM

At 10th level, you can cast the *call lightning* spell. Constitution is your spellcasting ability for this spell.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses of this feature when you finish a long rest.

LIGHTNING JUGGERNAUT

At 14th level, while raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw ($DC\ 8 + \text{your Strength bonus} + \text{your proficiency bonus}$) or be knocked prone and take 2d12 + your Strength modifier *lightning* damage.

