

BARBARIAN PATH OF BOARDING

Barbarians of boarding are masters of the seas, capable raiders, and mighty foes atop any structure. They are unphased by perilous and ever-changing landscapes, and are undoubtedly dangerous at the gates of their foes, having gained similar skills in beseigement and against the terrors of the waves.

Despite their adeptness and association with the high seas, some Barbarians in this category are capable woodsman or rooftop assassins.

FALLING STRIKE

Starting at level 3, when you hit a creature with a weapon attack while falling and at least five feet off the ground, you may add the damage die or dice of the weapon you're using for the attack to the damage roll of the attack again. You can use this effect once per round.

BONUS PROFICIENCIES

At level 3, you also gain proficiency in two of the following: Acrobatics, Athletics, History, Intimidation, Navigator's Tools, Perception, or Vehicles (Sea). If you already have proficiency in all of these select any two other skills or tools.

BOARDING SKILLS

Starting at level 6, your vertical jump distance is 5 feet higher and your horizontal jump distance is 10 feet further when you're raging, and you have advantage on Strength and Dexterity ability checks and saving throws to not be knocked prone, grab and/or hold onto nearby objects, not be pushed, and climb unstable structures. While raging, you also ignore difficult terrain. You have a learned skill aboard unstable vessels and structures, and it keeps you stable and mobile throughout it all.

BESIEGER

Starting at level 10, if you hit a creature with a melee weapon attack during your turn, you may make an additional attack against a different creature, object, or structure larger than you as a bonus action. Your skill at taking down ships, walls, trees, and other imposition allows you to cleave through enemies into other annoyances.

NAVAL TRAINING

By level 14, you have learned to use your might to make up for your other deficiencies. When rolling Charisma (Intimidation), Vehicles (Sea), or operating a siege weapon, you may use your Strength for all attack rolls and ability checks made this way.

In addition, up to a number of times per long rest equal to your Strength modifier (minimum of 1), you may use Strength instead of any other stat when rolling an attack roll, ability check, or saving throw.