

## **BARBARIAN PATH OF CHEMISTRY**

After studying rage and its inducement, barbarians of chemistry learn to use chemicals to generate rage artificially. Soon, their potions achieve other powers, which they also make use of, in the path towards a more educated barbarism.

### **CHEMICAL RAGE**

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At level 3, your potions grant you more rage. Your total number of rages increases by your Intelligence modifier (minimum of 1). In addition, you may substitute your Intelligence modifier instead of your Dexterity modifier whenever calculating your Unarmored Defense while raging, due to the potions you have developed through experimentation, and their permanent effect on you.

### **POTION OF HEALING**

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Also at level 3, you learn to heal yourself. By expending a use of your rage, as a bonus action, you may heal yourself for a number of hit points equal to  $1d12 +$  your Intelligence modifier (minimum of 1).

At level 6, you have learned how to heal allies with your potions, splashing them among your allies. When you use Potion of Healing, you may heal any creature you can see within 30 feet of you a number of hit points equal to  $2d12 +$  your Intelligence modifier (minimum of 1), as a bonus action.

Also starting at level 6, you may use this effect once per long rest without expending a use of rage.

Starting at level 20, if you would use an ability from the Path of Chemistry that would consume a use of your rage, it does not, and you may use any combination of abilities that would consume a use of rage a total number of times equal to 6, before you must complete a long rest to use these abilities more.

### **BONUS PROFICIENCY**

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By level 3, you have learned how to use the necessary tools for potion brewing. You gain proficiency with alchemist's supplies, brewer's supplies, cook's utensils, or herbalism kits.

### **SAVING POTION**

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Starting at level 10, when an ally (including yourself) within 30 feet of you fails a Strength, Dexterity, or Constitution saving throw, you can throw a potion to them as a reaction, adding your Intelligence modifier (minimum of 1) to their save. The potion can either be caught and drunk immediately or splashed against the target. This consumes a use of your rage.

You may also use this effect once per long rest without expending a use of rage.

## **POTION RESISTANCE**

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By level 10, your bodies defenses against the toxicity of potions allows you gain resistance to Acid and Poison damage while raging. You also have advantage on saving throws against effects which would poison you while raging.

### **POTION BREWING**

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At level 14, you learn to brew potions during your rest. At the end of a long rest, you gain a magic potion of rarity uncommon or lower in an empty flask, vial, or bottle you have by creating it during the rest, using alchemist's supplies, brewer's supplies, cook's utensils, an herbalism kit, or any other appropriate tool kit you are proficient in. You choose what type of potion you create at the end of a long rest. The potion expires and becomes a mundane liquid if you do not use it by the end of your next long rest.