

## BARBARIAN PATH OF MANIFESTING RAGE

Barbarians of manifesting rage use their psionic powers to to manifest rage itself as an idea. Eventually, one can become an embodiment of sheer wrath that abandons one's physical form, adopting simple anger instead.

### PSYCHIC POWERS

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Beginning with level 3, once per turn, when you are raging, if you hit a creature with a melee weapon attack, you may do psychic damage instead of the normal damage from your weapon attack, supplementing your power with your psionic abilities. If you do, you do an additional 1d6 psychic damage. This additional damage increases to 1d12 at level 14.

When raging, your unarmed strikes have a 1d6 damage die. This damage die increases to 1d12 at level 14.

### TRAINED RESISTANCES

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Beginning with level 6, you gain resistance to many common troubles through your psychic powers and limited need for the physical. You gain resistance to psychic damage and advantage on saving throws against physical effects which would blind, or deafen you, while raging. You also only have to expend 10 feet of movement to end a physical effect which is grappling or restraining you or to stand up, ending your being prone.

### MENTALIST POWERS

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Also at level 6, you learn to manipulate the minds of others. Up to a number of times between long rests equal to your proficiency bonus, you may cast Detect Thoughts without providing any components. Constitution is your spellcasting stat when the spell is cast this way.

### REMATERIALIZING

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At level 10, you learn to project your physical form suddenly. If you use your action to dash, dodge, or disengage, while raging, as a bonus action, you can make one attack.

In addition, when raging, you may expend your entire remaining movement to teleport a distance equal to your remaining movement, turning your form into pure rage, and hurling it, even through physical obstacles.

When you do these things, your body disappears, replaced by a vague mass of energy resembling you, which then turns into a stream, that is rapidly flung towards its destination, before you again appear to be yourself.

### ENEMY AWARENESS

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At level 10, you also know the locations of all creatures within 30 feet of you when you are raging.

## FORM OF RAGE

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Starting with level 14, whenever you're raging, you have advantage on saving throws against physical effects which would paralyze, petrify or poison you, and you have a flying (hover) speed equal to your movement. You glow with the color of your rage, creating dim light around you, and your form is only vaguely visible within the chaotic energies surrounding you.

As a bonus action, while raging, you may suppress your glowing until you use another bonus action to glow again.

You take 2d12 force damage if you end your turn in the same location as a creature or object, and are pushed to the nearest location.

You can also pass through physical barriers at will, allowing you to ignore half and three quarters cover for the purposes of melee attacks.