

BARBARIAN PATH OF SAVAGERY

Barbarians of savagery are wildly untamed and often behave more animalistically than like people. They are, largely, incredibly uncivilized and rarely care for the benefits of civilization, as they would rather act beyond the rules of societies and the benefits of all but the crudest technologies. Their primal powers also empower them with the strength that ran through the blood of their enemies.

BLOODLUST

Beginning with level 3, you have Bloodlust dice. These dice are d6s, and you have a number equal to your Constitution modifier (minimum of 1). Once per turn, when you hit an enemy with a melee weapon attack with a simple weapon or an unarmed strike when you are raging, you can roll one of your Bloodlust dice and add the result + your Constitution modifier (minimum of 1) to the damage dealt, using the same damage type.

Your Bloodlust dice increase to d8s each at level 6, to d10s at level 10, and to d12s at level 14.

Alternatively, as a bonus action on your turn, you may roll one of your Bloodlust dice and gain a number temporary hit points equal to the number rolled.

You regain all expended Bloodlust dice at the end of a long rest.

CONSUME

Starting at level 6, as a bonus action, you can bite an incapacitated enemy or an enemy that has died in the last minute. You cannot do this multiple times to the same enemy. If you do so, you regain one expended Bloodlust die, up to your maximum number of Bloodlust dice. This does damage equal to 1d4 + your Strength modifier. The enemy must be of size small or larger and have been hostile to you.

BLOODFINDER

Beginning at level 6, when you are raging, you may expend a Bloodlust die to immediately learn how many creatures are within 60 feet of you and their location and the types of the creatures.

MORE BLOODLUST

Starting at level 10, the number of Bloodlust Dice you have is equal to twice your Constitution modifier (minimum of 2).

WRATHSTOPPER

At level 14, you learn to use your bloodlust to defend yourself. As a reaction to taking damage, you may expend a Bloodlust die to gain resistance to all types of damage dealt until the start of your next turn.