

THE BARBARIAN

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Equally at home in the wilds as it is the battlefield, the barbarian is a hardy warrior. The class pairs high hit points with heavy attacks, balancing a risk-reward ratio that many players enjoy. A barbarian enters a rage state, than can be flavored as raw anger, a battle trance, conditioned behavior or other fantasies that explain the character's enhanced combat abilities.

The barbarian is the best class because it empowers the player to rush into the heat of battle certain it will crush its foes or meet a glorious end. The barbarian is a capable explorer in in and out of the dungeon, and is capable of dealing significant critical damage at higher levels. Rage is a simple resource, that makes it easy to play a barbarian to its fullest, but the various subclasses add more complex dimensions to the character.

OPTIONAL CLASS FEATURES

The barbarian class receives new features and subclasses in this section.

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features you can gain as a barbarian. Unlike features in the *Player's Handbook*, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

FIGHTING STYLE

2nd-level barbarian feature which replaces the Reckless Strikes feature

You adopt a particular style of fighting as your specialty. Choose one of the options available to the fighter class. You can't take a Fighting Style option more than once, even if you later get to choose again.

WHIRLING BLADES

5th-level barbarian feature

When you make the additional attack while engaging in Two-Weapon Fighting (as explained in chapter 9 of the

Player's Handbook), you can make it as part of the Attack action, instead of as a bonus action. You can still make this extra attack only once per turn, and you can't use a bonus action to make an attack this turn.

In addition, while holding a one-handed weapon in each hand, you can take a bonus action to make an attack with one of them during your turn when you take any action other than the Attack action.

PRIMAL FORCE

13th-level barbarian feature

When you hit a creature with a melee weapon attack, you can take a bonus action to either push it 10 feet away from you or attempt to grapple it.

PRIMAL PATH OPTIONS

Primal Paths receive additional options in this section.

PATH OF THE BERSERKER

The Path of the Berserker receives the following new features.

CALM BEFORE THE STORM

6th-level Path of the Berserker feature

Once during a short rest, you can expend two Hit Dice to reduce your exhaustion level by one step. You don't regain any hit points from Hit Dice expended this way.

PATH OF THE TOTEM WARRIOR

The Path of the Totem Warrior receives the following new features.

TOTEM REVERENCE

3rd-level Path of the Totem Warrior feature

Each time you enter rage, you choose which totem spirit to adopt for you Totem Spirit and Totemic Attunement features. Whenever you finish a short or long rest, you can choose a different totem spirit for your Aspect of the Beast feature. In each case, you must have the appropriate physical totem object in your possession.

TOTEM SPIRIT OPTIONS

3rd-level Path of the Totem Warrior feature

When you choose a totem for the Totem Spirit feature, the following totems are added to your list of options.

Crocodile. When you enter rage, and as a bonus action during rage, you can grapple one target your size or smaller. The escape DC equals 8 + your proficiency bonus + your Strength modifier. The spirit of the crocodile enables you to seize a foe to haul it away.

Serpent. While raging, when a creature within your reach attacks a creature other than you, you can use your reaction to make one attack with a melee weapon against it. The spirit of the serpent allows you to strike suddenly.

ASPECT OF THE BEAST OPTIONS

6th-level Path of the Totem Warrior feature

When you choose a totem for the Aspect of the Beast feature, the following totems are added to your list of options.

Crocodile. You gain the adaptation of the crocodile. You can hold your breath for 1 hour, and while you remain still, you have advantage on Dexterity (Stealth) checks.

Serpent. You gain the senses of a snake. You have blindsight to a distance of 10 feet.

TOTEMIC ATTUNEMENT OPTIONS

14th-level Path of the Totem Warrior feature

When you choose a totem for the Totemic Attunement feature, the following totems are added to your list of options.

Crocodile. While raging you have a swim speed equal to your walking speed + 10 feet. In addition, you have advantage on saving throws against the paralyzed and stunned conditions.

Serpent. While you're raging, a creature hit by one of your melee weapon attacks takes necrotic damage equal to your rage damage bonus at the start of its next turn.

PATH OF WILD MAGIC

The Path of Wild Magic receives the following new features.

SEEPING MAGIC

10th-level Path of Wild Magic feature

At the start of your next turn after you trigger a wild surge, magical energy lingers around you until you trigger another wild surge or exit your rage. You can choose from one of the following effects:

Discordant Haze. Color and light bend and twist around you. A 10-foot sphere, centered on you is lightly obscured for the duration of your rage. When you move, you can choose to detach the haze from you, anchoring it in the space you leave.

Fey Blast. You can leap up to 10 feet as a bonus action. This movement only provokes opportunity attacks from creatures you choose.

Spell Lash. At the start of each of your turns, one random creature within 5 feet of you must make a Dexterity saving throw against your Wild Surge save DC or take 1d12 force damage.

PRIMAL PATHS

The following options are available to you when you choose your Primal Path: Path of Iron, Path of Spirit Bonds, Path of the Howling Winds, and Path of the Shamanic Adherent.

PATH OF IRON

Armor-clad warriors that wash across the land for battle, barbarians of this path are as resilient as they are cunning. Trained to wear heavy armor and discard the feelings of pain and fear, they confidently stride into the most hostile of circumstances. Many of these warriors develop an attachment to the armor they wear, and rarely doff it.

ARMORED

3rd-level Path of Iron feature

You gain proficiency in heavy armor and can use your barbarian features while wearing heavy armor.

BATTLE TRANCE

3rd-level Path of Iron feature

While raging, you enter a focused state that grants you the following benefits:

- Your AC increases by 1.
- You add your rage damage bonus twice to the first creature you hit with a melee weapon each turn.
- Whenever you push a creature or knock it prone, you can push it an additional 5 feet away from you.

CHAINS THAT BIND

6th-level Path of feature

When you finish a short or long rest, choose one willing creature you can see. Until you use this feature again, you can take a bonus action to grant the chosen creature advantage on the next Strength, Dexterity, or Constitution check or saving throw it makes, or to the first attack it makes against a target within 5 feet of you. The creature must make the ability check, attack roll, or saving throw before the start of your next turn.

In addition, wearing armor of any kind doesn't impede your ability to rest or sleep.

UNDAUNTED

10th-level Path of Iron feature

You can choose to add your Constitution modifier when you make a saving throw against the frightened, poisoned, and unsettled conditions.

IMPERVIOUS

14th-level Path of Iron feature

When a creature hits you with a melee weapon attack, you can take a reaction to reduce the attack's damage by an amount equal to your level in this class. If this reduces the damage to 0, you can then make one melee weapon attack against that creature.

PATH OF SPIRIT BONDS

It is common for a humanoid to have a spirit animal, often a beast spirit, which reflects its inner self and helps guide it when it is lost in anguish. For those of the Path of Spirit Bonds, this spiritual creature is more than a guide or a shadow, for these barbarians can manifest their spirit animals to provide direct aid in other forms.

SPIRIT ANIMAL

3rd-level Path of Spirit Bonds feature

When you enter rage, you manifest your spirit animal within the nearest unoccupied space from you that you choose. As long as you remain in rage, your spirit animal remains manifested. A spirit animal's form isn't restricted to a beast, it could also appear as a dragon, phoenix, or owlbear for example.

The spirit animal is friendly to you and obeys your commands. It uses the statistics below, which uses your proficiency bonus (PB) in several places. You determine its form, but it always appears ghostly, except when seen on the Ethereal Plane, in which case it appears solid.

The spirit shares your initiative count and takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it can take is the Dodge action, unless you command it to take another action. On the turn you first activate rage and as a bonus on each subsequent turn while raging, you can command your spirit animal to take one action which it will perform during its turn. The spirit animal's attacks benefit from the bonus damage of your Rage feature.

When you reach 5th level, you can substitute one of your attacks during the Attack action instead of using your bonus action to command your spirit animal.

Your spirit animal is always summoned with full hit points when you enter rage, even if it was previously reduced to 0 hit points.

BONDED FROM BIRTH

6th-level Path of Spirit Bonds feature

You share a soul with your spirit animal. Whenever you or you take damage other than force damage, the spirit can use its reaction to grant you resistance to that damage, but it takes the same amount of damage as you as force damage. Whenever the spirit takes damage other than force damage, you can take the same reaction for its benefit.

When your spirit animal is not present and you take damage other than force damage, you can use your reaction and reduce the damage you take by an amount equal to your proficiency bonus.

FERAL ASPECT

10th-level Path of Spirit Bonds feature

You gain one aspect of your choice from your connection to your spirit animal, whether it is summoned or not. Whenever you gain a level in this class, you can replace the option you chose with a different one from this feature. Your options include:

Evasive Reflexes. You have proficiency with Dexterity saving throws and when you succeed on a Dexterity saving throw to take reduced damage, you take no damage instead.

Feral Stride. Your movement speed increases by 10 feet and you can take the Dash action as a bonus action.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell and on initiative rolls.

Tough Hide. Your AC increase by 1.

GREATER SPIRIT

14th-level Path of Spirit Bonds feature

Your spirit animal's attacks benefit from your Brutal Critical feature.

In addition, your spirit animal can take a bonus action to teleport up to 20 feet.

SPIRIT ANIMAL

Medium fey

Armor Class 13 + PB

Hit Points 5 + five times your barbarian level

Speed 40 ft., fly 40 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	15 (+2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, unsettled

Senses darkvision 60 ft., passive Perception 13 + PB

Languages understands the languages you speak

Proficiency Bonus (PB) equals your bonus

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the spirit makes.

ACTIONS

Strike. *Melee Weapon Attack:* your Constitution modifier + PB to hit, reach 5 ft. one target. *Hit:* 1d6 + 2 + PB force damage.

Calm. The spirit removes the frightened and unsettled conditions from you. If you are frightened and unable to command it, the spirit will automatically use this action on its next turn.

Doom Stare. One creature within 30 feet that the spirit can see must succeed on a Wisdom saving throw against a DC equal to 8 your Constitution modifier + PB or become poisoned until it ends its turn more than 30 feet from the spirit.

PATH OF THE HOWLING WINDS

Barbarians of this primal path have adopted secret techniques to meld with the frigid winds found in frozen environments and high altitudes. Their strikes and movements leave trails of the biting wind in their wake.

PUMMELING WINDS

3rd-level Path of the Howling Winds feature

While raging, when you hit a target with a melee weapon attack, you can deal thunder damage equal to your Strength modifier (minimum of 1 damage) to one creature within 5 feet of that target. After using this feature, you can't use it again until the start of your next turn.

KATABATIC STRIDE

6th-level Path of the Howling Winds feature

You can move across slippery or icy surfaces without needing to make an ability check, and moving across terrain composed of ice or snow or against a wind doesn't cost you extra movement.

In addition, when you are attacked, you can use your reaction to impose disadvantage on the attack roll and teleport up to 10 feet in any direction. After using this reaction, you can't use it again until you finish a short or long rest or roll initiative.

WIND SAIL

10th-level Path of the Howling Winds feature

You can naturally sail on the wind. As a bonus action, you can gain a fly speed equal to your walking speed until the end of your next turn. You can gain this speed as a reaction when you fall, immediately stopping the fall.

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses when you finish a short or long rest.

FURIOUS SQUALL

14th-level Path of the Howling Winds feature

You also deal your Pummeling Winds feature's damage to the target you hit.

Whenever you deal damage with your Pummeling Winds feature, you can choose to deal no damage to instead push a Huge or smaller creature 15 feet away from you. The pushed creature has disadvantage on the next attack roll it makes before the end of its next turn.

PATH OF THE SHAMANIC ADHERENT

A battle shaman practiced in channeling its fury into spiritual-infused passion, the barbarian of this path serves as a spiritual guide and leader of often warlike or threatened people. It uses devotion to ancestral and natural spirits to empower it as a spellcaster and as a warrior.

PATH OF THE SHAMANIC ADHERENT SPELLCASTING

Barbarian Level	Cantrips Known	Spells Known	— Spells 1st	Spells 2nd	Spells 3rd	Spells 4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

SPELLCASTING

3rd-level Path of the Shamanic Adherent feature

You perform special rites to cast druid spells.

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional cantrip of your choice from the druid list at 10th level.

Spell Slots. The Path of the Shamanic Adherent table shows how many slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *entangle* and have a 1st-level or 2nd-level spell slot available, you can cast *entangle* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level druid spells of your choice, two of which you must choose from the divination and transmutation spells on the druid spell list.

The Spells Known column of the Path of the Shamanic Adherent Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another

spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability, since you learn your spells through ritual practices and communing with spirits. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Multiclassing. If you have two or more classes with the spellcasting feature, add one third your barbarian level to determine how many spell slots you have. The spells you know or can prepare follow the rules for each of your classes. Your Path of the Shamanic Adherent features can only be used with spells you learn from this class.

SHAMANIC FOCUS

3rd-level Path of the Shamanic Adherent feature

Your spirit is calm and focused, granting you the following benefits:

- When you enter rage, you can continue to concentrate on spells you know from this class.
- When you cast a spell you know from this class as a bonus action, you can enter rage using the same bonus action.
- Your rage doesn't end early on a turn you use your action or bonus action to direct some aspect of a spell you have already cast.
- Whenever you make a melee spell attack or use a weapon enhanced by a spell, that attack or weapon is treated as using Strength for the purpose of barbarian class features.

NATURAL HARMONY

6th-level Path of the Shamanic Adherent feature

You add a bonus equal to your Rage feature's damage bonus whenever you make Intelligence (Nature), Intelligence (Religion), Wisdom (Animal Handling), and Wisdom (Survival) checks.

SPIRITUAL POSSESSION

10th-level Path of the Shamanic Adherent feature

You entice a friendly spirit to inhabit you and lend its talents to your cause. Whenever you finish a long rest, you can choose one skill or tool proficiency that you lack and gain it, as the spirit shares its knowledge with you. You can choose to substitute the ability to speak, read, and write one language instead. You lose this proficiency or knowledge in a language when you use this feature to choose a different proficiency or language.

Once you use this feature, you can't use it again until you finish a short or long rest, or unless you expend a use of your Rage feature to use it again, but can only do so once until you finish a short or long rest.

BLESSED BY THE SPIRITS

14th-level Path of the Shamanic Adherent feature

When you enter rage, you bolster your allies within 30 feet of you. Your allies have advantage on ability checks and saving throws for the duration of the rage, and you and your allies gain 2d8 + your Wisdom modifier temporary hit points.

Once a creature benefits from this feature, it must finish a short or long rest before it can benefit from it again.

MAKING YOUR OWN BARBARIAN SUBCLASS

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own barbarian subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing barbarian subclass meets your design goals. One of the greatest flexibilities offered in 5e class design is how open it is to re-flavor the features. If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your vision, this section will guide you toward making a barbarian subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The barbarian is a class that favors Strength and Constitution. It is designed to be a melee-focused class that primarily uses weapons to deliver strong attacks. While the barbarian can go unarmored, it is more efficient for the class to use armor.

HIT DICE

With a d12 Hit Dice, the barbarian has the most hit points of all the classes. Since it typically wants high Constitution and ultimately gets a bonus to that score, the barbarian can generally take the most damage in any adventuring party.

PROFICIENCIES

The barbarian has proficiency with all weapons, but its kit leans heavily toward melee and thrown weapons. It has light and medium armor and can use a shield, providing a reasonable AC. Its skill proficiencies position the barbarian to support wilderness exploration.

ABILITY SCORE IMPROVEMENT

The barbarian uses standard progression for the Ability Score Improvement (ASI) feature (4th, 8th, 12th, 16th, and 19th level). Its capstone feature further grants it a +4 bonus to Strength and Constitution that can exceed the usual cap of 20 in an ability score. This doesn't give the barbarian ability score points to play with outside Strength, Dexterity, and Constitution, so if your subclass uses Intelligence, Wisdom, or Charisma, be sure the stat spread feels worthwhile, but don't simply grant the barbarian extra points because such a subclass would simply be superior to its peers.

RAGE

Rage is the core mechanic for the barbarian class. It serves as both the barbarian's defense and offense. Rage gives damage resistance to most weapons, natural and manufactured. It also adds a small damage bonus to each attack the character makes. The Rage feature's resistance plays into the barbarian's other core feature: Reckless Attack.

RECKLESS ATTACK

Instead of the Fighting Style feature that fighters, paladins, and rangers get, barbarians get the Reckless Attack feature. This means that a barbarian has advantage on attack rolls during its turn on demand. The cost for this is that the barbarian is likely to get hit by its foes, but during rage, much of this damage is reduced by half. After factoring in the barbarian's high hit point count, this allows the barbarian to maintain a steady, strong offense.

RIBBON FEATURES

The barbarian class doesn't grant many ribbon features, and the two it does gain in the Player's Handbook both have combat functions as well. Most Primal Paths grant a ribbon feature of some kind, if not a full utility feature.

PRIMAL PATH FEATURES

Primal Paths grant features at 3rd, 6th, 10th, and 14th level. This is a fairly standard progression more or less used by a number of classes.

BUILDING A PRIMAL PATH

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing barbarian subclasses.

Path of the Berserker. Merging risk and reward, the Berserker Primal Path allows the character to make one more attack at the cost of exhaustion. When willing to incur this drawback, the Berserker can output heavy damage compared to its peers. Players choose this primal path to make a character inspired by the fearless, frenzied warrior.

Path of the Totem Warrior. As a spiritual leaning Primal Path, the Totem Warrior uses the power of animal spirits, pushing itself beyond humanoid limit. Players choose this primal path to commune with nature and to draw upon its strength.

Path of the Zealot. The Path of the Zealot morphs rage into a state of faith-based fervor. It can serve concepts from a religious fanatic to a consummate warrior with unmatched resolve. Players choose this archetype because they want to cut their foes down with absolute fury.

Path of the Beast. Taking on a bestial aspect, the Path of the Beast is a versatile barbarian. It can focus on offense, defense, or blend the two, and can later bolster its allies. Players choose this archetype for its ability to become beast-like and attack with tooth and claw.

Path of the Shamanic Adherent. This Primal Path opens the barbarian to casting spells. The Path of the Shamanic Adherent calls on the power of the divine to support its allies. Players choose this archetype because they want to blend the barbarian class with druidic magic.

Each barbarian subclass interprets what it means to be a primal warrior in a different way, but at its core, each is a barbarian, entering rage and benefiting from the core class's feature as it charts its unique path.

BUILDING THE SUBCLASS

This guide covers building a Primal Path consistent with official published material. Each Primal Path adds a new facet to the barbarian's Rage feature and adds progression to support its fantasy.

Subclass features are granted at 3rd, 6th, 10th, and 14th level. Each Primal Path feature should usually grant one subclass feature. Consult the Barbarian Subclass Features table for when you should grant features.

There are exceptions for the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.

- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

BARBARIAN SUBCLASS FEATURES

Barbarian Level	Feature
3rd	Rage Feature
6th	Utility or Defensive Feature
10th	Expansion or Rage Enhancement Feature
14th	Enhancement Feature

RAGE FEATURE

3rd-level [Your Barbarian Subclass] feature

Each Primal Path augments the effects of the Rage feature in a unique way that defines the fantasy of the subclass. There are a number of ways you can enhance rage, and you're not limited to offensive option, though this feature generally does enhance a barbarian's damage.

When adding damage, be careful how you add that damage, and its frequency. Look at high-damage model Primal Paths to see the upper bounds for purely damage-focused rage enhancements, such as the Paths of the Berserker and Zealot. In each case, those subclasses add damage once per round. For more common increases, you want a much smaller amount of damage, similar to how Path of the Storm Herald's damage options work.

You can also favor more tactical or defensive options. Path of the Totem Warrior is often regarded as strong because of its Bear Totem's rage effect. It is also reasonable to offer the barbarian a choice of effects when it enters to rage, giving it a lot more tactical depth. This is useful, as it allows players to decide how to specialize the barbarian with the flavor and kit of the subclass.

If you don't offer a choice between options when leaning into a defensive option, you want to make a later feature a Rage Enhancement feature to improve this feature or otherwise enhance the subclass's kit. For example, the Path of the Ancestral Guardian's Rage feature is purely defensive, but its 14th-level feature enhances its 6th-level Defensive feature to add a damage component.

For a damage boost, you want to aim around 20% for a purely offensive Rage feature (if you add a drawback, you could go higher, like with Path of the Berserker, but drawbacks tend to make for poor play experiences). If you offer a range of options, you want to aim for no more than a 10% boost, if any at all. If you add less than 10% damage that doesn't grow with the barbarian's level, you should consider using a Rage Enhancement feature for 10th or 14th level to get the subclass's expected damage around 10% to 15% over the base class daily damage budget.

UTILITY OR DEFENSIVE FEATURE

6th-level [Your Barbarian Subclass] feature

This feature grants new options to the barbarian, often augmenting its movement or defenses, but can also expand on its skills. For a defensive feature, you can make it situational if that makes more sense for your concept.

Depending on the power of the effect, you may choose to limit how often it can be used, especially if the feature duplicates a spell.

EXPANSION FEATURE

10th-level [Your Barbarian Subclass] feature

With this feature, you want to add something new to the barbarian's kit, which can be a special action in combat or an out of combat utility. You don't want to add damage to the class with this feature unless you determined this feature should be replaced with a Rage Enhancement feature (described below).

At times, it may make sense to make this feature a Defensive feature. This can be a good choice if the Rage feature already contributes defensive aspects to better space out the feature types.

RAGE ENHANCEMENT

In certain cases, you may decide that the 10th-level feature should enhance the barbarian's Rage feature, such as adding a rider effect to attacks during rage. This is probably the feature type you would squeeze more damage into the subclass if it is lacking compared to its peers in utility and defense options — barbarians differ in damage power budgets sharply based on their defensive and utility features.

For stronger instances of damage or if the character has options, you will want to limit the frequency this feature can be used. Limited-use features create interesting tactical decisions for players, and can be a great way to explore certain mechanics or adding burst damage.

COMBAT ENHANCEMENT FEATURE

14th-level [Your Barbarian Subclass] feature

The final feature granted by a Primal Path further enhances the barbarian's combat prowess. Typically this is done as a Rage Enhancement feature active only during rage, but you can allow certain combat enhancements to always be active. Do this when the combat enhancement requires a trigger to active, such as getting hit by an attack.

This feature doesn't have to add damage if the earlier features already scale the barbarian's damage. It also can add damage to the barbarian's party instead of the barbarian itself.

UPDATE NOTES

VERSION 0.2PT

- New subclasses
 - Renamed a number of subclass features.
 - the Howling Winds
 - Pummeling Winds (formerly Gale Blast) damage is now equal to your Strength modifier and is thunder.
 - Katabatic Stride (formerly Tundra Stride) teleport component now always imposes disadvantage and can be used once per combat.
 - Wind Sail now gives you a fly speed on demand, but its uses are limited.
 - Furious Squall no longer requires a saving throw, but also doesn't knock a target prone. Instead imposes disadvantage (this subclass likes handing out disadvantage).
 - the Shamanic Adherent
 - To make consistent, now uses the druid spell list instead of its own, and like all 1/3 2014 spellcasters, has school restrictions for most of its spells. I avoided this originally to deny them summoning spells, but have reversed that direction.
 - Battle Focus is now Shamanic Focus.
 - Inner Calm replaced with Natural Harmony. Anyone familiar with the 2024 revision for barbarian can probably imagine how this feature will get revised.
 - Spiritual Guidance renamed Spiritual Possession and now just lets you get a skill proficiency after a long rest (similar to the Phantom Rogue). I wanted to infuse a bit more shamanism in the subclass (even though it is thematically a shaman's aide or protector), and being inhabited by a spirit felt like a good way to do that.
 - Spirit Bonds (formerly the Spirit-bonded)
 - Spirit no longer has Misty Step. I didn't like having a recharge on a player companion stat block and the spirit already starts with compelling options.
 - Spirit now just deals force damage to simplify it and so you can use it seamlessly with the revised D&D rules this year.
 - Doom Stare renamed Doom Gaze and now functions as a gaze. It inflicts the poisoned condition, but it is easier to end.
 - Greater Spirit (formerly Shared Strength) no longer boosts spirit's Strength and Constitution. Instead, it gives the spirit the ability to teleport as a bonus action.
- Iron
 - New Primal Path that is the heavily armored barbarian.