

Path of the Beast

Barbarians who follow the Path of the Beast come from all sorts of backgrounds, though there is one common thread. All of them have been exposed to magic that gave them shape changing powers at some point in their lives. Whether this be a curse from a demon, a gift from an archfey, the teachings of the druids, or the lingering effects of lycanthropy, it has sent you down the path that will bring out the beast inside.

Natural Weapons

When you choose this path at 3rd level, your beastly form begins to emerge when you rage. While raging, you grow natural weapons. These may be claws, fangs, horns, or otherwise. These natural weapons deal 1d6 of their suitable damage. These weapons disappear when your rage ends.

When using claws/talons, the natural weapons count as light, and you can use a bonus action to make an off-hand strike with them.

Keen Senses

By 6th level, your feral senses are brought to the surface, preparing you for the hunt. You have advantage on Perception checks.

Silent Predator

At 10th level, you have learned how to stalk your prey efficiently. You can move at a normal pace while using stealth.

Additionally, you may take the hide action as a bonus action.

Beast Form

At 14th level, the beast has come in full force, transforming you into a savage predator. While you are raging, you may use your bonus action to transform into a beast with a challenge rating equal to half your level, rounded down until your rage ends or you revert as a bonus action. You adopt all of the statistics of the beast, except for its Intelligence, Wisdom, and Charisma scores. Your rage endures in the beast form, but when you are reduced to 0 hit points, you return to your normal form, and fall unconscious.

Once you use this feature, you must complete a long rest before you can do so again.