

BARBARIAN

PATH OF MUTATION

For most Barbarians, their rage manifests as a mystically empowered state of mind, but Barbarians of this path manifest their rage in a more profound and physical manner, embodying the rage through terrifying mutation, transforming into hulking brutes.

While origin of their power varies, be it ancient blood awakening, consumption of an alchemical substance, blessing of astral entities, or a past exposure to specific kinds of radiant damage, the effects all embody physical manifestation of a Barbarians rage, granting them increased power, size, and durability.

Some barbarians of this path turn into towering monstrous humanoids, others take on draconic aspects, others channeling the powers of giant apes or other beasts, while some simply turn large and green.

TRANSFORMING RAGE

Starting at 3rd level, you gain the ability to mutate your body, taking a physical manifestation of your inner rage. You gain the following benefits when you enter a rage:

- You can grow to Large size. While Large, you deal double damage to objects and structures.
- You gain temporary hit points equal to your Barbarian level.
- Your rage bonus damage grows from +2 to +2d4. When your rage damage would normally increase by 1, it increases by 1d4.

RAGE DAMAGE NOTES

Playtesting Notes

2d4 is an average of 5 damage, increasing your average damage by 3 (levels 3-8). This comparison to certain rather religiously motivated Barbarians gaining 1d6 + half of your Barbarian level (4.5).

Bonus damage compared to baseline:

Level	Path of Mutation	Angry God Bloke
3	+3	+4.5
5	+6	+6.5
9	+9	+7.5
16	12	+11.5

It's very close to angry god bloke Barbarian damage, spiking slightly at levels where rage damage increases, as angry god bloke Barbarian catches up between increases.

COLLATERAL DAMAGE

At 3rd level, you gain proficiency in improvised weapons. Improvised weapons that do not otherwise use the stats of a weapon deal 1d8 bludgeoning damage (instead of 1d4 damage) as long as they weigh more than 20 pounds.

Additionally, you can make Strength ability checks against objects that would normally take an action as an object interaction (such as attempting to break down a door, smash a table, or break free of restraints).

ADAPTIVE RAGE

Starting at 6th level, when you enter a rage, you can control your mutation to a small extent, granting you adaptive advantages against your enemies. When you enter a rage, you gain two of the following benefits (each option can only be selected once):

- You gain resistance to one damage type of your choice.
- You gain proficiency in one saving throw of your choice.
- You gain a swimming or climbing speed equal to your walking speed.
- You regenerate hit points equal to half your Constitution modifier (rounded down) at the start of your turns while raging.

REGENERATION

Playtesting Notes

Note that rage ends if you become incapacitated, so the regeneration cannot heal you back up from 0 hit points.

BUILDING FRUSTRATION

Starting at 10th level, if you fail a Strength saving throw, attack roll, or ability check while raging you can add your Strength modifier to your next attempt to accomplish the same thing (attack the same creature, break the same object, save against the same spell). Failing a saving throw persists your rage until the end of your next turn if it would normally end.

HULKING SMASH

At 14th level, you gain the ability to exert the full force of your rage, unleashing a devastating attack. As an action, you attempt to make a single, massive, weapon attack, dealing normal weapon damage + 6d6 bonus damage of the same damage type and knocking the target prone on hit. All creatures besides you within 5 feet of where you hit the target take 1d6 + your Strength damage bludgeoning damage from the shockwave of the impact.

If this attack is made using a creature you are grappling as a weapon (using an improvised weapon attack), the grappled creature takes the 6d6 bonus damage as well, hit or miss.

SMASHING EFFICIENCY

Playtesting Notes

6d6 bonus damage is 21 bonus damage. An extra attack would be 2d6 + 3d4 + 5 [19.5] damage. This is better than extra attack, but not much. Prone + combo with Building Frustration can add value though.

CREDITS

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