

SUBCLASS

PRIMAL PATH

PATH OF THE TRIBAL HUNTER

Many barbarians may identify themselves as hunters—hunters of revenge, hunters of glory, hunters of physical superiority—but only barbarians of the Path of the Tribal Hunter are true masters on every front. Emboldened by the teachings and tactics of their tribes' chieftains and war heroes, they pursue their prey with an unparalleled primal focus, seeking to prove themselves worthy of both power and respect.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with the poisoner's kit as well as one of the following skills of your choice: Animal Handling, Athletics, Nature, or Survival.

TRIBAL WARFARE

When you choose this path at 3rd level, you have trained in the ways of your tribe's hunting techniques. You can draw a weapon that has the thrown property as part of the attack you make with the weapon, and the normal range of all thrown weapons is doubled for you; this does not affect the weapon's long range.

In addition, as part of your bonus action when you enter a rage and as a bonus action on each of your turns while raging, you can make a ranged attack with a thrown melee weapon if there are no hostile creatures within 5 feet of you. If the attack hits, the next time you make a melee weapon attack against that target before the start of your next turn, you have advantage on the attack roll; if you already have advantage on this attack roll from your Reckless Attack feature, you can reroll one of the dice once.

SHARPENED FEROCITY

At 6th level, you have further learned to blend your untamed ferocity with your combat tactics, granting you the following benefits:

- When you engage in two-weapon fighting while only wielding simple weapons, you can add your ability modifier to the damage of the second attack.
- Whenever you make a ranged attack with a thrown weapon while raging, you can add your Rage Damage bonus to the damage roll of the attack.
- Your Reckless Attack feature now also gives you advantage on ranged weapon attack rolls using Strength, such as from thrown weapons.

WAR DANCE

When you reach 10th level, you have learned to flawlessly execute your tribe's ceremonial dance, inspiring your allies with fierce tenacity. Over the course of 10 minutes you can perform the dance and choose up to six creatures (which can include yourself) within 30 feet of you to be

filled with the battle spirit of your tribe for 1 hour.

An affected creature gains temporary hit points equal to your barbarian level, and for the duration, the creature has advantage on saving throws against being frightened as well as on death saving throws. When the effect ends, the target loses any remaining temporary hit points.

Once you use this feature, you can't use it again until you finish a long rest.

INSTINCTIVE PURSUIT

Starting at 14th level, you have masterfully honed your natural hunting instincts, always prepared to spring into action in pursuit of your prey. When you roll initiative, you can immediately use your reaction to enter a rage and move up to half your speed toward a hostile creature that you can see or hear. In addition, whenever a creature that you attacked on your last turn moves away from you, you can use your reaction to make one ranged attack with a thrown melee weapon against it. If the attack hits, the target's speed is halved for the rest of the turn.