

PATH OF THE COMMUNITY OUTRAGE

Rage is not a feeling that can be felt in a vacuum. Rather, it is caused by events around us, and it is frequently fueled by those around us. Barbarians who follow the Path of Community Outrage find like-minded individuals to share their rage with, gathering together in massive movements that can topple kingdoms.

Tight-Knit Community

Starting at 3rd level, you've built a community of friends and followers that helps each other. At the end of each long rest, you can choose a number of creatures equal to your Strength modifier (minimum of 1) to become Community Members.

You have a pool of energy, known as Community Dice. You have a number of these dice equal to your Strength modifier, which are d8s. You regain all expended Community Dice when you complete a short or long rest. You and all Community Members can use this communal pool of dice on the following features:

- **Offer Support.** As a reaction to a Community Member being hit by an attack, any Member may roll a Community Die and add it to the attacked Member's Armor Class, potentially turning the hit into a miss. The attacked Community Member then gains resistance to bludgeoning, piercing and slashing damage until the start of your next turn, and you lose these same resistances for the duration. Only one instance of this feature can be active at once.

- **Spotter's Support.** Whenever a Community Member makes a check, any Member can expend their reaction to add a Community Die to add it to the roll.

- **Take the Lead.** Whenever a Community Member hits a target with an attack, any Member may choose to roll a Community Die and add it to the damage roll. The attacking Member can then move an additional number of feet equal to the number rolled until the end of their turn.

Coordinated Assault

Also at 3rd level, your rage leads you wherever your allies wish it to. You have advantage on attack rolls against creatures that took damage from a Community Member since the end of your last turn.

Lead By Example

At 6th level, you've learned to bring those around you up when they fall down. Whenever an allied creature fails a saving throw within 30 feet of you, if you succeeded on a saving throw against the same effect, you may expend your reaction to turn the ally's failure into a success.

You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Shared Suffering

When you reach the 10th level, seeing your friends in pain causes you even more anger. Once per round, when a Community Member you can see takes damage, you regain 1 Community Die.

Collected Company

By the 14th level, you know exactly how to bring out the fighting spirit of those who surround you. Whenever you enter your Rage, you can choose a number of creatures other than you, up to your Strength modifier (minimum of 1). Each chosen creature gains a bonus to their attack and damage rolls equal to your Rage Damage bonus for 1 minute.

Once you've used this feature, you can't do so again until you finish a long rest.

NOTE: the playtesting name the subclass had was the "Has Bros" Barbarian, but "Has bros" sounds like a villain name, so we elected to rename it.

