

## PATH OF THE WARRIOR'S BOND

Inspired by [@whipjack on TikTok](#), we stan a killer D&D Queen.

Designed by [Kayla Bayens your friendly DM Dalliance](#).

While rage goes hand in hand with the life of a Barbarian there is a gentler side to the fire that burns in them during battle. They take great care in making sure that their battle mates come out of things victorious because only together can true victory be found. When a barbarian chooses to follow this path their rage manifests as an aura of protection and healing in a color of their choosing.

Barbarians of this type draw their strength from their ties both in battle and out of it. They revel in companionship, often found drinking and singing loudly in the nearest tavern their battle wounds still bleeding. To show these ties and their strengths, barbarians who follow this path often have strips of patterned tattoos on their skin that they add to as they feel the bond grow. Being someone represented by one of these tattoos is seen as a great honor that ties fates together. Removal of these tattoos after a betrayal comes at a great cost and is only done at the gravest of circumstances. Generally the tattoo is kept as a reminder of the bond was before the betrayal instead.

### PATH OF THE WARRIOR BONDS FEATURES

Class Level	Feature
3rd	Never Left Behind
6th	Healing Scream
10th	Steady Presence
14th	Spine Crushing Love

#### NEVER LEFT BEHIND

Starting when you choose this path at 3rd level, you give off an aura (color of your choice) that whirls around you when you enter a rage. As a reaction, when a target within 60 ft of you drops unconscious your aura rushes to them. The target is considered stabilized immediately, any healing given to the target before their next turn is taken at max value rather than rolling. You can use your aura a number of times equal to your Charisma modifier (minimum 1), once used you must finish a long rest before regaining this ability. The aura disappears if your rage ends.

#### HEALING SCREAM

Beginning at 6th level, as a bonus action you can give off an earth shaking scream of rage to heal those in battle with you. If you are raging your battle cry allows up to your Charisma modifier's (minimum 1) worth of targets who can hear you to heal 1d4 hit points.

This increases to 1d6 at 10th level, 1d8 at 14th level, and 1d10 at 20th level.

#### STEADY PRESENCE

At 10th level, while raging you gain the ability to steady your comrades in combat with your ferocity. As a reaction, when a target within 30 ft of you is forced to roll a Wisdom or Intelligence saving throw you may throw your aura to wrap around them giving them advantage on the roll.

This ability counts to the total number of uses of your aura noted in the '**Never Left Behind**' feature.

#### SPINE CRUSHING LOVE

At 14th level, the bond with your allies while raging increases. As a reaction, when a target within melee range lands a successful attack on an ally you may retaliate causing up to 4d6 damage of your weapon type.

