

## **PATH OF THE WILD HUNTER BARBARIAN**

A barbarian who uses her muscular physique to pull back bowstrings and load crossbows that are far stronger than your average missile weapon. Long years living in the wilderness have taught her that “bigger is better” for felling game and monsters alike, and this has led her to take up the path of the Wild Hunter, a huntress or huntsman who is capable to slay even the largest foe.

Unlike every barbarian in the game, this barbarian lives and thrives on ranged combat, supporting the party from behind with an incredible amount of supporting fire. While still not being a magic-wielding class, you also get access to useful utility abilities that you would normally see from a half-caster, especially in the realm of tracking and sensory perception. This makes for a highly unique barbarian who meets needs much like a ranger, but with (on average) far greater physical prowess.

Since Dungeons & Dragons measures whether or not an attack deals damage and not whether or not an attack physically touches a target, we have a unique opportunity to lean into the idea of a Strength-based ranged attacker, not just for hefting javelins or throwing axes (though you could do that with this build), but for bows and crossbows as well. We present a uniquely flavored barbarian class as the way to do this, and we hope you enjoy it as much as we do.

### **BACK OF BRONZE**

Starting when you choose this path at 3rd level, you use your exceptional strength to loose or lob missiles at the enemy with greater strength and speed. You may use your Strength score for Attack and Damage rolls with all ranged weapons, and may apply the benefits of Rage to your ranged attacks (not just your melee attacks). All class abilities, item bonuses, and other abilities that reference your Rage ability may be applied to your ranged attacks even if they only specify melee attacks.

### **WILD STALKER**

Starting at 6th level, you hone your abilities to track and bring down game. You gain advantage on Wisdom (Survival) checks, and gain Darkvision out to 120 feet. If you already had Darkvision, you gain the ability to see in non-magical darkness with no penalty (instead of treating it as dim light).

### **RELENTLESS BARRAGE**

Starting at 10th level, you focus your energies into pelting the enemy with fierce attacks from range without a care to your remaining ammunition. When performing a ranged attack, you may spend 1 additional piece of ammunition: if you do, you may reroll one of your Attack dice if you fail to hit the target, or you may reroll one of your damage dice if you successfully hit the target. If you hit and deal maximum damage before using your reroll, you may add an additional 1d6 to the damage roll.

### **ENHANCED SENSES**

Starting at 14th level, your hearing, smell, sight, taste, and touch increase as you expand your prowess as a hunter. When performing a Wisdom (Perception) check, you may replace any die result of 1-8 with an “8.” In addition, while you are conscious you are immune to the Surprised condition. While your rage is active, your Armor Class increases by 2.