

BARBARIAN PATH OF THE BLOOD OATH

A barbarian who swears oaths in his own blood and keeps them, the Path of the Blood Oath is only taken by those with the greatest devotion to the promises they have made to others. To be befriended by a barbarian who has taken the oath is a great security, for nothing short of death will keep the foresworn from upholding his word.

The blood oath barbarian revolves around using your hit dice outside of a short rest, giving you access to greater power, but weakening your innate healing. It also means that if a blood oath barbarian is constantly using his/her abilities for days on end, they will grow weaker as the fight continues, as they are spending more hit dice than they can replenish during a long rest.

BLOOD OATH

Starting when you choose this path at 3rd level, you may spend a hit dice after successfully hitting a target with an attack: add the hit dice to the damage of the attack.

FERAL RESOLVE

Starting at 6th level, you may spend a hit dice when performing a saving throw or Strength based ability check after seeing the result but before knowing whether it was successful: add the hit dice to the result. In addition, the bearer may cast the Lesser Restoration spell on himself/herself once per long rest without using a spell slot.

PACT BOND

Starting at 10th level, when an ally within 5 feet of you suffers damage, you may spend a hit dice: the damage is reduced by the amount on the dice, and you suffer that much damage on their behalf.

UNVANQUISHED OATH

Starting at 14th level, you may spend any number of hit dice when using the Blood Oath, Feral Resolve, or Pact Bond traits above. In addition, you recover 1 hit dice at the end of a short rest if you have already expended at least 1 hit dice. This recovery may only be used once per long rest.