

PATH OF THE SHIELD BITER BARBARIAN

A barbarian who uses a weapon and shield to great effect through bloodlust and agility, the shield biter is a warrior characterized by bravado and courage in battle. Whipped up into a rage that causes the warrior to bang her weapons against the face or edge of her shield, scream with fervor, or even bite the edges of the shield with her teeth (hence the name), the shield biter is unnerving in battle, carried along by the flow of blood in battle.

The shield biter barbarian dramatically changes the typical way you play a barbarian, heavily incentivizing you to take a shield and a hand weapon instead of dual-wielding or using a two-handed weapon. As the subclass goes on it also takes on something of a support role as well, still doing damage but empowering allies near you to greater acts of valor and martial prowess while redirecting attacks away from allies. This makes for a very unique barbarian who is rewarded for staying close to allies while also doubling down on dealing damage and finishing off opponents.

SHIELD BASH

Starting when you choose this path at 3rd level, you gain the ability to perform attacks with your shield to great effect. As a bonus action you may perform a melee attack with your shield, dealing 1d8 + Strength modifier Bludgeoning damage. If you use a spiked shield, you may change the damage type to Piercing damage instead. On a critical strike, the target is knocked prone in addition to the damage it sustains.

If you wield a magical shield that grants a bonus to your AC, the bonus to your AC is also applied to your shield damage (just as if it was a magic weapon).

WAR CRY

Starting at 6th level, you release a war cry to embolden your allies. When an ally within 10 feet of you who is not deafened performs an attack and you are conscious and not silenced, they may perform the attack with advantage.

BATTLEFIELD CHALLENGE

Starting at 10th level, you pound your weapon against your shield, bite the edge of your shield, and perform other acts to draw the attention and challenge of your enemies. At the end of your turn, select a target you can see within 30ft of you: the target must perform a Wisdom saving throw (with the DC being 8 + Proficiency Modifier + your Charisma modifier), and on a failed result the target must spend its action on its turn attacking you. If the target cannot move into melee combat with you or reach you with a ranged or spell attack, it loses its action for the turn. If the target succeeds on the saving throw, they may perform attacks against any target they wish, but they suffer disadvantage on all attacks not directed at you until the start of your next turn.

MELEE MOMENTUM

Starting at 14th level, your momentum in battle carries you to greater acts of valor when your enemies fall. When you bring a creature to 0 hit points with a melee attack on your turn, opponents have disadvantage on the Wisdom saving throw against your Battlefield Challenge.