

## VARIANT BARBARIAN BATTLERAGER

The Barbarian Battlerager was released in the Sword Coast Adventurer's Guide, and thematically it is a cool concept for a dwarf barbarian. The spiky armor and fighting style of the Battlerager work well with the Rage theme of the barbarian, but the final result of the subclass left more to be desired.

This is a revamp to the Battlerager subclass, taking the theme and lore of the Battlerager and embracing it fully with effective mechanics that do not take away from the base Barbarian class while adding useful elements that make it a more attractive choice for players.

### BATTLERAGER ARMOR

When you choose this path at 3rd level, you gain the ability to use spiked armor as a weapon:

Spiked Armor (takes 1 short rest to convert magical medium armor into spiked armor of the same type):

Cost: 75gp

Medium Armor

AC of 14 + Constitution

Stealth: Disadvantage

Weight: 45 lb.

While you are wearing spiked armor, if you move into base contact with another creature, you may choose to perform a melee attack with the spiked armor (Strength + Proficiency) against the target: if you successfully hit the target, you deal 1d4 Piercing damage. You may perform this attack once during your move, or twice if you take the Dash action.

Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds, and 3 additional piercing damage on a failed Strength (Athletics) check to escape the grapple.

### RECKLESS ABANDON

Starting at 6th level, when you Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends.

### BATTLERAGER CHARGE

Starting at 10th level, you can take the Dash action as a bonus action while you are raging. In addition, when performing a melee Attack action against a target within 5 feet of you, you may add 1d4 of piercing damage to the damage of your attack.

### SPIKED RETRIBUTION

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, the attacker takes 3 piercing damage if you aren't incapacitated and are wearing spiked armor. In addition, the damage of your spiked armor attacks is increased to 1d6.