BARBARIAN: PATH OF GLOAMING *(2014/5e)*

Barbarians of the Path of Gloaming draw their power from the shadows. They cloak themselves in darkness and slink through dark places, wielding the same combination of power and stealth that makes the panther an apex predator.

Path of Gloaming Features

Barbarian Level	Feature
3rd	Slink Among the Shadows
6th	Beckoning Gloom, Cover of Darkness
10th	Dreadful Pounce
14th	Nyctophobia

LEVEL 3: SLINK AMONG THE SHADOWS

You have **Darkvision** with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

When you activate your Rage, you can take the **Hide** and **Disengage** actions as part of that Bonus Action. While your Rage is active, you can take a Bonus Action to take both of those actions. When you take the Hide action in this way, you can move up to your Speed before you make the Dexterity (**Stealth**) check of that action (this feature does not grant you additional movement).

LEVEL 6: BECKONING GLOOM

When you activate your Rage, you can extinguish nonmagical light sources within a radius of up to 100 feet. Nonmagical light sources you designate and light sources that are Huge or larger are unaffected by this feature. You also choose if light sources that are behind **Total Cover** are affected.

LEVEL 6: COVER OF DARKNESS

Your Reckless Attack feature doesn't grant a creature **Advantage** on attack rolls against you if the creature is in **Dim Light** or **Darkness** when it makes the attack.

LEVEL 10: DREADFUL POUNCE

If a creature you can see moves within 30 feet of you while you are hidden or you have the **Invisible** condition, you can take a Reaction to pounce on that creature. When you do so, you move up to your Speed to an unoccupied space within 5 feet of the creature and make one weapon attack against it. If this attack hits, you can also give the target the **Grappled** or **Prone** condition if it is

no more than one size larger than you. None of this feature's movement provokes **Opportunity Attacks**.

You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a **Long Rest**.

RULE TIP: HIDING
When you take the **Hide** action, you make a Dexterity (**Stealth**) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (**Perception**) check of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and you give away your position if you make a loud noise. There's also a chance someone will notice you even if they aren't searching, determined by comparing your Dexterity (**Stealth**) check with that creature's passive Wisdom (**Perception**) score. For more information on hiding, see Chapters 7 and 9 of the *Player's Handbook*.

LEVEL 14: NYCTOPHOBIA

When you score a Critical Hit while you are hidden or you are in **Dim Light** or **Darkness**, each creature of your choice in a 30-foot radius **Sphere** centered on you must make a Wisdom saving throw (DC equals 8 + your Constitution modifier and Proficiency Bonus). A creature that does not have **Darkvision** or some other sense that allows it to see in the dark has **Disadvantage** on this saving throw.

On a failed save, a creature has the **Frightened** condition for 1 minute. A creature frightened in this way treats any spaces of Dim Light or Darkness as the source of its fear. At the end of each of the frightened creature's turns, the creature repeats the save, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it has **Advantage** on saving throws against this feature for the next 24 hours.



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