

Pack Leader

A #RETROVERSE-INSPIRED PRIMAL PATH

"That explains the laser raptor." -- Kung Fury

Laser Companion

UPON CHOOSING THIS PATH AT 3RD LEVEL, YOU GAIN THE COMPANIONSHIP OF A LASER RAPTOR, OR LASER PANTHER, OR OTHER SIMILAR CREATURE THAT SHOOTS LASERS FROM ITS EYES AND IS JUST LIKE, SO COOL, YOU GUYS. THE BEAST CAN BE UP TO CHALLENGE RATING 1/2. ITS HEALTH HAS A MAXIMUM OF THREE TIMES YOUR BARBARIAN LEVEL, OR ITS NORMAL MAXIMUM, WHICHEVER IS HIGHER. IT OTHERWISE FOLLOWS ALL THE SAME RULES AS A RANGER'S COMPANION. YOU CAN COMMAND YOUR COMPANION WHILE YOU ARE RAGING.

SUGGESTED METHODS OF LASER CREATURE CONVERSION CAN BE FOUND AT THE END OF PAGE 2.

Crisp Rat

AT 6TH LEVEL, YOUR CONSTANT EXPOSURE TO YOUR LASER COMPANION'S LASER EYES ("THAT MEANS SHE LIKES YOU!") GRANTS YOU RESISTANCE TO FIRE DAMAGE DURING YOUR RAGE. ADDITIONALLY, WHILE YOU ARE RAGING, YOUR COMPANION GAINS HALF YOUR RAGE BONUS TO MELEE DAMAGE (WHETHER THE ATTACK IS STRENGTH-BASED OR NOT).

Exceptionally Trained

STARTING AT 10TH LEVEL, YOUR TIME BONDING WITH AND TRAINING YOUR CREATURE STRENGTHENS THEIR ABILITIES. LASER EYE BEAMS IMPROVE THEIR RANGE FROM 20 FT TO 30 FT, AND DEAL 1D6+3 DAMAGE.

ADDITIONALLY, YOUR COMPANION IS SO LOYAL THAT IT WILL FIGHT DESPITE GRIEVOUS WOUNDS, EVEN BEYOND THE BRINK OF DEATH. YOUR COMPANION GAINS THE BENEFITS OF RELENTLESS RAGE, AND CAN MAKE SAVING THROWS TO PREVENT BEING DROPPED TO 0 HIT POINTS OR BELOW. YOUR COMPANION CAN ONLY USE THIS ABILITY WHILE YOU ARE RAGING. YOU AND YOUR COMPANION MUST BOTH FINISH A SHORT OR LONG REST FOR THE DC OF THE CONSTITUTION SAVING THROW TO RESET TO 10.

Clever Girls

AT 14TH LEVEL, YOU CHOOSE ONE OF TWO ABILITIES: EITHER *CLEVER GIRLS* OR *DRAGOON*, WHICH IS DETAILED ON THE NEXT PAGE.

IF YOU CHOOSE *CLEVER GIRLS*, YOU GAIN A SECOND LASER COMPANION. IT MUST BE OF THE SAME TYPE AS THE FIRST. WHILE YOU ARE IN A RAGE, EACH COMPANION GAINS THE ABILITY *PACK TACTICS*, WHICH HAS BEEN REPRODUCED ON THE NEXT PAGE. YOU MAY COMMAND BOTH CREATURES AS PART OF THE SAME ACTION AS LONG AS BOTH CREATURES ARE FOLLOWING THE SAME COMMAND. BOTH COMPANIONS ARE CONSIDERED TO BE *EXCEPTIONALLY TRAINED*, PER THE LEVEL 10 ABILITY OF THIS PATH.

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Dragoon

AT 14TH LEVEL, YOU CHOOSE ONE OF TWO ABILITIES: EITHER *DRAGOON* OR *CLEVER GIRLS*, WHICH IS DETAILED ON THE PREVIOUS PAGE.

IF YOU CHOOSE *DRAGOON*, YOU RETAIN THE SERVICE OF A SINGLE COMPANION, BUT IT GROWS TO LARGE SIZE. FOR EVERY SIZE CATEGORY INCREASE, INCREASE THE COMPANION'S STRENGTH SCORE BY 4 AND INCREASE ALL OF THEIR REGULAR DAMAGE DICE TO THE NEXT HIGHEST DIE. [1 TO 1D4, 1D4 TO 1D6, 1D6 TO 1D8, AND SO ON]. ADDITIONALLY, IF YOUR LASER COMPANION HAS A CONSTITUTION OF LESS THAN 12, INCREASE ITS CONSTITUTION TO 12. THEIR MAXIMUM HIT POINTS BECOME FOUR TIMES YOUR BARBARIAN LEVEL. THEIR *LASER EYES* ATTACK IMPROVES TO 1D8+4 DAMAGE AND ITS RANGE INCREASES TO 40 FT.

YOU CAN RIDE A LARGE COMPANION, AND WHEN RIDING THE COMPANION [AND ONLY THE COMPANION] YOU GAIN ADVANTAGE ON WISDOM [ANIMAL HANDLING] CHECKS TO MAKE RISKY MANEUVERS.

Laser Creature Conversion

WHEN YOU CHOOSE THIS PRIMAL PATH, YOU GAIN A LASER COMPANION. TO CREATE A LASER COMPANION, TAKE A REGULAR BEAST COMPANION AND GIVE IT THE *LASER EYES* ATTACK:

LASER EYES: 1D20 + X TO HIT, 20 FT RANGE, ONE TARGET. HIT: 3 [1D6] FIRE DAMAGE. IF A CREATURE HAS THE *POUNCE* ABILITY, THEY CAN CHOOSE TO USE LASER EYES AT THE END OF A *POUNCE* INSTEAD OF A BITE. LASER EYES SHOULD HAVE THE SAME ATTACK BONUS AS THE BEAST'S PRIMARY ATTACK FORM, BUT NO LESS THAN +3.

IF THE BEAST COMPANION IS ALREADY CHALLENGE RATING 1/2, REMOVE AN ABILITY WHEN YOU GIVE IT THE LASER EYES ATTACK. FOR EXAMPLE, TO CREATE A LASER VELOCIRAPTOR, USE THE STATISTICS FOUND AT [WWW.DANDWIKI.COM/WIKI/VELOCIRAPTOR_\(5E_CREATURE\)](http://WWW.DANDWIKI.COM/WIKI/VELOCIRAPTOR_(5E_CREATURE)) AND JUST REMOVE THE *PACK TACTICS* ABILITY. A CREATURE WITH A CHALLENGE RATING OF 1/4 OR LOWER CAN BE GIVEN *LASER EYES* AT NO COST. RAPTORS, WOLVES, AND PANTHERS ARE ALL EXCELLENT AND SUPER RAD LASER COMPANIONS, ALTHOUGH IF YOU GET A CRAB AND HOLD OUT FOR LEVEL 14, YOU COULD HAVE A GIANT, RIDEABLE LASER CRAB, SO IT'S UP TO YOU.

Pack Tactics

IF YOU CHOOSE THE *CLEVER GIRLS* ABILITY, YOUR COMPANIONS GAIN THE FOLLOWING ABILITY WHEN YOU RAGE:

PACK TACTICS: THE LASER COMPANION HAS ADVANTAGE ON ATTACK ROLLS AGAINST A CREATURE IF AT LEAST ONE OF THE LASER COMPANION'S ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY IS NOT INCAPACITATED.