Path of the faded

Great power hides within the Mists of Akuma and you are not afraid of calling on it to lay waste to your foes.

Faded

Starting when you choose this path at 3rd level, a dark mist weeps off your body when you rage, sapping the strength of your enemies. For the duration of your rage, whenever you take damage from a creature that is within 5 feet of you, that creature takes an amount of necrotic damage equal to your proficiency bonus. When your rage ends, you suffer a level of the misted condition.

These levels of the misted condition dissipate at a rate of one level per long rest and they cannot trigger your death and transformation into adeddo-oni; instead, any misted levels beyond the 7th count as levels of exhaustion that are removed when you take a long rest.

Fearless

Beginning at 6th level, you cannot be frightened.

Master of the Mists

Beginning at 10th level, whenever you rage you may

choose an
attribute other
than Dignity. For
the duration of your
rage, this attribute uses
your Haitoku score
instead of its normal score.
You cannot be transformed
into adeddo-oni by
accumulating levels of the
misted condition.

Striker of the Mists

Starting at 14th level, while you are raging the damage of your melee weapon attacks increases by your proficiency bonus. You cannot withhold any damage when damaging a creature below 0 hit points.

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