Path of the hero

The Path of the Hero is a journey into legend, as the barbarian seeks fame and glory through feats of great daring and herculean strength. Your deeds and very reputation stir courage in the hearts of your companions and those you champion.

Heroic Presence

Starting when you choose this path at 3rd level, your formidable presence emboldens your allies. When you enter your rage, choose up to six friendly creatures within 30 feet of you (including yourself) to gain temporary hit points equal to your proficiency bonus + your Strength modifier. Additionally, you may add your Strength modifier instead of your Charisma modifier to Intimidation, Performance, and Persuasion checks.

Undaunted Resolve

Beginning at 6th level, your might becomes unmatched. You have resistance to all damage while you have temporary hit points gained from your Path of the Hero features.

Bolstering Tale

By 10th level you have accomplished many great victories and feats of strength. You can spend 10 minutes telling a tale of your prowess. When you do so, choose up to twelve friendly creatures (including yourself) who can hear and understand you. Each
creature becomes immune to being frightened for one hour. You can’t use this feature again until you finish a long rest.

Avatar of Strength

At 14th level you become a paragon of mortal strength.When you would gain temporary hit points from your Path of the Hero features, the temporary hit points are doubled. While creatures have temporary hit points gained from your Path of the Hero features, they have advantage on attack

rolls against any hostile creature within 5 feet of you.

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