

Path of Passive Aggression

I'm not angry, I'm just disappointed...

Starting when you choose this path at 3rd level, you have decided to choose violence, but only in a very passive way. When not raging, you can adopt a stance that radiates an air of displeasure. You gain advantage on charisma-based checks. You can use this feature a number of times equal to your proficiency bonus and regain all uses of this feature on a short rest.

While you are raging, you unlock the power to surprise your opponents with the ferocity of which you fly off the handle. On the first turn of your rage, when you hit a creature with an attack, you can force them to make a wisdom saving throw (DC = 8 + Proficiency bonus + your Strength Modifier). On a failed save, the creature becomes afraid of you for 1 minute. At the end of each of their turns they can repeat the saving throw, ending the effect of a successful save.

Ghosting

Beginning at 6th level, you have learned the spectral power of just not talking to people. You gain resistance to psychic damage. You also gain the ability to take the disengage action as a bonus action.

Oh, so now I'm the bad guy?

Beginning at 10th level, when you are hit with an attack while raging, you can use your reaction to force the attacker to take psychic damage equal to your barbarian level + your charisma modifier.

While you are not raging, if you fail an ability check, you can reroll the check through the power of guilt-tripping. You can use this ability a number of times equal to your strength modifier. You regain all uses of this ability after you complete a short rest

Oh honey...

Starting at 14th level, you have achieved the heights of subtle aggression and have learned to weave your strength into your passive aggression. Whenever you can make an attack, you can add your charisma modifier to both the attack and damage rolls. Additionally, whenever you make a skill check involving your charisma, you can add your strength modifier to that check.