

Archive of Forgotten Lore:

Barbarian

This is Supplemental Material

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is an option written by Odvaskar for that feature: The Path of the Bruiser.

Path of the Bruiser

The path of the bruiser is a path traveled by barbarians that wish shrug off hits and tear things apart with their bare hands. Most barbarians of this path are tavern brawlers, gladiators, hired thugs, spies, or maniacs that punch their way into and out of trouble.

Pugilist

3rd-level Path of the Bruiser feature

Starting at 3rd level, your time spent brawling has made your unarmed strikes even more damaging. You can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain barbarian levels. 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Bruiser's Fury

3rd-level Path of the Bruiser feature

At 3rd level, you gain the following benefits for the duration of the rage:

- You can add your rage damage to your unarmed strikes if you're using Strength for the attack and damage rolls.
- You can make an unarmed strike as a bonus action.
- As a reaction, you can add your proficiency bonus to your AC against one melee or ranged weapon attack.

Wrathful Strikes

6th-level Path of the Bruiser feature

Start at 6th level, your wrath empowers your body. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, your unarmed strikes score a critical on a roll of 19 or 20.

Hulking Brute

10th-level Path of the Bruiser feature

At 10th level, entering your rage causes physical changes. You gain the following benefits while raging:

- Your size becomes one size larger if there is enough room for you to do so, along with anything you are wearing.
- You gain an extra 1d4 of damage with your melee weapons and unarmed strikes.
- Your jumping distance is doubled.

Unstoppable Titan

14th-level Path of the Bruiser feature

Beginning at 14th level, you become an unstoppable force. While raging, you gain resistance to all damage. Additionally, your unarmed strikes deal double damage to objects and structures.