



PRIMAL PATH V0.1

PATH OF THE BRAWLER

Barbarians that follow this path believe that even relying on conventional weapons is a sign of weakness. They prefer to overcome their foes using nothing but their bare hands and incredible grappling prowess. These barbarians can pin down the mightiest of foes and even throw their enemies across the battlefield.

UNARMED FURY

Starting when you choose this path at 3rd level, you gain the *Unarmed Fighting* fighting style, and you can add your Rage damage to the extra damage against grappled targets granted by *Unarmed Fighting*.

Additionally, when you make a successful unarmed strike against a creature, you may attempt to grapple it as a bonus action.

RAGE INFUSED FISTS

Starting at 6th level, your unarmed attacks and damage you do as a result of grappling or throwing creatures counts as magical for the purposes of overcoming damage reduction. You may also grapple incorporeal creatures that would otherwise be immune to the grappled condition.

FOE THROWER

At 6th level, if you are not prone, you may attempt to throw a creature you are grappling.

In place of an unarmed strike, you can make an opposed grapple check against a creature you are grappling. If you succeed on this check, you can throw the creature a number of feet equal to 5 times your Strength modifier.

For every size category larger than you the creature is, reduce the maximum range of the throw by 5 feet. For every size category smaller than you, increase the maximum range by 5 feet.

If the creature hits a solid surface, it takes $1d10 + \text{your Strength modifier}$ bludgeoning damage, and lands prone.

If you don't throw the creature outside the reach of your unarmed strikes, you may maintain your grapple, but throw yourself prone as you body slam the creature into the ground.

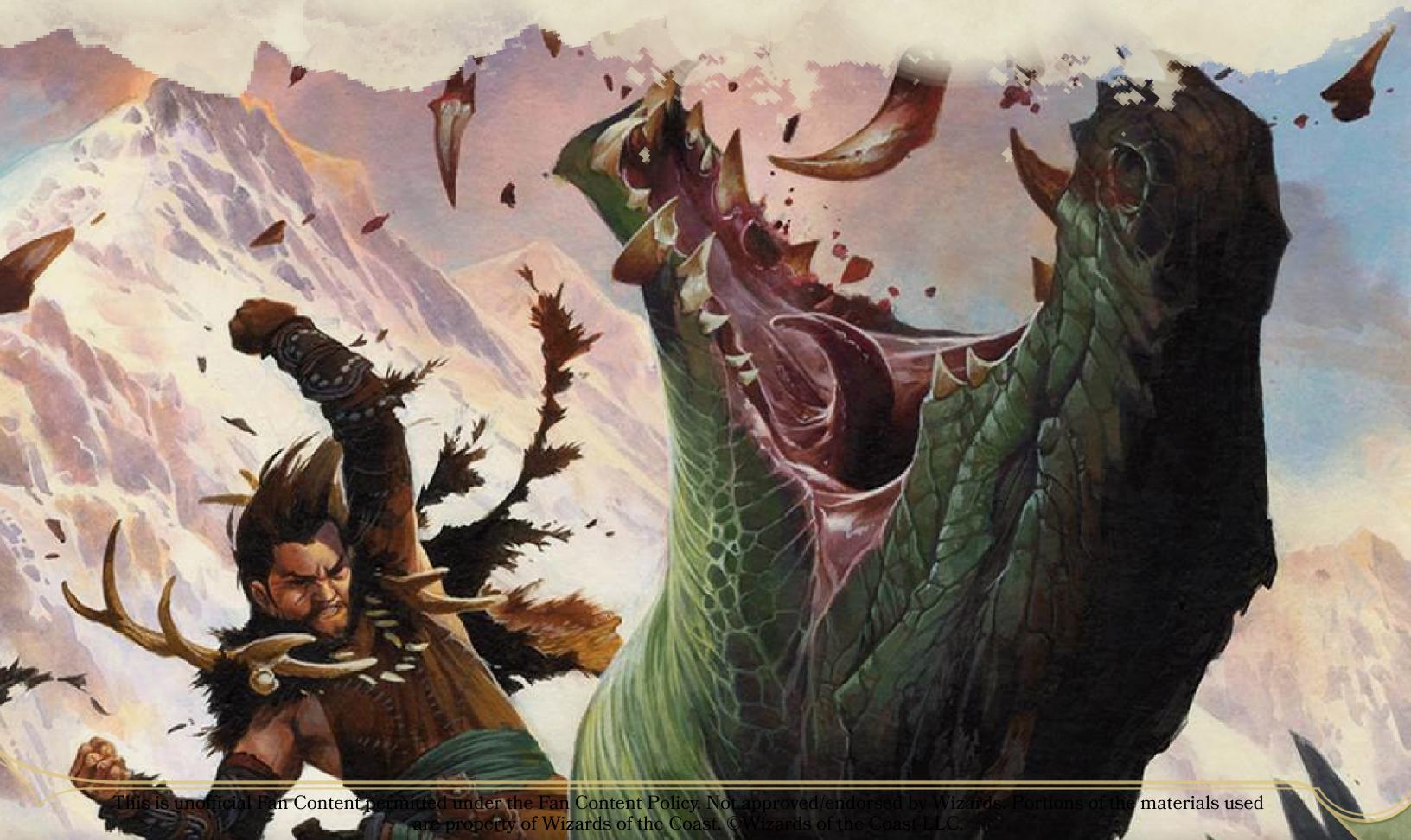
If the thrown creature would hit another creature, the creature that would be hit must make a Dexterity saving throw with a DC equal to $8 + \text{your proficiency modifier} + \text{your Strength modifier}$.

On a failed save, the creature being hit takes bludgeoning damage equal to your Strength modifier and is knocked prone unless it is at least two size categories larger than the creature it was struck with. On a successful save, it takes no damage and is not knocked prone.

If you are raging, apply rage damage to any damage done using this ability.

COLOSSUS CLIMBER

Starting at 10th level, if you are grappling no other creatures, you may attempt to grapple creatures more than one size larger than you. While grappling a creature this way, you may not grapple any other creatures.



A creature grappled this way has its movement speed halved rather than reduced to 0, and when it moves, you move along with it. If you attempt to move the creature on your turn, you must win an opposed Strength check against it. You may move into any space the grappled creature occupies using your climb speed.

While you are occupying the creature's space, it has disadvantage on attack rolls against you.

FACEBREAKER

At 10th level, you may use your action to make a single opposed grapple check against two creatures you are grappling in an attempt to smash them against each other. If one of the creatures fails, they both take bludgeoning damage equal to $1d10 + \text{your Strength Modifier}$. If they both fail, increase the damage by $1d10$.

If you are raging, apply rage damage to both creatures.

UNSTOPPABLE GRAPPLER

At 14th level, if you win an opposed grapple check by 10 or more against a creature no more than one size larger than you, and you are grappling no other creatures, you may restrain the creature in addition to grappling it.

A creature restrained this way has disadvantage on checks to shove you and on saves against your Foe Thrower feature, and if it attempts to use teleportation or interplanar travel to escape your grapple, it must first make a Charisma saving throw with a DC equal $10 + \text{your proficiency modifier} + \text{your Strength modifier}$. On a success, the creature can use that magic to escape. On a failure, the creature can't escape and wastes the use of the spell or effect.

Making any other grapple checks ends the restrained condition.

GRAPPLING INCORPOREAL CREATURES

The Rage Infused Fists feature states that the barbarian can grapple 'incorporeal' creatures, such as ghosts. This does not include every creature immune to the grappled condition, such as air elementals, as these creatures are not truly incorporeal. Generally any creature with the Incorporeal Movement feature can be considered incorporeal and therefore grabbable by the barbarian.

FIGHTING STYLE

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$ on hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal $1d4$ bludgeoning damage to one creature grappled by you.

MAGIC ITEM

At the DM's discretion, the following magic item may become available during a brawler's adventures, allowing for an enhancement of unarmed attacks.

MAGIC HAND GUARDS (+1/+2/+3)

Wondrous Item, uncommon (+1), rare (+2), very rare(+3)

These items are worn around one's hands, and can take the form of straps of cloth or leather, boxing gloves, or even brass knuckles. While wearing them, you gain a bonus to attack and damage rolls made with unarmed strikes. The bonus is determined by the item's rarity.

ART CREDIT

- Epic Confrontation - Magic the Gathering - Wizards of the Coast.

0.1 CHANGES

- Unstoppable Grappler now restrains on grapple checks that succeeded by 10 or more rather than requiring another grapple check