

## FIGHTER ARCHETYPE: ABYSSAL JUGGERNAUT

Abyssal Juggernauts are Fighters who have mastered an aberrant fighting style, allowing them to channel a temporary, unstable ooze material through their body and weapons. They specialize in **Sticky Control**.



### FORMLESS AGGRESSION

#### 3rd-Level Feature

- ✗ **Pseudopod Strike.** Bonus action to make an unarmed strike. Deals 1d4 + Str + PB bludgeoning. Counts as magical.
- ✗ **Adhesive Grip.** Gain proficiency in Athletics (or Expertise). You count as one size larger for grappling. Creatures you grapple have disadvantage on checks to escape.

### CORROSIVE MANIFESTATION

#### 7th-Level Feature

- ✗ **Dissolving Edge.** Attacks ignore Acid resistance. Once per turn, deal extra 1d6 acid damage on weapon hit.
- ✗ **Sticky Entanglement.** When you hit with Pseudopod Strike, force a Strength Save (DC 8+PB+Str). On fail, target is **Restrained** until start of your next turn. PB uses/rest.

### REACTIVE SHELL

#### 10th-Level Feature

- ✗ **Chitinous Resilience.** Reaction when hit: reduce damage by 1d10 + Con + Fighter Level.
- ✗ **Corrosive Barrage.** When you Action Surge, make an additional Pseudopod Strike as part of the bonus action.

### AMORPHOUS JUGGERNAUT

#### 15th-Level Feature

- ✗ **Unstable Adaptation.** When a grappled creature fails to escape, it takes 2d8 acid damage.
- ✗ **Rapid Shift.** Gain resistance to Acid, Cold, Fire, or Lightning. Switch as a bonus action.

### TOTAL CONSUMPTION

#### 18th-Level Feature

- ✗ **Juggernaut's Grasp.** You can grapple two creatures at once. No speed penalty for grappling. Start of turn: regain 2d6 + Con HP if grappling.
- ✗ **Apex Assault.** Once per rest: Weapon hit deals extra 4d12 acid and Restrains target (no save).