

PATH OF THE MIMICKED MIGHT

Barbarians who walk the Path of the Mimicked Might possess a rage that is less about pure adrenaline and more about unstable, biological metamorphosis. When their fury is unleashed, their flesh briefly hardens to stone or oozes corrosive slime.



ADAPTIVE FLESH

3rd-Level Feature

- ◆ **Mimic Resilience.** When you enter a rage, choose one: Acid, Cold, Fire, or Lightning. You gain resistance to it.
- ◆ **Adhesive Grip.** While raging, you have advantage on checks to avoid/escape Grappled/Restrained conditions. You can use a **bonus action** to attempt to grapple a creature.

FORMLESS RAGE

3rd-Level Feature

- ◆ **Pseudopod Strike.** While raging, your unarmed strikes deal damage according to the table below. They count as magical.
- ◆ **Mimicked Weapon.** When you hit, you can choose to deal **Slashing, Piercing, or Acid** damage instead of Bludgeoning.

Level	Damage Die
3rd	1d8
6th	1d10
14th	1d12

HARDENED VISAGE

6th-Level Feature

- ◆ **Reactive Mimicry.** When hit by a melee attack while raging, use your **reaction** to gain +PB to AC against that attack and subsequent attacks from that creature until your next turn.
- ◆ **Symbiotic Visage.** Your HP maximum increases by your Barbarian level.

CORROSIVE RETALIATION

10th-Level Feature

- ◆ **Sticky Entrapment.** When you grapple a creature while raging, you can expend a use of Reactive Mimicry (no action). The creature takes **2d8 acid damage** immediately and at the start of your turns.
- ◆ **Object Absorption.** Bonus action while raging: destroy a small object to regain **1d12 + Con mod** HP.

TOTAL TRANSFORMATION

14th-Level Feature

- ◆ **Unstable Adaptation.** Bonus action to change your Mimic Resilience type.
- ◆ **Apex Mimicry.** When you rage, choose one:
 - **Immovable Object:** Immune to Prone/Restrained, Advantage vs. forced movement.
 - **Monstrous Appendages:** +5 ft reach. Add PB to damage against grappled targets.