RAGE •

Raging Thrower: Thrown weapons become especially deadly in your fury. You apply the additional damage from Rage to your thrown weapon attacks. If you have the Brutal Critical feat or the devastator class feature, apply their benefits to thrown weapon attacks.

No Escape 2: You keep pace with a retreating foe within reach. Stride up to your Speed, following the foe and keeping it in reach throughout its movement.

Oversized Throw : With a great heave, you seize a piece of your surroundings, such as a boulder, log, table, wagon, or chunk of earth, and hurlit at your foes. The object must be your size or one size smaller than you, and it must not have too much Bulk for you to lift it in the first place. Make a ranged Strike with the object; regardless of the result, the object takes the same amount of damage it would deal on a success.

The object is a simple ranged weapon that deals 1d10 bludgeoning damage, has a range increment of 20 feet, and has the thrown weapon trait. The damage increases to 2d10 if you have weapon specialization in simple weapons, or 3d10 if you have greater weapon specialization.