

Brute: Hurler

Brutes who live by the Hurler Brutality have combine their brute strength with exceedingly advanced technique to make better use out of weapons designed to be thrown, or by hurling whatever else they might have at hand at their enemies.

Bonus Proficiencies

At 2nd level, you gain proficiency in shields and you are proficient in improvised weapons. Additionally, you can choose to wield any improvised weapon as if it had the two-handed property, causing its damage dice for melee attacks to use a d12 for damage.

Versatile Thrower

At 2nd level, your master of thrown weapons reaps many rewards. You gain the following benefits:

- You can now use Brutal Attack on thrown weapon attacks using Strength, even if the weapon doesn't have the two-handed property
- You are able to doff a shield and make a ranged weapon attack with it from the same hand as a thrown improvised weapon as part of one attack. A non-shield improvised weapon being wielded in one hand while the other hand is empty can use a d6 for ranged damage.
- When you make a ranged attack with a thrown weapon, you are able to cause it to fly back to your hand immediately after the attack hits or misses. If this attack was made with a shield, you may don the shield as part of the same attack. Alternatively, you can deal an additional d6 damage once per turn if you choose for the weapon to not return to you with this feature.

Unnatural Throw

At 6th level, your supreme strength has resulted in your thrown weapon attacks being supernaturally effective. When you make a thrown weapon attack with a nonmagical weapon, the attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and it gains a +1 bonus to its attack and damage roll.

Additionally, the normal range and long range of your thrown weapon attacks both increase by 15 feet.

Ricochet Chain

At 10th level, you are able to line up your thrown weapon attacks to hit multiple people. When you hit a creature with a thrown weapon attack on your turn, you can cause the weapon to immediately attack another target, as if you had thrown it again, within your normal range with it from the original target. Each creature can only be hit once in with this feature per turn, including the target of the original throw.

Additionally, being within 5ft of a hostile creature does not impose disadvantage on a ranged attacks using thrown weapons.

Trading Attack

At 14th level, you can perform exceedingly difficult techniques with your thrown weapons. Immediately after you successfully disarm a creature using a ranged weapon attack made with a thrown weapon, you can cause the object you disarmed to fly back into one of your empty hands.