



## BARBARIAN: PATH OF THE STRONGMAN

While many barbarians are used to a brutal life of combat and survival, the Strongman channels their strength into competition and sport. Many barbarians harbour a primal rage that propels them through combat, but for Strongmen, their rage is more akin to a fiery determination and ambition than anger. They are eager to prove their strength and channel their rage into progress and self-betterment.

### ARTFUL ATHLETE

At 3rd level, your ritualistic training regime has transformed your body into an incredible display of strength and fitness. You gain the following benefits:

Whenever you make a Strength check, you use Athletics in place of your Strength modifier. In addition, your rage no longer ends early if you haven't attacked a hostile creature since your last turn or taken damage since then, so long as you have made an Strength (Athletics) check since then or are maintaining the effects of a successful Athletics check - dragging a heavy cart or holding up a portcullis, for example.

### SUPERIOR STRENGTH

When you choose this archetype at 3rd level, you learn feats of strength that are fueled by special dice called superiority dice.

**Feats of Strength.** You learn three feats of strength of your choice. Many enhance an attack in some way. You can use only one feat per attack. You learn two additional feats of strength of your choice at 7th, 10th, and 15th level. Each time you learn new feats of strength, you can also replace one feat you know with a different one.

**Superiority Dice.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

**Saving Throws.** Some of your feats of strength require your target to make a saving throw to resist the feat's effects. The saving throw DC is calculated as follows:

**Feat of Strength save DC = 8 + your proficiency bonus + your Strength modifier**

### OPTIONAL RULE: MARTIAL ADEPT

The Martial Adept feat allows a creature to learn two manoeuvres from the Battle Master archetype. If you take this feat, you can instead select two feats of strength from the Strongman primal path.

If the feat of strength requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Strength modifier. All other aspects of the Martial Adept feat remain unchanged.

### CROWD-PLEASER

Starting at 6th level, your dedication, strength and showmanship bring you greater respect and status than ever before. Whenever you make a Charisma (Persuasion, Performance or Intimidation) check, you gain a bonus to the check equal to your Strength modifier.

Your experience as a performer also causes you to gain proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom saving throws.

### IMPROVED ATHLETIC SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

### PUSH YOUR LIMITS

Starting at 14th level, you achieve a level of unparalleled strength. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

In addition, when you have no superiority die remaining, you can push your body beyond its normal limits in order to use your feats of strength. Each time you use a feat of strength in this way, you take necrotic damage equal to the highest possible roll on your superiority die.

### CREDITS

**Barbarian: Path of the Strongman.** subclass by u/reaglesham.

'Freakshow'. artwork by Xavier Ward.

'Wolfgang'. artwork by Htg17.



## FEATS OF STRENGTH

The feats of strength are presented in alphabetical order.

**Bull Rush.** When a creature friendly to you that you can see or hear is hit with a melee weapon attack, you can use your reaction and expend one superiority die to move up to half your movement speed towards the attacking creature. Roll your superiority die. Your ally gains temporary hit points equal to the superiority die roll + your Charisma modifier.

**Brute Force.** In your mind, the simplest solution is often the best solution, and strength is often more productive than delicacy and skill. When you make an Dexterity (Acrobatics or Sleight of Hand) check or a Dexterity saving throw, you can expend one superiority die, and add the superiority die to the ability check.

**Cannonball Catch.** You can use your reaction and expend one superiority die to deflect or catch the projectile when you are hit by a ranged weapon attack. Roll your superiority die and reduce the damage taken by the number rolled + your Strength modifier.

**Chainbreaker.** Whenever you fail a saving throw or Strength (Athletics) contest that would cause you to be grappled or restrained, you can use your reaction and expend one superiority die to reroll it and use the new roll. Add your superiority die to this roll.

**Charging Strike.** When you use your action to Dash, you can expend one superiority die and use a bonus action to make one melee weapon attack. If you hit, you add the superiority die to the attack's damage roll.

**Driving Force.** When you are grappling a creature, you can expend one superiority die and move an additional number of feet equal to twice the number rolled (rounded down). This effect lasts until the grapple ends, or until the start of your next turn (whichever is sooner).

**Gentleman's Bout.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to challenge the target to a duel. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Giant Strength.** You can expend one superiority die to grant yourself the ability to grapple and shove creatures two sizes larger than yourself. On a successful grapple or shove, roll the superiority die. The target takes bludgeoning damage equal to the number rolled. The ability to use the grapple or shove action in this way lasts until you attempt either a grapple or a shove, or until the start of your next turn (whichever is sooner). If you are still grappling the target at the start of your next turn, you can maintain it until the grapple ends.

**Hammer Toss.** When you make a ranged weapon attack with a thrown weapon, you can expend one superiority die to attack at long range without imposing disadvantage on your attack roll. If you hit, you add the superiority die to the attack's damage roll.

**Inspiring Strength.** When a friendly creature who can see or hear you makes a Strength check or saving throw, you can use your reaction and expend one superiority die to grant them a bonus to their roll equal to the superiority die roll.

**Iron Jaw.** When you are hit with a weapon attack, you can use your reaction and expend one superiority die to add the number rolled to your AC against the triggering attack. Your AC returns to normal once this attack is complete, regardless of whether it hits or misses.

**Strongman's Lift.** When you successfully grapple a creature, you can expend one superiority die to powerfully grip and lift it into the air. Roll the superiority die. The target takes bludgeoning damage equal to the number rolled + your Strength modifier and is restrained while grappled in this way.

**Stonebreaker.** When you hit an object or structure with a melee weapon attack, you can expend one superiority die and add it to the attack's damage roll. The total damage from the attack is then doubled.

**Overhead Throw.** When grappling a creature, you can expend one superiority die and use a bonus action on your turn to throw the creature in any direction. You throw the target up to 15ft in a direction of your choice. If the thrown target strikes a creature or object, such as the wall or floor, the target takes 1d6 + your Strength modifier bludgeoning damage. Add your superiority die to this damage roll. If the target strikes a creature, that creature must succeed on a DC 10 Dexterity saving throw or take the same damage and be knocked prone.

**Steelbreaker.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to bend its weapon out of shape. You add the superiority die to the attack's damage roll, and the target must make a Dexterity saving throw. On a failed save, its weapon is bent and disfigured and any attacks made with the weapon roll with disadvantage. The creature can use its action to make a Strength check against your Feat of Strength Save DC to knock the weapon back into shape. On a success, attacks made with the weapon no longer roll with disadvantage.

