

Path of the Juggernaut

A barbarian supplement for the world's greatest roleplaying game

by Alexander Krause-Leipoldt

For use with the 5th edition *Player's Handbook*



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PATH OF THE JUGGERNAUT

A man can be hustled. A man can be hampered. A man can be wounded and crippled. Some men can be frightened and most can be broken. But never can a man be stopped from moving, from hauling himself through great dangers, toils and snares to achieve the unachievable, to sustain the unsustainable and to be ablaze with glory at last. Only in death does a man's heart cease its beat.

IMPERTURBABLE HULK

Starting when you choose this archetype at 3rd level, you add your barbarian level to your Strength score when determining your carrying capacity and the weight you can push, drag or lift. This applies before any size multipliers.

Additionally, while you are raging, moving through difficult terrain doesn't cost you extra movement and you gain a climbing speed equal to your walking speed.

BULWARK

Beginning at 6th level, you become an impregnable obstacle for your foes. At the start of each of your turns, you gain temporary hit points equal to your Constitution modifier (minimum of 1) if you aren't incapacitated.

STOMP THE YARD

By 10th level, you have become an unstoppable force on the battlefield and only the mightiest foes can halt your motion. You gain the following option when using the Shove action:

Stampede. Using the Shove action on your turn to knock down a hostile creature, you can force the creature to use Strength (Athletics) for the contest. If you win, the creature is knocked prone and takes bludgeoning damage equal to your Strength modifier. Until the end of your turn, you can also move through the prone creature's space without an ability contest and you don't provoke attacks of opportunity from it. Using Stampede requires you to move at least 10 feet in a straight line towards the target right before shoving it.

ACCELERATED BIORHYTHM

Starting at 14th level, you add half your Constitution modifier (rounded down) to your initiative rolls and to your death saving throws.