

## PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

### PATH OF THE BRAWLER

Barbarians following the Path of the Brawler adhere to a more pure (in their eyes) expression of strength and combats prowess. Indeed, the Brawler runs headlong into danger with naught but his fists, his feet, and his impossibly thick skin. Brawlers are often a boastful bunch, and are never without stories detailing their latest triumph.

#### BRAWLER

At 3rd level, you learn the greatest secret of unarmed combat: namely, hitting the other guy harder than he hits you. While you are unarmed and not wearing medium or heavy armor, you gain the following benefits:

- While raging, when you make an unarmed strike, you can take a -5 to your attack roll to deal an additional 10 damage.
- Starting at 6th level, your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.
- Your unarmed strikes deal 1d4 bludgeoning damage. While you are raging, your unarmed strikes deal increased damage as shown on the table below:

#### BRAWLER UNARMED STRIKE DAMAGE

Barbarian Level	Unarmed Damage
3rd	1d6
6th	1d8
10th	1d10
14th	1d12

#### OWLBEAR WRESTLER

Starting at 6th level, you gain advantage on grapple checks against creatures of your size and smaller. While raging, you are considered one size larger for the purposes of grappling, and you can attempt to grapple creatures of any size category.

While you have a creature grappled, you can use a bonus action to automatically shove that creature. If you choose to shove the creature away from you, you may move them a number of feet equal to 3 times your Strength score. You can choose to maintain your grapple, moving with the creature as far as you shove it.



#### HEAVYWEIGHT CHAMPION

At 10th level, your great deeds and astounding feats of strength grant you a reputation that often precedes you. You gain proficiency in both Intimidation and Persuasion, and you can use your Strength bonus instead of your Charisma bonus on these checks.

#### HAYMAKER

At 14th level, you learn to pour all of your considerable might into a single, devastating strike. When you take the attack action on your turn, if you make all of your attacks against the same creature, you send them flying. The creature is shoved either straight up or straight away from you, and is moved 5 feet for every 10 points of damage it took from your unarmed strikes this turn. If the creature strikes a hard surface before moving the full distance, it takes 1d6 additional damage for every 10 feet remaining. If the creature is shoved straight up, it falls if it has no means to stay aloft.