

Battlerager Redux



Delightfully designed and drafted by dwarfs of the Sword Coast, the Path of the Battlerager are for the mad muscular menaces with a penchant for piercing. They daringly don dastardly spiked armor and recklessly rampage with no distressing dismay of death. Using their armor as a weapon they pin, poke, and pierce their foes like a living iron maiden.

Battlerager Training

When you choose this path at 3rd level, your perpetual practice with panoplies of prickly armor begins to pay off. You gain the ability to use spiked armor as a weapon and may use your Constitution modifier instead of Dexterity modifier to determine your AC when wearing spiked armor. The maximum amount of your modifier you can add to the armor's AC increases to a max of +3 at 3rd level, +4 at 6th level, +5 at 14th level, and no maximum at 20th level

While you are wearing spiked armor, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. You use your Strength modifier for the attack and damage rolls. If the attack hits, the spikes deal piercing damage equal to 1d6 + your Strength modifier. This damage increases to 2d6 at 6th level.

Additionally, when you use the Attack action to grapple a creature, the target takes piercing damage equal to 1d4 + your Strength modifier if your grapple check succeeds. You may repeat this damage again at the start of your turn, no action required, as long as you still have the creature grappled. A bonus action you may increase this damage by an amount equal to your Constitution modifier.

A creature that grapples you takes 1d4 piercing damage at the start of each of its turns while it has you grappled.

Battlerager Charge

Beginning at 3rd level, you can take the Dash action as a bonus action while you are raging.

Reckless Abandon

Beginning at 6th level, when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends.

Enhanced Armor

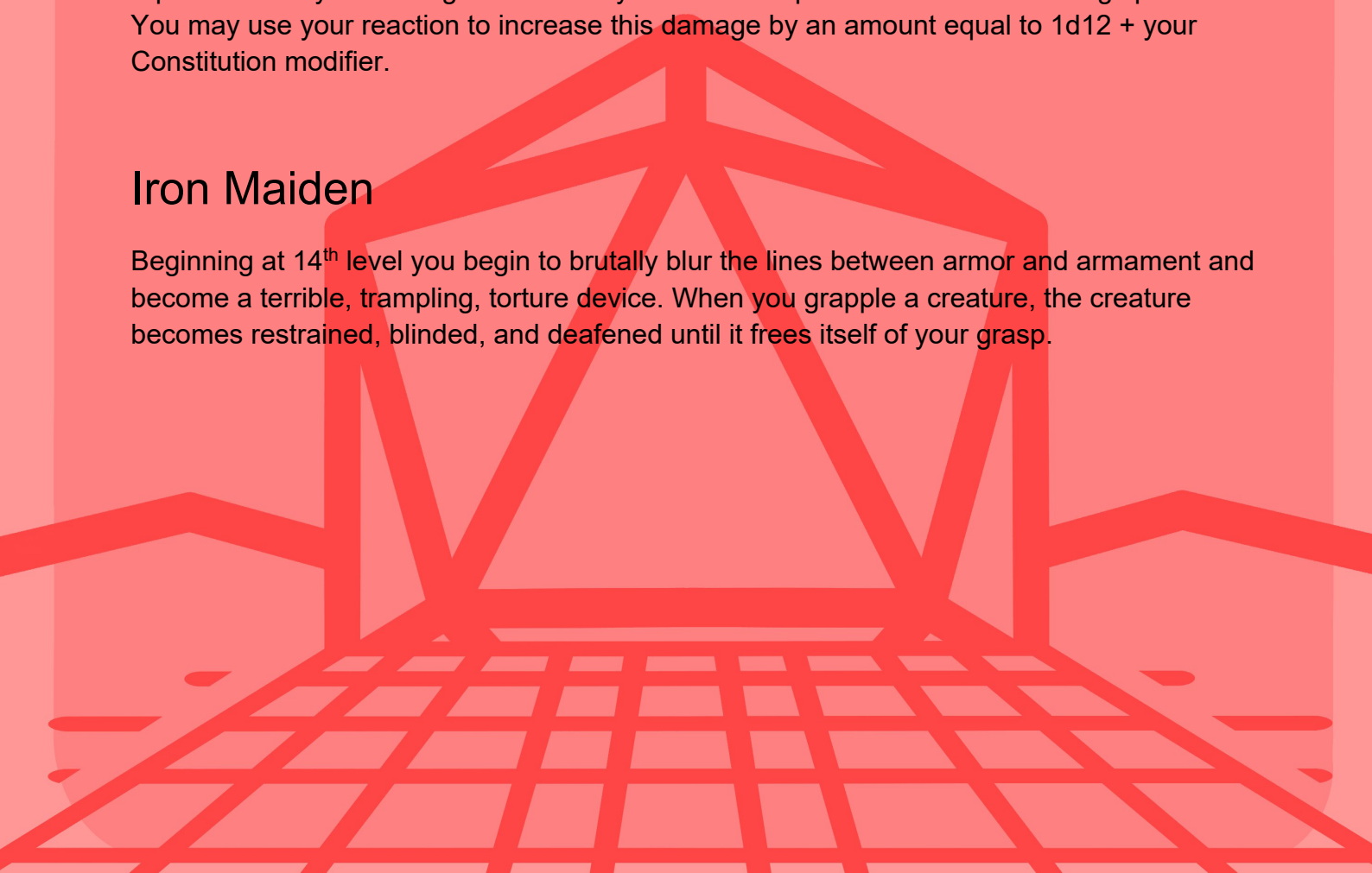
Also at 6th level, your petrifying piercing power pokes through even magical defenses. Any damage you deal from your spiked armor is considered magical for the purposes of overcoming resistance and immunity. If that armor has a magical bonus, you may apply that bonus to any attack and damage rolls made using the armor.

Spiked Retribution

Starting at 10th level, you can punish puny perpetrators when they pummel you. When a creature within 5 feet of you hits you with a melee attack, the attacker takes piercing damage equal to 2d4 + your Strength modifier if you aren't incapacitated and are wearing spiked armor. You may use your reaction to increase this damage by an amount equal to 1d12 + your Constitution modifier.

Iron Maiden

Beginning at 14th level you begin to brutally blur the lines between armor and armament and become a terrible, trampling, torture device. When you grapple a creature, the creature becomes restrained, blinded, and deafened until it frees itself of your grasp.



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