

Dreadnought

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Path of the Dreadnought

Many warriors use weapons and armor forged from iron to battle their foes but only a special few carry iron in their souls. The relationship of flesh and metal has long facilitated violent conflict and those who have come to a deep awakening to this relationship, embodying it's power, are the dreadnoughts.

Level 3. Iron Mien.

The spirit of iron inside you has transformed not only your demeanor but your body as well.

Dreadnought's Fist. Your body is a weapon with which you can make special melee attacks. Your Dreadnought's Fist is treated as a Martial melee weapon with the Heavy and Versatile properties that deals 1d8/2d6 bludgeoning damage. When you gain this feature, you can choose for this weapon to have the Topple, Cleave, or Nick weapon mastery property and can change this property whenever you enter a rage. If you're raging and attack with Dreadnought's Fist, you double the damage dealt by your Rage Damage Bonus. This weapon is treated as an Unarmed Strike for the purposes of magic items that enhance Unarmed Strikes.

Iron Fortress. When you enter a rage as a Bonus Action, and at the beginning of each of your turns while raging, you gain a number of Temporary Hit Points equal to twice your Rage Damage Bonus.

If you begin your turn Frightened while your rage is active, you can expend these Temporary Hit Points to remove the condition immediately after you gain them.

Level 6. Iron Ward.

Once per Rage, you can evoke the spirit of the dreadnought to power through an attack. If you have at least one hand free when hit with a ranged or melee attack, you can make an attack roll with Dreadnought's Fist as a Reaction, adding a bonus to the roll equal to your Rage Damage Bonus. Compare the result of this attack roll to the one that hit you. If your result exceeds the attacker's result, you hit with the attack and ignore any damage or effects of the attack that hit you. If your attack roll does not exceed that of the attacker, your attack misses, you take damage from the triggering attack, and the use of this feature is not expended.

Level 10. Ironheart.

While your Rage is active, if you begin your turn Grappled, Restrained, or Stunned, you can immediately expend the Temporary Hit Points you would gain from Iron Fortress in order to remove any effects that inflict one of these conditions. You can use this feature a number of times per Rage equal to your Rage Damage Bonus.

Level 14. Dreadnought's Rampage

You can use Iron Ward a number of times equal to your Rage Damage Bonus each time you Rage.