DUALINK

Path of the Iron Body

Barbarian Subclass



One Piece Edition

Path of the Iron Body

For some barbarians, rage is frenzy. For others, it is hatred, instinct, or bloodlust. For those who follow the Path of the Iron Body, rage is defiance.

These warriors do not evade the enemy's strongest blow. They invite it. They plant their feet, bare their chest, and demand that their foe prove worthy of moving them. Every scar becomes testimony. Every shattered shield and trembling blade becomes another argument in a philosophy written upon the body: *If you cannot break me, you cannot defeat me.*

An Iron Body barbarian is often unnervingly calm beneath their fury. They laugh after suffering terrible wounds. They insult opponents who strike too softly. Some refuse to acknowledge an injury until the battle is finished. Others deliberately place themselves before the largest creature on the battlefield simply because allowing it to pass would be an admission of weakness.

Their bodies are formidable, but flesh alone does not define this path. An Iron Body is dangerous because its wielder possesses the arrogance, discipline, and sheer refusal required to stand where every instinct says to move.

3rd Level: Iron Stance

When you choose this path at 3rd level, you learn to root yourself against the violence of the battlefield. While you are raging, you can assume an Iron Stance at any point

on your turn (no action required). Your Iron Stance lasts until the start of your next turn or until your rage ends. While in this stance, your speed is 0, and you can't willingly move.

In addition, you can't be knocked prone or moved against your will unless the source of the effect is a creature at least two sizes larger than you.

Iron Rebound

Also at 3rd level, while you are in your Iron Stance, when a creature within 5 feet of you hits you with a melee attack, you can use your reaction after taking the damage to turn the force of the blow against the attacker.

The creature must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be pushed up to 10 feet directly away from you and knocked prone. A creature at least two sizes larger than you automatically succeeds on this saving throw.

You still take the triggering attack's damage.

You can use Iron Rebound a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

6th Level: Answer the Challenge

Beginning at 6th level, a creature that harms you earns your undivided attention and finds it difficult to ignore you afterward. While you are raging, when a creature you can see

deals damage to you, you can challenge that creature. No action is required. Until the start of your next turn, the challenged creature has disadvantage on attack rolls against creatures other than you while it can see you and you are within 30 feet of it.

You can have only one creature challenged by this feature at a time. If you challenge another creature, the previous challenge immediately ends. The challenge also ends if you are incapacitated or your rage ends. This feature doesn't compel the creature to attack you. It can retreat, use an effect that requires a saving throw, or otherwise act normally.

10th Level: Is That All?

By 10th level, pain has ceased to command your body or your spirit. When you take damage while raging, you can immediately repeat a saving throw against one effect causing you to be charmed or frightened, ending that effect on yourself on a success. You can repeat only one saving throw in this way each turn.

If the effect didn't originally allow a saving throw, this feature has no effect on it.

A Body That Speaks

Also at 10th level, your scars and physical presence carry an authority of their own. You gain proficiency in the Intimidation skill. If you already have proficiency in that skill, your proficiency bonus is doubled for any ability check you make using it.

In addition, whenever you make a Charisma (Intimidation) check, you can use your Constitution modifier

in place of your Charisma modifier. Your intimidation need not be a threat. Standing after an impossible blow, crushing an object in your hand, or silently inviting someone to strike you can communicate more than words ever could.

14th Level: Break Yourself Against Me

At 14th level, your refusal to yield has reached an almost monstrous degree. Giants crash against you. Monsters discover that their own strength betrays them. Those foolish enough to strike you at close range learn that your body is not merely a wall. It is a weapon.

While you are raging, your Iron Stance can prevent you from being knocked prone or moved against your will regardless of the size of the creature causing the effect.

In addition, when a creature within 5 feet of you hits you with a melee attack while you are in your Iron Stance, you can use your reaction after taking the damage to make one melee weapon attack against that creature. After the attack is resolved, you can also use Iron Rebound against that creature as part of the same reaction, expending a use of it as normal.

If your retaliatory attack hits, the creature has disadvantage on its Strength saving throw against that use of Iron Rebound.

The Iron Body in Battle

An Iron Body barbarian fights differently from most barbarians.

Your instinct is not always to chase. Find the place the enemy must pass through. Stand there.

Reckless Attack invites the enemy to strike you. Answer the Challenge punishes enemies who strike you and then attempt to attack someone weaker. Iron Stance makes positioning a deliberate commitment rather than a passive defense. Iron Rebound turns enemy aggression into battlefield control. At high levels, Break Yourself Against Me completes that behavior. The enemy can still attack you. Indeed, attacking you may remain the correct tactical choice. It simply becomes unpleasant.

The subclass doesn't make you invulnerable. It makes you obnoxiously unwilling to behave like someone who should be injured.

Iron Body Mannerisms

Followers of this path often develop distinctive habits. You might adopt one or invent your own.

d6 · Mannerism

1 · You congratulate an enemy who manages to make you bleed.

2 · You refuse to wipe blood from your face until the battle ends.

3 · You become visibly offended when an enemy chooses to attack someone else.

4 · Before confronting a powerful foe, you remove unnecessary armor because you consider it insulting.

5 · You keep a private record of every creature that has ever knocked you down.

6 · When someone threatens you, you offer them the first strike.