

MARTIAL ARCHETYPE: DESTROYER

Destroyer represents the many unarmed disciplines found throughout the multiverse, hulking brawlers with and titans on the battlefield. While many also use weapons, most Destroyers would prefer to tear down the stone towers of their enemies with bare hands. Destroyers can often be found making coin in fighting pits, mercenary companies, and as living siege weapons. So potent is their will, they can bend the very reality of magical weapons to serve them better

Level	Features
3rd	Breaching Charge, Fists of Stone
7th	No Greater Weapon Than These
10th	Flesh of Steel
15th	Unstoppable Force
18th	Instruments of Destruction

BREACHING CHARGE

When you select this archetype at 3rd level, your speed increases by five feet, and you can move across difficult terrain made of earth or stone without expending extra movement. One of your most distinct pleasures is being first through the wall.

FISTS OF STONE

Additionally, at 3rd level, your fists have become as stone - Your unarmed strikes are considered martial melee weapons with the light property that you are proficient with, and deal bludgeoning damage equal to 1d6 + your Strength modifier. For the purposes of making offhand attacks, your fists count as you holding a light melee weapon in each hand.

Before you make an unarmed strike using Strength, you can choose to take a penalty equal to your proficiency bonus to the attack roll. If you do so and the attack hits, it deals additional damage equal to twice your proficiency bonus. If you attack an object with this ability, you do not suffer the attack roll penalty.

Your unarmed strike damage die increases to 1d8 at level 10, and 1d10 at level 18

NO GREATER WEAPON THAN THESE

At 7th level, at the end of a long rest, you can transfer the enchantment from a non-intelligent magic weapon into your body. One of your fists (your choice) gains the numerical bonuses and additional abilities of the weapon, which embeds itself into your forearm.

The base damage of the weapon is discarded, along with all mundane properties (damage type, two-handed, heavy, finesse, etc) and you use your own unarmed strike damage instead. The weapon requires attunement, even if it normally would not, and it cannot be removed except willingly by you at the end of a short or long rest. You can absorb the abilities of up to two weapons in this manner (one for each fist).

When you have a weapon bonded in this way, it will manifest conspicuously - commonly this means a tattoo, your skin fading to a metallic sheen, or a segmented gauntlet, though you may choose a different manifestation.

FLESH OF STEEL

Starting at 10th level, If any spell or effect allows you to repeat its saving throw against it at the end of your turn, you can make the save at the start of each of your turns instead.

Your unarmed strikes deal double damage to Objects and structures.

UNSTOPPABLE FORCE

Upon reaching 15th level, when you use your Indomitable class feature, you gain temporary hit points equal to your fighter level. If you succeed on the saving throw, you may immediately move up to your movement speed towards the creature or effect that imposed it.

INSTRUMENTS OF DESTRUCTION

At 18th level, your ferocity is unmatched. When you take a penalty to your attack roll using your Fists of Stone feature, The bonus damage is triple your proficiency bonus instead of double, and your target must make a Constitution saving throw against a save DC of 8+Strength modifier + proficiency bonus or suffer one level of exhaustion. A target may receive multiple levels of exhaustion in this way, all of which end at the start of your next turn. This effect cannot make a target exceed three levels.

Additionally, you treat constructs as objects for purposes of attack and damage resolution with your unarmed strikes.

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