

## Brute: Crippler

*Crippers are quintessential brutes, those who aim to hurt their enemies more by hurting them in more ways than one with their cruel attacks, powered by more advanced weapon techniques than most brutes.*

### Crippling attack

At 2nd level, you are able to strike your enemies in such a way to leave them reeling in pain.

**Crippling attack save DC** = 8 + your proficiency bonus + your Strength modifier

Once on each of your turns when you hit a creature with a weapon attack that deals your Brutal Attack damage, you can impose one of the following effects on them:

- **Blinding attack.** The creature must succeed on a Constitution saving throw or be blinded until the end of your next turn.
- **Dislodging attack.** The creature must succeed on a Strength saving throw or be forced to drop one item of your choice that it's holding, or one tiny object it is wearing that you can see. On a failed save, the object is also flung 10ft horizontally in a direction of your choice.
- **Embarrassing attack.** The creature must succeed on a Charisma saving throw or take 1d6 additional psychic damage from the attack. At 10th level, this damage increases to 2d6.
- **Flooring attack.** The creature must succeed on a Dexterity saving throw or fall prone and have their movement speed reduced by 10ft until the start of your next turn.
- **Frightening attack.** The creature must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn.
- **Threatening attack.** The creature must succeed on an Intelligence saving throw or be charmed by you until the end of your next turn, or until you or one of your companions deal any damage to the creature.

Once a creature has failed the saving throw for one of these effects, it has advantage on the saving throw for that same effect for the next hour.

If the attack was a critical hit, the creature automatically fails any saving throw the crippling attack forces them to make.

### Brutal Speciality

At 6th level, you are particularly good at the things you specialise in. Choose one skill of your skill proficiencies that doesn't use Intelligence or Wisdom. Your proficiency bonus is doubled for any ability check you make that uses that skill, and all ability checks you make with that skill are made with advantage.

### Critical Crippler

At 10th level, your weapon attack score a critical hit on a roll of 19 or 20.

### Extra Brutal

At 14th level, you have mastered your crippling techniques to the extent that you can use multiple at once. When you use your Crippling Attack feature, you can force the creature to experience two of the effects instead of just one. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Additionally, creatures can no longer benefit from advantage on saving throws against the effects of your crippling attack feature.