

Brute: Ganger

Some brutalists forge, through some means or another, a mystical bond with another creature so that, together, they may more effectively wreak their brutality. Those who do must live the Ganger Brutality.

Brutal Companion

At 2nd level, you have magically formed a spiritual bond with a creature to aid you in your brutality. You can perform a 10 minute ritual to call forth your Brutal Companion. It appears within an unoccupied space of your choice within 30ft of you. If you already have a companion from this feature, it vanishes when the new companion appears.

The companion is friendly to you and your companions and obeys your commands. Choose its stat block-Grounded Companion or Aerial Companion-which uses your proficiency bonus (PB) in several places. You also determine the kind of being the companion is, choosing a kind appropriate for the statblock. Whatever kind you choose, the companion bears mystical markings, indicating its supernatural origin.

In combat, the companion acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the companion to take the Attack action. If you are incapacitated, the companion can take any action of its choice, not just Dodge.

When you gain this subclass at 2nd level, you choose which statblock to use, along with the creature type of the companion, choosing from either Aberration, Beast, Celestial, Dragon, Elemental, Fey, Fiend, Ooze, or Plant. Its creature type is reflected in its appearance.

Grounded Companion					
Large					
Armor Class: 13 + PB (natural armor)					
Hit Points: 5 + five times your brute level (the companion has a number of Hit Dice [d8s] equal to your brute level)					
Speed: 30 ft., climb 30 ft, swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	8 (-1)
Senses: darkvision 60ft., passive Perception 12					
Languages: understands languages you speak					
Challenge: ---					
Proficiency Bonus (PB): equals your bonus					
Actions					
Binding Attack. <i>Melee Weapon Attack:</i> +3 plus PB to hit, reach 5 ft., one target. Hit: 1d4 plus PB force damage. If the target is a creature, the creature must succeed on a Strength saving throw (DC = 11 + proficiency bonus) or be grappled (DC = 11 + proficiency bonus). Until this grapple ends, the target is restrained and the companion can't use this attack on another target.					

Aerial Companion					
Medium					
Armor Class: 12 + PB (natural armor)					
Hit Points: 5 + four times your brute level (the companion has a number of Hit Dice [d8s] equal to your brute level)					
Speed: 10 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	8 (-1)
Senses: darkvision 60ft., passive Perception 12					
Languages: understands languages you speak					
Challenge: ---					
Proficiency Bonus (PB): equals your bonus					
Flyby: The companion doesn't provoke opportunity attacks when it flies out of an enemy's reach.					
Actions					
Shredding Strike. <i>Melee Weapon Attack:</i> +3 plus PB to hit, reach 5 ft., one target. Hit: 1d8 plus PB force damage.					

Circle of Favor

At 6th level, you and your companion know how to keep each-other safe. If both you and your companion make an attack against the same creature during your turn, your companion gains a bonus to all ability checks and saving throws it makes equal to your proficiency bonus until the end of your next turn, and both of you gain advantage on Dexterity and Wisdom saving throws until the end of your next turn.

Ruthless Companion

At 10th level, your companion grows more powerful. Your companion gains the following benefits:

- Its attacks deal 1d6 additional damage.
- Its attacks deal double damage to objects and structures.
- It gains advantage on Strength (Athletics) checks, and it counts as two sizes larger when determining its carrying capacity and the weight it can push, drag, or lift.

Fast Flank

At 14th level, you and your companion are always prepared for combat. While your companion is alive, you gain the following benefits:

- You gain advantage on initiative rolls.
- During your first turn of each combat, you and your companion's speeds are increased by 10ft.
- The first attack that either of you make is made at advantage. If that attack hits, it deals 1d10 additional damage.