

*Some barbarians hone martial skills and precision more precise than others in order to hurt their foes more effectively. When a barbarian who follows this path rages, the barbarian can attack more cruelly in order to injure their foes in more debilitating ways.*

## Crippling attack

At 3rd 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 per turn while you are raging and you hit a creature with a weapon attack, 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 1d10 additional psychic damage from the attack. At 10th level, this damage increases to 2d10.
- **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.

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

## Cruel Action

At 6th level, you have become unnaturally swift with your hands in combat. You can take a bonus action on each of your turns in combat. This action can be used only to take the attack action and make one attack which must be a Disarm, Grapple, or Shove attack.

## Critical Crippler

At 10th level, your rage grants you the determination for an otherworldly level of precision. While you are raging, 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 at once instead of just one.