

Brute: Punisher

Brutes who live by the Punisher Brutality know that patience is the key to finding the right moment to act, hitting enemies hard when they aren't ready for it.

Sidestep

At 2nd level, you learn to take advantage of gaps in your enemies offense to reposition yourself. When an attack roll misses you, you can immediately move up to 10ft in any direction. This movement does not provoke attacks of opportunity.

Punishing Riposte

At 6th level, you are able to capitalise on the openings your defense creates in your enemies. When a creature misses you with a melee attack, you can use your reaction to make one attack against that creature.

Fast Footed

At 10th level, you learn to fight more defensively without sacrificing offense. You can take the Dodge action as a bonus action, and you can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Quick Snatch

At 14th level, you are always ready to take away an enemies means of attacking. When a creature within your reach drops an item that they were holding, you can use your reaction to pick up the item with a free hand, and you can also stow it. This can be part of the same reaction with which you used your Punishing Riposte, immediately after.