

BRAWLER CAREER OF THE INVENTOR

Many great inventors go entirely without magic, forming their place in the ages and history books by sheer technical prowess and practical skillset. Brawler inventors are often most noted by bulky armor and ingenious designs, bridging the gap they might have in physical skills compared to other Brawlers.

INVENTION

Inventions empower inventors, with these great, self-made tools fulfilling the needs of other Brawler abilities, as well as adding more. At level 3, you become proficient with heavy armor you have made.

In addition, starting at the same level, when a Brawler ability calls for you to use Strength or Dexterity, including for attack and damage rolls with improvised weapons, you may instead use Intelligence. This effect does not apply to your AC.

ELECTRIC INVENTION

Beginning at level 11, you can make an electrified item. You do this as a use of your Crafting ability. This can be an improvised weapon of any sort. When you hit any enemy with this item, if you roll a Stunt Die, you may choose to deal lightning damage instead of the item's normal damage type. If you do this, add the number rolled to the damage roll. This also prevents the target from taking bonus actions or reactions until the end of your next turn.

You may use this ability once between long rests without expending the Stunt Die rolled.

ARCANE-REPELLING CREATION

At level 17, you have made an item that protects you and your allies from magical effects. Whenever you or a creature within 15 feet of you is attacked with a magical spell attack or subjected to a saving throw against a magical effect, you may expend a Stunt Die, as your reaction, to add the number rolled to the saving throw, or, to subtract the number rolled from the attack roll.

You may use this ability once between long rests without expending the Stunt Die rolled.