

Description:

There are very few situations that hitting the right person can not solve. When in doubt, it tends to be best to hit multiple people.

When high society ninnys need someone for looming, you're the one they spill coins to, and if you get to rough up a couple other ninnys while the first lot pay you, even better.

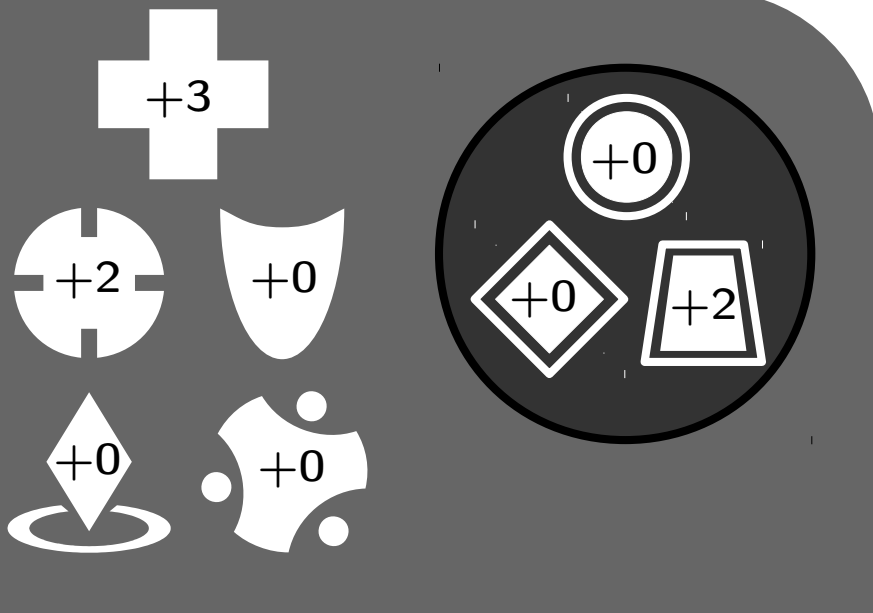
Life is good.

Strategy:

The Brute class provides a good balance between damage and durability and is one of the most balanced combat classes- effective both against large groups and other heavy hitters. As a class it combines particularly well with Fortress and Martial Artist.

Starting Bonuses:

- ☐ +4 strength
- ☐ +2 endurance
- ☐ +1 attack when unarmed, or using bludgeoning weapons.
- ☐ Your hands count as 3d4 bludgeoning weapons.
- ☐ **Equipment:** 4d4 Table leg.
- ☐ **Equipment:** A bottle of cheap booze.



Character details:

Some questions to consider.

Describe one important object you have destroyed. Why did you destroy it? What did the owners think of this? _____

Pick a teammate and describe a character that both you and them know in common. Say how you relate to this character. Ask your teammate how they relate to the character. _____

Are you a leader, a loner, a minion, or something else? _____

How many bar brawls have you been in? What is your weapon of choice in a bar brawl? Describe one bar you have caused trouble in. _____

Please keep a list of all the inanimate objects you have broken during your campaign here:

Eats Nails For Breakfast

Each time you level up, gain one hit point.

SMASH

Whenever attacking with a bludgeoning melee weapon you may yell "SMASH!". If you do, take a -2 penalty on your attack roll, but gain a +2 bonus to damage.

It's Fun To Break Things

Whenever attacking unattended inanimate objects, automatically deal triple damage.

Break Guys With Things

Requires 'It's Fun To Break Things'

You can use pretty much anything as an improvised weapon. You never suffer any penalty for using improvised weapons. Deal +2 damage with improvised bludgeoning weapons, get +1 crit multiplier for piercing weapons, +1 critical defense range with slashing weapons, and +2 ATK with thrown weapons. Increase the save DC used to resist or avoid any improvised tech weapons you use by 3 (for example, Molotov cocktails, or a Tinker's gadgets)

Shake 'em Down

Gain +2 on Command checks whenever you are leaning explicitly on intimidation. Gain +5 instead if you are in a position to *literally* pick up and shake your target.

Brawler

Requires one brute feat

Gain a +3 bonus on any combat maneuvers involving strength. This includes attempts to grapple, shove, throw or otherwise push around your enemies. Gain a +3 bonus on defense whenever anyone attempts such tricks against you.

Armor B' Gone

Requires three brute feats

Whenever attacking an armored opponent, if damage reduction applies, reduce that damage reduction by two after each successful attack. (IE, if you hit them with a hammer it will dent mech armor, but has no effect on a bullet proof vest) This effect is cumulative, and can only be removed with a DC 15 craft+engineering check, and plenty of time.

Hammer and Anvil

Requires one brute feat

Whenever you deal damage with a bludgeoning weapon, if your opponent has a wall (or other solid surface) behind them, you may bash them against it, dealing an additional 2 damage.

Rage

Whenever someone deals you damage, you gain a +2 damage bonus against them until the end of your next turn.

Clear the Floor

Requires one brute feat

Each turn, if your first attack with a bludgeon succeeds, you may make a second attack against a different nearby opponent.

Ragdoll Physics

Requires two brute feats

Whenever you hit an opponent for ten or more damage, they must make a reflex or fortitude save (their choice) vs your damage. If they pass by less than five, then they are knocked back one meter. If they fail by more than five, they are knocked prone.

Smack 'em Senseless

Requires two brute feats

Whenever you hit an opponent for ten or more damage, they must make a will or fortitude save (their choice) vs your damage. If they pass by less than five, then they lose one beat on their next turn. If they fail by more than five, they lose two beats.

If you also have Ragdoll Physics, then your target cannot choose Fortitude for both their saves.