

BRUTE

Class Sheet

Description: A muscle-bound individual who smashes any obstacle

Weapon(s): Hammers

Starting Weapon: Basic Hammer (1H, d8)

Starting Equipment: None

Moves:

- ☐ **Brute Force:** Use Brawn instead of Melee for melee attacks.
- ☐ **Grapple:** Roll+Brawn to hold an enemy in place. +2 to next roll against that enemy.
- ☐ **Intimidate:** Can roll Brawn instead of Diplomacy to convince.
 - ☐ **King of Beasts:** Can intimidate animals to make them run away.
- ☐ **Thick-Skinned:** +2 natural armor.
- ☐ **Throw Hammer:** Roll+Brawn to throw a hammer and have it return.
- ☐ **Thunderous Blow:** When attacking with your hammer, add 1d4 Lightning damage.
- ☐ **Monster Killer:** +2 to Melee when attacking a monster enemy.

Wilderness Savagery: +2 to Resilience rolls within a particular region type

- ☐ **Flatlands:** Plains, deserts, and flat tundra.
- ☐ **Woodlands:** Forests and jungles.
- ☐ **Depths:** Water, swamps, and beaches.

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Blood of Enemies (5 SP):** Enter a state where you may only Melee enemies. For every successful attack, gain 2 HP.