

BRUTE

Class Sheet

Description: A muscle-bound class who smashes any obstacle with their hammer

Weapon(s): Hammers

Starting Weapon: Basic Hammer (1H, d8)

Class Prerequisites: Knight, Warrior

Moves:

- ✓ **Brute Force:** Use Brawn instead of Melee for melee attacks.
 - ☐ **Intimidate:** Can roll Brawn instead of Diplomacy to convince.
 - ☐ **Throw Hammer:** Roll+Brawn to throw a hammer to attack and have it return.
 - ☐ **Thunderous Blow:** When attacking with your hammer, you may add 1d4 Lightning damage.
- 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. State ends after combat has ended.

