

BRUTE

Class Sheet

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

Weapon(s): Hammers

Starting Weapon: Basic Hammer (1H, d8)

Moves:

✓ **Brute Force:** Use Brawn instead of Melee for melee attacks.

☐ **Intimidate:** Can roll Brawn instead of Diplomacy to convince.

☐ **King of Beasts:** Can intimidate animals to make them run away.

☐ **Thick-Skinned:** +1 natural armor.

☐ **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.

☐ **After Shock:** Lightning damage can be split amongst multiple enemies

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.