

Brute: Hellcaster

Brutes who take up the Hellcaster Brutality have an inclination towards magic and understand how to use it to both bolster their martial abilities and as a force of destruction in its own right.

Hellcaster Spellcasting		Spell Slots Per Spell Level			
Brute Level	Spells Known	1st	2nd	3rd	4th
2th	2	2	-	-	-
3th	2	2	-	-	-
4th	3	3	-	-	-
5th	3	3	-	-	-
6th	3	3	-	-	-
7th	4	4	2	-	-
8th	4	4	2	-	-
9th	4	4	2	-	-
10th	5	4	3	-	-
11th	5	4	3	-	-
12th	5	4	3	-	-
13th	6	4	3	2	-
14th	6	4	3	2	-
15th	6	4	3	2	-
16th	7	4	3	3	-
17th	7	4	3	3	-
18th	7	4	3	3	-
19th	8	4	3	3	1
20th	8	4	3	3	1

Spellcasting

When you gain this subclass at 2nd level, you have, by some means, come to the ability to cast spells.

Cantrips

You learn 3 cantrips of your choice from any class's spell list (the three needn't be from the same list). These are Hellcaster spells for you.

Spell Slots

The Hellcaster table shows how many spell slots you have to cast your Brute spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Searing Smite and have a 1st-level and a 2nd-level spell slot available, you can cast Searing Smite using either slot.

Spells Known of 1st Level and Higher

You know one 1st-level spell of your choice from the Hellcaster spell list.

The Spells Known column of the Hellcaster table shows when you learn more Hellcaster spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Hellcaster spells you know and replace it with another spell from the Hellcaster spell list, which also must be of a level for which you have spell slots.

Hellcaster Spell list

The Hellcaster Spell list is made up of spells on the Paladin and Ranger spell lists.

Spellcasting Ability

Wisdom or Charisma is your spellcasting modifier (you choose when you gain this subclass) for your Hellcaster spells. You use this ability whenever a spell refers to your spellcasting ability. In addition, you use this ability modifier when setting the saving throw DC for a Hellcaster spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Brutal Spells

At 2nd level, you gain the ability to use your brutality in tandem with your spellcasting. You can use your Brutal Attack feature even on turns in which you cast a spell. Additionally, you can now apply your Brutal Attack to melee spell attacks, despite them not using strength or being two-handed weapon attacks.

Mental Defenses

At 6th level, your magical knowledge has improved your mental defenses. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Forceful Cantrips

At 10th level, you have learned to improve the potency of your spells through your martial technique. When you cast a cantrip, you can add your Constitution modifier to one damage roll of that cantrip. You may not benefit from this feature on the same turn as your Pivoting Slam feature.

Untold Arcanum

At 14th level, you have mastered some magical knowledge beyond your normal magical power. Choose one spell from any class's spell list of 5th level or lower. You can cast that spell as a Hellcaster spell without using a spell slot. You must finish a long rest before you can do so again.