

## Brute: Naturalist

*The naturalist brute believes their body already contains all the power they need to stand on the battlefield, or in the arena. They have trained to fight without the assistance of weapons and armor.*

### Unarmored Defense

At 2nd level, you have learned to forsake armor in favor of physique and technique to avoid damage. While wearing no armor and not wielding a shield, your AC equals 10 + your Strength modifier + your Constitution modifier.

### Brutal Fists

At 2nd level, you have learned to channel your brutal power through your body without need of a weapon. Your unarmed strikes are now able to qualify for your Brutal Attack feature, despite not having the two-handed property. When you add brutal attack damage to an unarmed strike, the damage dice are d12s rather than d10s.

### Otherworldly Strength

At 6th level, your brutality allows your unarmed attacks to be stronger than what should be physically possible. You can roll a d4 in place of the normal damage of your unarmed strike. Additionally, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### Brutal Action

At 6th level, you have become unnaturally swift when it comes to using your body. You can take a bonus action on each of your turns in combat. This action can be used only to take the attack action and make one attack which must be a Disarm, Grapple, or Shove attack.

Additionally, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.

### Skilful Flailing

At 10th level, you can make unarmed strikes effectively even in difficult situations. Your unarmed strikes do not have disadvantage due to the Frightened, Prone, and Restrained conditions or because of squeezing or swimming.

Additionally, while you are not unconscious, you can take an action while incapacitated. This action must be used to take the attack action, with which you can make one unarmed strike, which is made at disadvantage.

## **Naked Speed**

At 14th level, you are more adept at moving while unencumbered. While you aren't wearing armor or wielding a shield, your walking speed increases by 10ft and you gain a climbing and swimming speed equal to your walking speed.