

Brute

You must have a Strength score of 13 or higher in order to multiclass in or out of this class

The Brute			
Level	Proficiency Bonus	Brutal Attack	Features
1st	+2	1d10	Brutal Attack, Adaptive Constitution
2nd	+2	1d10	Brutish Brutality
3rd	+2	1d10	Maneuvering Blow, Stand Strong
4th	+2	2d10	Ability Score Improvement
5th	+3	2d10	Pivoting Slam
6th	+3	2d10	Brutish Brutality feature
7th	+3	3d10	Boundless Fortitude
8th	+3	3d10	Ability Score Improvement
9th	+3	3d10	Horde Cleaver
10th	+4	4d10	Brutish Brutality feature
11th	+4	4d10	Spirit Breaker
12th	+4	4d10	Ability Score Improvement
13th	+5	5d10	Follow Through
14th	+5	5d10	Brutish Brutality feature
15th	+5	5d10	Scourge Of Magic
16th	+5	6d10	Ability Score Improvement
17th	+6	6d10	Bane Of Shadows
18th	+6	6d10	Unbreakable Will
19th	+6	7d10	Ability Score Improvement
20th	+6	7d10	Finishing Blow

Class Features

As a brute, you gain the following class features.

Hit points

Hit Dice: 1d10 per brute level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Point at Higher Levels: 1d10 (or 6) + your Constitution modifier per brute level after 1st

Proficiencies

Armor: All armor

Weapons: Simple weapons, Martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose three from Acrobatics, Athletics, Insight, Intimidation, Nature, Perception, Performance, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Chain mail or (b) Scale mail, or (c) leather armor
- two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

Brutal Attack

At 1st Level, you are able to use your inner strength to empower your attacks. Once per turn, if you haven't moved during that turn, you can deal an extra d10 damage to one creature you hit with a weapon attack using Strength. The attack must use a weapon with the two-handed property.

Dealing this damage reduces your movement speed to 0 until the start of your next turn.

You cannot use this feature on a turn within which you cast a spell.

The amount of extra damage increases as you gain levels in this class, as shown in the Brutal Attack column of the Brute table.

Adaptive Constitution

At 1st level, you are able to adjust your stance to prepare your body for all kinds of damage you may endure. As a reaction when you take damage, you have resistance to 1 damage type of the triggering damage until the start of your next turn.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest.

Brutish Brutality

At 2nd level, you choose to express your combat prowess following a brutish brutality. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Maneuvering Blow

At 3rd level, your Brutal Attacks carry enough force to displace your foes. When you hit a creature with an attack and deal your Brutal Attack to it, you can move it 5ft horizontally to an unoccupied space, provided the target is no more than one size larger than you.

At 10th level, this distance increases to 10ft.

Stand Strong

At 3rd level, you can adjust your footing to deliver more devastating attacks. As a bonus action, you give yourself advantage on your next attack roll using strength on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Pivoting Slam

At 5th level, you've learned how to put your whole body into your attacks. When you hit with a weapon attack for the first time on your turn and that attack used Strength, you can deal additional damage equal to your Constitution modifier (minimum of +1). If this attack was made as part of the attack action, you can make no more attacks as part of that action.

Boundless Fortitude

At 7th level, your physical defenses have extended beyond their normal limits, granting you protection from all manner of attacks. When you make a saving throw while conscious, you gain a bonus to the saving throw equal to your constitution modifier (with a minimum bonus of +1).

Horde Cleaver

At 9th level, you are strong enough to break through the defenses of multiple foes in a single attack. Once on each of your turns immediately after you make a melee weapon attack, you can make another attack using the same weapon against a creature within 5 feet of the original target and within your reach.

Spirit Breaker

At 11th level, you are able to strike uninjured enemies harder than they expect. When you deal damage to a creature who is at their hitpoint maximum, the creature takes an extra d8 damage. If the creature's size is larger than medium, this damage increases by 1d8 for every size above medium the creature is.

Follow Through

At 13th level, you learn to turn your failed attacks into opportunities. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Scourge Of Mages

At 15th level, you have learned ways to best those who use magic. Creatures that are concentrating are vulnerable to the damage from your attacks.

Bane Of Shadows

At 17th level, your reflexes are attuned enough to take advantage of enemies revealing themselves to you. When a creature within your reach who is hidden from you or invisible makes an attack against you, you may make a melee weapon attack against them using a reaction.

Unbreakable Will

At 18th level, you have the uncanny ability to shake off some adverse effects through will alone. When you become blinded, charmed, deafened, frightened, paralyzed, or petrified, you can choose to end the condition immediately and become immune to it until the start of your next turn.

Once you use this feature, you must finish a long rest before you can use it again.

Finishing Blow

At 20th level, you are adept at delivering fatal blows to weak and weakened enemies. When you reduce a creature to below 100 hitpoints with an attack that deals your Brutal Attack damage, you can force it to make a Constitution saving throw (DC = your Strength score). On a failed save, it dies.

Once you use this feature successfully, you must finish a long rest before you can use it again.

When multiclassing into this class, gain the following proficiencies:

Class	Proficiencies Gained
Brute	Light Armor, Medium Armor, Simple Weapons, Martial Weapons, one skill from the class's skill list