

The Brute

Hit Die: d12

Saves: Fort (good), Ref (poor), Will (poor)

Attack: Same as Fighter progression

Requirements:

Base Attack Bonus: +6

Feats: Power Attack, Cleave, Improved Bull Rush, Intimidating Rage

Skills: Intimidate 8 ranks

Special: Rage or frenzy ability

Class Skills: The brute's class skills (and the key ability for each skill) are [Climb](#) (Str), [Craft](#) (Int), [Handle Animal](#) (Cha), [Intimidate](#) (Cha), [Jump](#) (Str), [Ride](#) (Dex), and [Swim](#) (Str).

Skill Points at Each Additional Level: 2 + Int modifier.

L1: Brutish Size I (Powerful Rage), Manhandle I (Powerful Charge)

L2: Brutish Size II (Monkey Grip), Manhandle II (Pushback)

L3: Brutish Size III (Powerful Build), Manhandle III (Knockdown)

L4: Brutish Size IV (Greater Powerful Charge), Manhandle IV (Improved Overrun)

L5: Brutish Size V (Behemoth), Manhandle V (Awesome Blow)

Class Features

Brutish Size

The character, through an extensive workout regimen and the physique-warping force of his rage, slowly grows in size and bulk. These abilities model the character's continuous growth; they do not stack with each other. If a character has or gains any of these feats or abilities from other sources, they do not stack.

Manhandle

The character learns techniques to batter his opponents around on the battlefield. Only one type of Manhandle may be applied to any given attack. Characters gain these abilities even if they do not meet the Str prerequisites, but they cannot use them until they do meet the prerequisites (even temporarily). For example, a character with a 15 Str cannot use Pushback, but while he is raging and gains a bonus to Str he can use Pushback for the duration of his rage.

Brutish Size I – Powerful Rage

When the character enters a rage or frenzy, he can choose to let his body warp and grow, increasing by one size category as if under the influence of an Enlarge Person spell, except that the character's equipment does not enlarge with him. Worn equipment is assumed to stretch a bit and stay on. Weapons and carried equipment do not grow, although the character does not suffer a penalty for using them. This ability can only be used if the character is wearing light or no armor. The character gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to his increased size. A humanoid

creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This ability does not change the character's speed.

Manhandle I - Powerful Charge (Eberron p.57)

When you charge, if you hit, you do additional damage according to your size - 1d8 Medium, 2d6 Large, 3d6 Huge, 4d6 Gargantuan, 6d6 Colossal.

Brutish Size II - Monkey Grip (Complete Warrior p.103)

Allows you to use a weapon one size category larger than you are as if it were sized for you, albeit at a -2 penalty.

Manhandle II – Pushback (Miniatures Handbook p.27)

Prerequisite: Str 17

When you are adjacent to an opponent of your size category or smaller and you hit them in melee, you can make a special bull rush attack against them in addition to dealing your normal damage. If you succeed you push them back 5 feet and move into the square they occupied. This ability can only be used once per round. Movement caused by the feat does not provoke attacks of opportunity.

Alternately, you can use Knockback from Races of Stone.

Brutish Size III - Powerful Build (Races of Stone)

The physical stature of a brute lets him function in many ways as if he were one size category larger. Whenever a brute is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the brute is treated as one size larger if doing so is advantageous to him. A brute is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A brute can use weapons designed for a creature of one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this ability stack with the effects of powers, abilities, and spells that change the subject's size category. It does not stack with the other Brutish Size abilities. It effectively supersedes Monkey Grip, removing the -2 penalty to use a larger weapon.

Manhandle III – Knockdown (Sword & Fist p.7, modified)

Prerequisite: Str 19

You can knock down opponents with your powerful attacks. As a standard action, you can knock an opponent down with a successful hit. Make a special bull rush attack against them in addition to dealing your normal damage. If you succeed, the opponent is knocked prone in his square.

You can only make one knockdown attempt per round.

Alternately, you can use Rampaging Bull Rush from Races of Stone.

Brutish Size IV - Greater Powerful Charge (Eberron p. 54)

Treat as one size larger for purposes of a Powerful Charge. This does not stack with Powerful Build.

Manhandle IV - Improved Overrun (PHB)

When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Brutish Size V - Behemoth

The character permanently increases by one size category (e.g. Medium to Large). They permanently get a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to their increased size. The brute loses the other Brutish Size benefits (Monkey Grip, Powerful Build, and Greater Powerful Charge) abilities. He loses the Powerful Rage ability, but his Brute levels stack with his other class levels for purposes of how many and what type of rage or frenzy the character gains. Worn equipment is assumed to have been “stretched out” or altered over time and becomes size Large as well; carried equipment and weapons do not increase in size.

Manhandle V - Awesome Blow (Monster Manual p. 303, modified)

Prerequisite: Str 25

You can deliver mighty blows that send your opponents flying like bowling pins. As a standard action, you can knock an opponent flying with a successful hit. Make a special bull rush attack against them in addition to dealing your normal damage. If you succeed, the opponent is knocked 10 feet in a direction of your choosing and falls prone. If an obstacle prevents the completion of the opponent's move, both the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the object. Movement caused by the feat does not provoke attacks of opportunity.