



Brute Template

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A brute is a specimen of a species that is stronger and more resilient — but also clumsier and less intelligent — than most of its kind. They often appear to be primal versions of their kind; their physiques are pronounced, but their intellects are primitive. Brutes are most often mutants...evolutionary throwbacks. But some are the result of deliberate breeding (or in-breeding) or experimentation.

Brutes often become slaves as labourers or gladiators, making use of their incredible physical ability. More warlike cultures impress them into their military, though they are usually treated as beasts of war, not soldiers.

Creating A Brute

“Brute” is a template that can be added to any creature with an Intelligence score (referred to hereafter as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Type & Size: If the base creature is of Large size or smaller, its size increases by one step (though actual height and weight will likely increase).

Hit Dice: The brute gains half again as many Hit Dice as the base creature (round up). For example, a 5 HD creature gains 3 additional Hit Dice, for a total of 8 HD.

Speed: Same as base creature.

AC: The brute’s natural armour bonus increases by +4.

Attacks: The brute gains 2 slam attacks. These are not in addition to any slam attacks that the base creature possesses.

Damage: The brute’s slam attacks deal damage by size according to the table below. If the base creature has a slam attack that deals more damage, use the base creature’s slam attack instead.

Size	Damage	Size	Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium-size	1d6		

Special Attacks: The brute gains the following special attacks.

Frightful Presence (Ex): The powerful brute’s most devastating attacks can leave onlookers broken with fear. Whenever the brute scores a critical threat on an attack roll, all opponents with fewer Hit Dice that are within 30 feet must succeed at a Will save (DC 10 + ½ the brute’s HD + the brute’s Charisma modifier) or become shaken, suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws, for 5d6 rounds. An opponent that succeeds at the saving throw is immune to that brute’s frightful presence for 24 hours.

Improved Grab (Ex): If the brute hits with both slam attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (see Grapple is Chapter 6 of the *Core Rulebook 1*). No initial touch attack is required, a Tiny or Small brute does not have a special size penalty, instead it uses its regular size modifier for attacks. Improved grab works only against opponents at least one size category smaller than the brute.

Special Qualities: The brute gains the following special qualities.

Fast Healing (Ex): The brute regains lost hit points at a rate of 4 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the brute to regrow or reattach lost body parts. Construct and undead brutes do not gain fast healing.

Spell Resistance (Ex): Brutes seem to be unaffected by weaker magic, perhaps due to some primal connection to an age when the world was infused with magic. The brute gains spell resistance of 16. If the base creature already has spell resistance, it improves by +6.

Turn Resistance (Ex): Undead brutes are hardier and more difficult to turn. An undead brute gains turn resistance of +4.

Saves: The brute gains a +4 bonus to all Fortitude saves, but suffers a –2 penalty to all Will saves.

Abilities: Increase from the base creature as follows: Str +8, Dex –2, Con +10, Int *, Wis –4, Cha +0.

*The brute’s Intelligence is reduced according to the table below.

Int Score	Int Modifier	Int Score	Int Modifier
1	-0	9-12	-6
2-3	-1	13-18	-10
4-5	-2	19-36	-16
6-8	-3	37+	-24

Skills: The brute gains a +4 racial bonus to Intimidate.

Feats: The brute gains Endurance as a bonus feat.

Climate/Terrain: Same as base creature.

Organization: Typically found in addition to groups of base creature (according to organization of base creature).

Challenge Rating: Increase base creature’s CR by +3

Treasure: Half of base creature’s treasure.

Alignment: Usually chaotic, otherwise same as base creature.

Advancement: Same as base creature.

Level Adjustment: Increase base creature’s level adjustment by +5.

Brute Template



Sample Brute

This example uses an orc as the base creature.

Orc Brute

Large Humanoid (Orc)

Hit Dice:	2d8 (9 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (scale mail); base 30 ft.
AC:	16 (-1 size, -1 Dex, +4 natural, +4 scale mail), touch 8, flat-footed 16
Attacks:	2 slams +6 melee
Damage:	Slam 1d8+7
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Frightful presence, improved grab
Special Qualities:	Darkvision 60 ft., fast healing 4, SR 16, light sensitivity
Saves:	Fort +11, Ref -1, Will -5
Abilities:	Str 23, Dex 8, Con 21, Int 3, Wis 4, Cha 8
Skills:	Intimidate +3, Listen -1, Spot -1
Feats:	Alertness, Endurance
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Climate/Terrain:	Any land and underground
Organization:	Usually found in addition to orc organizations.
Challenge Rating:	4
Treasure:	Half standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

Combat

Fast Healing (Ex): The brute orc regains lost hit points at a rate of 4 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the brute orc to regrow or reattach lost body parts.

Frightful Presence (Ex): Whenever the brute orc scores a critical threat on an attack roll, all opponents with fewer Hit Dice that are within 30 feet must succeed at a Will save (DC 10 + $\frac{1}{2}$ the brute orc's HD + the brute orc's Charisma modifier) or become shaken, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws, for 5d6 rounds. An opponent that succeeds at the saving throw is immune to that brute orc's frightful presence for 24 hours.

Improved Grab (Ex): If the brute orc hits with both slam attacks, it deals normal damage and attempts to start a grapple as

a free action without provoking an attack of opportunity (see Grapple in Chapter 6 of the *Core Rulebook 1*). No initial touch attack is required, a Tiny or Small brute orc does not have a special size penalty, instead it uses its regular size modifier for attacks. Improved grab works only against opponents at least one size category smaller than the brute orc.

Light Sensitivity (Ex): Brute orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Skills: Brute orcs gain a +4 racial bonus to Intimidate.

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