NAME

Names: Yarg, Minotaur, Ninefingers, Golem No. II, It's got my leg, Conan, Frankenstein, Crusher, Bruiser, Masher, Beater, Eater, Goliath, Detritus, Toothless, Hrun, Genghis, Drogo, Dorfl, Behemoth, Tyrant

LOOK

One eye, glowing eyes or cold eyes
Scarred head, horns or dark hair
Muscled body, corpulent body or massive body
Ripped clothes, undersized clothes or dark robes

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D8

ARMOR

HP

CURRENT / MAX

Your max hp is 12+constitution

DRIVE

☐ **REVENGE**
Crush anyone who stands in your way

☐ **GREED**
Amass great riches

☐ **OUTSIDER**
Escape or destroy persecution

BACKGROUND

☐ **CONSTRUCT**
Your undead/ stone/ ceramic flesh gives a natural 1 armour

☐ **MONSTROUS**
You can consume raw flesh to regain 1d6 HP

☐ **STRONG CONSTITUTION (CON)**
When you challenge someone to a drinking contest, roll +Con. On a 10+ they reveal a secret. On a 7-9, so do you!

☐ **LIVING LEGEND**
You begin with the **Renowned** move.

BONDS

Fill in the name of one of your companions in at least one:

_____ would make a tasty snack

I bet I could throw _____ pretty far

_____ knows a dark secret about me.

_____ looks like a goblin.

_____ bested me at arm wrestling when I was really drunk and I will never forget the shame.

STARTING MOVES

ARMED AND DANGEROUS

When you **pick up an enemy and swing them around**, count them as a weapon with the *reach*, *awkward* and *forceful* tags.

JUGGERNAUT (STR)

When you **smash into an obstacle** (e.g. a brick wall/ group of goblins/ pillar supporting the cavern) roll +Str. On a 10+ choose two, on a 7-9 choose one:
 * your momentum carries you through
 * you cause catastrophic damage to the obstacle, scattering debris everywhere
 * you don't take any damage

IS THAT ALL YOU'VE GOT? (CON)

When you **deliberately take the full brunt of an attack**, roll +Con. On a 7-9 pick one. On a 10+, as above and you only take half the attack's damage as it glances off you!
 * your enemy is left open after attacking; you can grab or shove them.
 * you learn one of the enemy's weaknesses; describe it.
 * you're already in the way of their next attack, and can block it with ease.
 * your lack of reaction infuriates or terrifies your enemy

SHOWBOAT (STR)

When you **perform a feat of strength in front of an audience**, roll +Str.
On a hit, you keep their attention as they watch in amazement or dismay.
On a 7-9, you also draw unwanted attention to yourself.

LEAP (STR)

When you **throw yourself into a giant jump**, roll +Str. On a 10+ you land where you wanted; if that's on someone, deal damage as they absorb your fall!
On a 7-9 your wild attempts have thrown you off course, and you land somewhere unintended.

THE BRUTE

LEVEL

XP

GEAR

Your load is 12+strength. You start with your fists (*blunt, hand*) and boiled leather armour (*1 armour,1 weight, can be eaten as a ration*). Choose the following:

Choose your weapon:

☐ Club (*blunt, close, 1 weight*)

☐ Broadsword (*reach, two-handed, 2 weight*)

Choose three supplies:

☐ Sheep carcass (*6 dungeon rations, 1 weight*)

☐ Bunch of skulls (*thrown, 1 weight*)

☐ Adventuring Gear (*1 weight*)

☐ Healing Potions (*0 weight*)

☐ Fancy hat and bag of 15 coins (*0 weight*)

New Item Tags:

Heavy: This object is too heavy to **volley** with and can only be used as a ranged weapon with the **hurl** move.

Blunt: This weapon breaks bones, smashes armour and leaves enemies with internal injuries.

ADVANCED MOVES

When you gain a level from 2-5, choose one of these moves.

☐ HURL (STR)

When you **throw something** (or someone!) roll +STR. On a 10+ it hits where you intended, causing class damage to anything it crashes into. *On a 7-9 something has gone wrong, pick 1:

* It veers off course

* You're put in a spot

* You strain a muscle; take -1 STR ongoing until you take a second to stretch.

☐ RELENTLESS (CON)

When you **take damage that would kill you,** roll +CON.

On a 10+ you stand back up, drenched in blood and at 1 HP.

On a 7-9, you stand back up at 0HP and have a few seconds to get healing before your exertions kill you.

☐ BERSERK

When you scatter multiple enemies using **Juggernaut**, you deal class damage to each of them **and** hit something unintended.

☐ INTIMIDATE (STR)

When you use your bulk to threaten someone, roll +STR.

On a 10+ they do as you ask

On a 7-9, they would, but they don't think you're the biggest threat in the room...

☐ STEADFAST

When you **firmly plant your feet**, you cannot be moved by mortal means.

☐ GIGANTIC

Ignore the *two handed* tag on normal weapons, and treat unfeasibly large objects (e.g. cannons, statues, giant's limbs) as *two handed.*

☐ HEADBUTT (STR)

When you **slam your head into someone else's** roll +STR. On a 10+, you deal class damage + the armour value of any helm you're wearing, and stun your target. On a 7-9 you deal the above damage, but stun yourself instead.

☐ BASH (STR)

When you **fight with a blunt weapon**, roll +STR. On a 10+ take 3 hold, on a 7-9 take one. Spend hold one-for-one when you strike an enemy to:

* destroy their armor

* stagger them, giving an ally an opening and +1

* crush an internal organ; describe the effects.

☐ SECURITY (STR)

When you **put the word out that you're available for hire**, roll +STR. On a 10+ contractors will come to you with details of protection jobs and information on who they suspect will attack.

On a 7-9, the available jobs have no or only vague ideas where the threats will come from.

☐ BELLOW

When you **Showboat**, you can also *terrify* and *incite* crowds

When you gain a level from 6-10 choose one of these moves, or one of the 2-5 moves.

☐ HOME RUN   *Requires: Hurl*

When you **hit a normal (or smaller) sized enemy** with a *blunt* or *forceful* weapon, they're sent flying! Apply **Hurl** to them.

☐ CRUSH (STR)

When you **pick up and crush a conventional opponent in your arms**, roll +STR. On a 10+ you break them and drop their ruined carcass.

On a 7-9, they get their weapon in first, and you drive it into yourself as you crush them! Take their damage and your class damage before you kill them.

☐ TITAN   *Requires: Steadfast*

When you **march forwards** you cannot be stopped by mortal means. This also applies to **Juggernaut's momentum.**

☐ REND (STR)

When you **firmly grasp an enemy and tear off part of them**, roll +STR. On a 10+ you rip a part off and can use it as a weapon with the *blunt* and *messy* tags. On a 7-9 choose one:

* you tear part of the enemy off, but it's no use as a weapon

* you can use the body part as a one-shot *blunt, messy* weapon, but the enemy is still attached and it also counts as *awkward.*

☐ ATLAS   *Requires: Gigantic*

Your carrying capacity is increased to 20+ Strength

☐ RENOWNED

When you **enter a town after having overcome a notable monster or enemy**, you can do one of the following:

* **Recruit** a hireling for free. Their cost will be "Fame and Glory" or "The Thrill of Victory" and they will have six points to spend on Warrior, Tracker and loyalty.

* **Carouse** without paying the initial 100 coins fee, as the locals swarm in to see a real hero.

☐ HEAVY

When you successfully land a **leap,** you scatter nearby enemies and do 1d4 damage to them.

☐ NOBODY MAKES ME BLEED MY OWN BLOOD (CON)

When you take damage in combat, roll +CON. On a 10+ take three hold, on a 7-9 take one. Spend hold one-for-one to:

* Boost the Brute's damage dice for a single attack to d10+2

* Tear part of the landscape apart, giving the Brute a *thrown, heavy, messy* object

* Rip an enemy's limb off.

☐ TRAINED

The Brute can take a move from any other playbook. Treat the Brute's level as one lower when selecting the move, unless it's from the **Warrior** or **Barbarian** classes.

DEATH

If a Brute returns from their last breath, they gain **Scarred**. The second time a Brute returns from death they gain **Just a Flesh Wound**.

□ SCARRED

When you **showboat**, choose an emotion to inspire as normal, but the audience will also be *afraid*.

□ JUST A FLESH WOUND

When you roll a 12+ on **relentless**, you stand back up with 10 HP

If you're using Grim World death moves, Brutes don't go quietly into the night. When the Brute dies it triggers this death move:

BONESHATTER

The earth trembles as you force all of your strength into one final hit. Whatever you impact into is smashed into thousands of pieces and explodes in a cloud of bone and gore. The force ripples toutwards; splitting huge cracks through the ground and any walls nearby. After a second or two, the cracks split wide into a chasm, which swallows your still-warm corpse (and anything else nearby!) whole.

BRUTE MAGIC ITEMS

No piddly magic swords or beautiful harps here.

□ THE BLACK GAUNTLET

This spiked glove is far, far too big to fit a normal man's hand. There are barbs and spikes all over the metal -including the inside- that draw blood from the wielder and his foes into a circular rune etched into the palm.
While you **hold a beating heart in the gauntlet's grasp**, you'll have an audience of demons.
The gauntlet cannot be removed from a living arm, as the barbs dig deeply into the user's flesh.

□ SPIKY CLUB

A club with spikes on it. *forceful, piercing-2. 1 weight*.

□ DIN-CHEWERS

Teeth made of diamonds. You can bite through *anything*, though it might be quite noisy.

□ BIG SKULL HELMET

The horned skull of a long-dead monster. Your head fits nicely inside.
When you **smash into a group of enemies while wearing the helm**, you can skewer one on each horn.
+1 armour, 2 weight

□ DWARF DOOR

This brass door was forged deep underground to protect the gates of Bredar IV from goblin dark magic, and it nearly worked. What the dwarves weren't prepared for was a cave troll to rip it off the hinges and then beat them with it.
3 weight, awkward, two-handed, 3 armour.
The door harmlessly absorbs dark magic cast directly at the door, though each spell absorbed this way increases the door's weight by 1.

□ SPIDER EGGS

A clutch of blackworm tarantula eggs. When **pop a pouch into your mouth**, roll +CON. On a 10+ take 3 hold, on a 7-9 take one.
On a hit, your mouth is filled with miniature spiders. Spend hold one-for-one to spit a bunch at enemies and cover them in biting, venemous spiders.
On a 6-, your mouth is filled with spiders. Aaaargh!
1 weight, 3 uses

□ FAITHFUL GOBLIN MANSERVANT

Shouts abuse at your enemies, allies and anyone nearby.
Can be used as a thrown weapon or 1 day's rations. One use only.

NOTES

Space for scribbling about the best way to cook a halfling.

DESIGNER NOTES

PLAYSTYLE

As you've probably guessed, the Brute is aimed at wading into the action and tearing enemies to bits! Most of the moves are aimed at being fun, and further defining how the Brute throws goblins around or rips dragon wings off. Have fun, get stuck in!

UPDATES AND PIRATE WORLD

If you've got any cool ideas and hints for how I should improve the Brute, let me know! I can be reached at: Scoundrell.com/dw, or in the Dungeon World community on Google+ as James Hawthorne.
If you've enjoyed this, I've got more in the works: Pirate World! Tons more classes (and more) with a similar style. Due for release November 2013