

Brute

Brutes aren't very smart, quick, charismatic, or good looking, but they can smash stuff and take bullets like champs. Isn't that really all that matters?

Proficiencies:

- Skills: Melee Weapons, Unarmed, +1 Choice
- Weapons: Melee Weapons, Unarmed Weapons, Fists
- Armor: Medium Armor, Heavy Armor

Starting HP: 12 + Endurance Modifier

HP per Level: 2d12 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 4 Perk	Proficiency Bonus
1	No Flinching	+1	+0	+0	+2
2	Adrenaline Surge	+1	+0	+0	+2
3	Second Wind	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Atom Smasher	+0	+0	+1	+4

