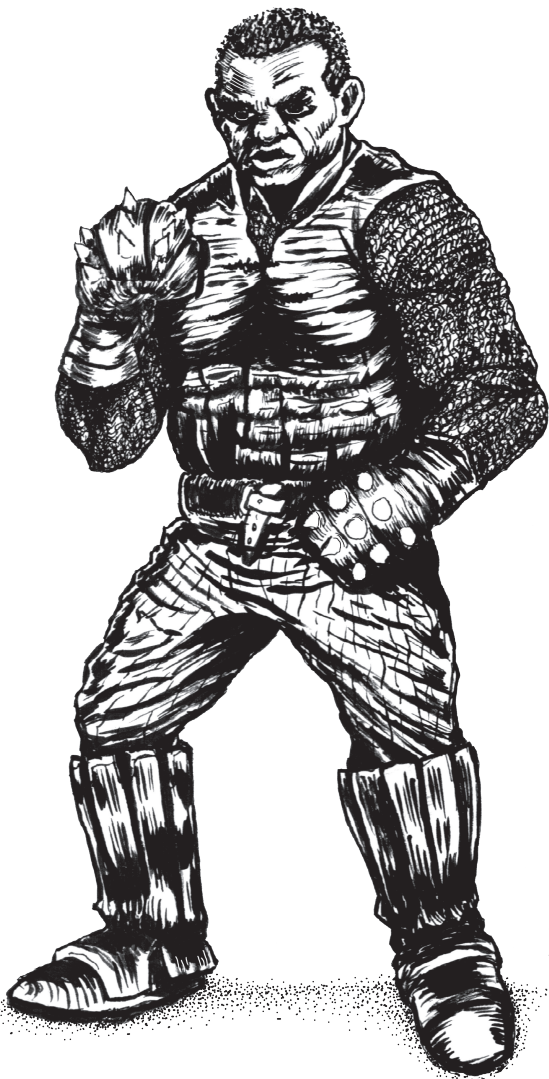


The Bruiser

21-Player Character Class for DCC RPG



COMPATIBLE WITH
**DCC
RPG**



The Bruiser

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Bruiser Player Characters

The scrappy wrestler. The bare-knuckled brawler. The towering enforcer. The bruiser needs no weapons to bring their opponents to submission. Instead, they use their physical prowess and force of leverage to tackle, pummel, and incapacitate their foes.

Bruiser

The bruiser lacks the skill with weapons associated with warriors and mercenaries. Instead, bruisers are unarmed fighters who rely entirely on strength and fury to pummel their opponents. Smashing fists, powerful throws, and submission holds are used to subjugate opponents. Many bruisers end up as enforcers in gangs. Some become street fighters, using violence for survival. Finally, some bruisers are simply violent ruffians who sow seeds of terror across every small village, encampment, and tavern that crosses their path.

Hit points: A bruiser gains 1d10 hit points at each level.

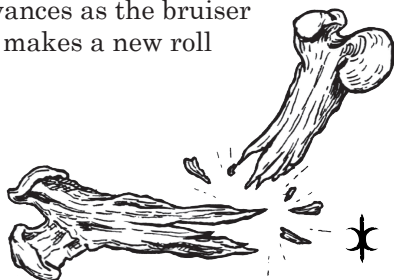
Weapon training: Bruisers inflict damage with crushing might and brute strength. A bruiser is not trained in the use of traditional weapons. If they use weapons they suffer the untrained penalty. However, they are used to physical work, and are considered trained in improvised weapons relating to their occupation; such as throwing sacks of flour, smashing enemies with barstools, etc. Bruiser unarmed attacks do 1d3 damage.

Alignment: A bruiser may be any alignment.

Action dice: A bruiser always uses their action dice for attacks.

Attack modifier: Much like the warrior, bruisers do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier called a *deed die*. At 1st level, this is a d3. The bruiser rolls this d3 on each attack roll and applies it to both their attack roll and damage roll. The deed die advances as the bruiser increases in level. The bruiser always makes a new roll with this die in each round of combat.

Initiative: A bruiser adds their class level to their initiative rolls.



Mighty Deed of Arms: Bruisers are purveyors of brute force. They throw their enemies, break legs with forceful kicks, and blind monsters with their bare thumbs. Their mighty deeds use brawn and barbarism to turn the tide of battle.

Prior to any attack roll, a bruiser may declare a Deed. This Deed is a dramatic combat maneuver that fits the scene of the current combat. For example, a bruiser may try to throw their enemy through a door into the next room, disarm them by grabbing and twisting their weapon hand, or stunning them with a well placed strike. The Deed does not increase damage but could have some other combat effect: pushing them into the next room, disarming them, or forcing them to miss a round of combat.

The bruiser's deed die determines the Deed's success. This is the same die used for the bruiser's attack and damage modifier each round. If the deed die is a 3 or higher, and the attack roll is successful, the Deed also succeeds. If the deed die is a 2 or less, or the attack fails, the Deed fails as well.

Critical hits and Crit Table B: In combat, a bruiser is more likely to score critical hits. Bruisers use their own Crit Table to reflect their unarmed combat style. If they attack with an improvised weapon, they should use Crit Table III, regardless of level.

Mightburn: Through physical power and force of will, the bruiser is capable of great feats of strength, even greater than those warriors who live by the blade or axe. The bruiser knows how to use their body for maximum leverage, and how to push it's limits to get a desired result. When performing strength checks or using their strength in unarmed combat, they may summon greater might through the sacrifice of their physical and mental abilities. Before making any strength check, a bruiser may declare that they mightburn. To attempt mightburn, the bruiser temporarily expends points of Stamina, Agility, or Personality score to enhance their strength check, unarmed attack roll, or damage roll. For every ability point they expend, the bruiser adds +1 to the dice roll.

Ability scores lost in this way return as the bruiser heals. Each day they do not attempt mightburn, they recover 1 point of ability score.

Automatic criticals: There is one more option for mightburn. A bruiser who sacrifices a full 20 points of ability scores in one crushing attack automatically treats their next unarmed attack as a natural 20.

Choke Out: The bruiser is adept at submission holds and can snap a neck with ease if they can grapple an opponent first. A bruiser must declare when they are attempting to choke out an already grappled opponent. In their next round, the bruiser’s initiative drops to 0, giving the opponent the opportunity to escape the grapple. If the victim fails to escape, the bruiser may perform an attack that will do 2d4 + strength modifier + attack dice hp of damage. The bruiser may choose between subdual or lethal damage. Choke out attempts can only be made against creatures with clear anatomical vulnerabilities.

Luck: At first level, a bruiser’s Luck modifier applies to attack rolls with one specific weapon. This weapon must be chosen at first level and the modifier is fixed at its starting value - neither the weapon nor the modifier changes over the duration of the bruiser’s career. Though the weapon chosen will usually be fists, they may alternatively choose one specific improvised weapon, such as a sack of flour, horseshoe, etc.

Types of Deeds

The types of Deeds that a bruiser can perform are countless. Any attack appropriate to the situation should be encouraged. The *DCC* rulebook provides suggestions for Disarming Attacks, Trips and Throws, etc. The following example is to give guidance for players.

Stunning Blows

Stunning blows are attacks meant to temporarily incapacitate an enemy, such as punching them in the throat, delivering a crushing foot stomp, or some other attack that uses violent impact to slow enemies. The judge may find certain attempts to stun more or less effective depending on the anatomy of the opponent.

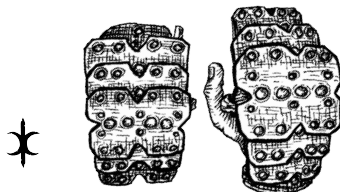
Deed Die	Stunning Result
3	The opponent is violently shaken by the impact. In their next round, the foe is -2d on any action dice they roll.
4	The opponent must make a Fort save against the bruiser’s attack roll. Failure means the enemy may take no action in their next round as they recover from the blow.
5	Shock to the system. The opponent must make a Fort save against the bruiser’s attack roll. Failure means the enemy is knocked prone and may make no action in their next 1d4 rounds as they recover from the strike.
6	Opponent is knocked prone and stunned for 2d6 rounds.
7+	As above, but the bruiser may affect creatures much larger and stronger than themselves.

Table 1: Bruiser

Level	Attack modifier	Crit die/ Table	Threat Range	Action Dice	Ref	Fort	Will
1	+1d3	1d6/ Table B	19-20	1d20	+0	+1	+1
2	+1d4	1d6/ Table B	19-20	1d20	+0	+1	+1
3	+1d5	1d8/ Table B	19-20	1d20	+1	+1	+2
4	+1d6	1d8/ Table B	19-20	1d20	+1	+2	+2
5	+1d7	1d10/ Table B	18-20	1d20+1d14	+1	+3	+2
6	+1d8	1d10/ Table B	18-20	1d20+1d16	+2	+4	+2
7	+1d10+1	1d12/ Table B	18-20	1d20+1d20	+2	+4	+3
8	+1d10+2	1d12/ Table B	18-20	1d20+1d20	+2	+5	+3
9	+1d10+3	1d14/ Table B	17-20	1d20+1d20	+3	+5	+3
10	+1d10+4	1d14/ Table B	17-20	1d20+1d20 +1d14	+3	+6	+4

Table 2: Bruiser Titles

Level	Lawful	Chaotic	Neutral
1	Goon	Ruffian	Wrestler
2	Intimidator	Rowdy	Boxer
3	Enforcer	Brute	Pugilist
4	Taskmaster	Bonebreaker	Crusher
5	Dominator	Destroyer	Champion fighter



Crit Table B: Bruisers

Roll 1d10	Result
1 or less	Crushing blow. This attack inflicts +1d4 damage.
2	Stun! This attack reduces their foe's action dice by -1d in their next round.
3	Smash! This attack inflicts +1d6 damage.
4	Rain of blows! Make an additional attack.
5	Eye gouge. This attack inflicts +1d4 damage and blinds 1 eye. If they still have eyes remaining they will strike at -1.
6	Chest punch. Inflict +1d8 damage with this strike and the opponent suffers multiple broken ribs.
7	Disarming attack. The opponent's weapon scatters 1d20+5' away. If the opponent is also unarmed, they lose 1 action die in their next round.
8	Brained. Inflict +1d8 damage and the opponent must use 1 action die to make a DC 12 Fort save, or immediately vomit from the concussion.
9	Leg breaker. The leg splinters inflicting +2d6 damage with the strike and the opponent loses 10' of movement until healed.
10	Dazed. Inflict +1d8 additional damage and make an additional attack.
11	Thrown! Inflict +1d10 additional damage. If the opponent is of similar size to the bruiser, they will be thrown 1d16+4' away from the bruiser and knocked prone.
12	Shattering bones. Inflict +2d7 damage and reduce the foe by one action die until healed.
13+	Internal bleeding. Inflict +2d8 damage. The foe immediately vomits blood and will die in 1d5 hours if they are not healed.

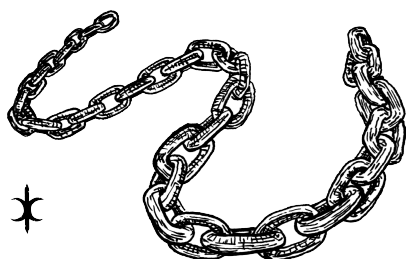


Table 3: Bruiser Equipment (copper standard)

Roll	Bruiser Equipment	Special Rules	Cost
1	Back brace		10 cp
2	Black grease		1 cp
3	Chain (10')		20 cp
4	Clove oil (1 use)	Pain relief. Heal 1 hp damage.	5 cp
5	Crowbar		10 cp
6	Gaff hook		5 cp
7	Garlic oil (1 use)	Anti-inflammatory. +1 Fort save and -1 Per for next 8 hours.	1 cp
8	Horse shoes (each)		3 cp
9	Iron gauntlets	+2d to damage from unarmed attacks. -2d to damage from crits to the hands.	20 sp
10	Iron knuckles	+1d to damage from unarmed attacks.	5 cp
11	Iron mask	-2d damage inflicted by crits to the face.	5 sp
12	Leather bit		1 cp
13	Leather mask	-1d damage inflicted by crits to the face.	5 cp
14	Shovel		20 cp
15	Studded gauntlets	+1d to damage from unarmed attacks. -1d to damage from crits to the hands	20 cp
16	Tattoos	Make a Luck check before each social interaction. If successful, any rolls during the interaction are at +1 Per. If the check fails, the interaction is at -1 Per.	5-500 cp



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