

## BRUTE

### Brute

Medium nonheroic 3

Dark Side 4

Init +7; Senses Perception +0

Languages Basic

Defenses Ref 11 (flat-footed 10), Fort 11, Will 9

hp 9; Threshold 11

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster carbine +4 (3d6)

Base Atk +2; Grp +3

Atk Options autofire (blaster carbine)

Abilities Str 11, Dex 13, Con 12, Int 8, Wis 9, Cha 10

Feats Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7

Possessions blaster carbine, tough-looking clothes

CL 1

Brutes are ubiquitous members of galactic society and can be found anywhere, even on the most peaceful of planets. Brutes are typically crude and unsubtle, regardless of whether they work for some crime lord or act independently. Most are motivated by a simple agenda—greed, power, fear of superiors, or even, on occasion, loyalty. They are rarely well armed or armored, making do with whatever they can find, although they constantly look to find something better (or rob someone who has superior equipment). Brutes strive to gain more status and wealth and will do almost anything to get it, up to and including murder. In turn, brutes typically despise authority figures, especially police officers, military figures, and Jedi.

The brute presented here could be a gun-toting gang member or an organized crime soldier. Alternatively, the statistics could also represent a militia member or a raw conscript who has little training (in which case, remove the Dark Side Score).

**"THIS PLACE CAN BE  
A LITTLE ROUGH."**

**— OBI-WAN KENOBI**

## BRUTE ENCOUNTERS

By their very nature, brutes can be found almost anywhere. They serve as nameless antagonists in every situation—from the high streets of Coruscant to the lowly slums of Tatooine. Brutes commonly travel in pairs or larger groups, each group representing a street gang, a crime syndicate hit squad, or a tribe of warriors. By their very nature, brutes typically respond to threats or opposition with muscle and violence, but they can be swayed by intimidation, persuasion, or bribes. However, not all brutes are antagonistic—they can also be used as nameless allies and warriors on the side of the heroes. The brute works fine as a generic spearholder, cannon fodder to be used in the background, or an ordinary (if tough) nonplayer character for the GM to use throughout adventures.

Encounters involving brutes typically occur at lower levels, where they are a threat to the heroes. When the heroes have advanced to 6th level or beyond, the number of brutes required to make a credible threat runs over a dozen, making them difficult to coordinate in combat. Thus, individual brutes should be scaled up to represent stronger threats, or another archetype should be chosen. Alternatively, a group of brutes could be paired up with much powerful leaders (often with heroic levels) or droids equipped with serious firepower.

