

# BRAWLER

Brawler  
Level

## UNARMED STRIKE

May attack with fists, elbows, knees and feet.

You are considered armed at all times, and do not provoke attacks of opportunity. Unarmed strikes may be lethal or non-lethal.

## MARTIAL FLEXIBILITY

As a move action, gain a combat feat temporarily.

Уровень 6 Gain one feat as a swift action, or two as a move action.

Уровень 10 Gain one combat feat immediately, two as a swift action or three as a move action.

Уровень 12 Gain one combat feat immediately, or three as a swift action.

Уровень 20 Gain any number of combat feats as a swift action.

## BRAWLER'S FLURRY

Make a flurry of attacks as a full-round action.  
Apply full strength modifier to all attacks.

Уровень	TWO-WEAPON PENALTIES	Primary hand	Off hand
2	Средние	-6	-10
	Off-hand weapon is light	-4	-8
	Brawler's Flurry	-4	-4
	and off-hand weapon is light	-2	-2

Уровень 8 Take second attack with off-hand weapon, at -5 penalty

Уровень 15 Take third attack with off-hand weapon, at -10 penalty

## БОНУСНЫЕ ЧЕРТЫ

At marked levels, gain one combat feat and optionally swap one.

Уровень 2

5

8

11

14

17

20

## MANOEUVRE TRAINING

Уровень	COMBAT MANOEUVRE	+1	2	3	4	5
4		■	□	□	□	□
7		□	□	□	□	
11		□	□	□		
15		□	□			
19		□				

## AC BONUS

Уровень 4 +1 dodge bonus to touch AC and CMD when wearing no or light armour, unencumbered and not using a shield

9 +2

13 +3

18 +4

# BRAWLER

Уровень	Бонусы	Черты	Урон	Безоружной Атаки	Мал / Больш
1			d6	Brawler's Cunning Martial Flexibility Безоружная атака Martial Training	
2	■			Brawler's Flurry	
3				Тренировка маневра	
4			d8	AC Bonus Knockout	
5	■			Brawler's Strike Close Weapon Mastery	
8	■		d10	Brawler's Flurry	
9				Brawler's Strike	
11	■				
12			2d6	Brawler's Strike	
14	■				
15				Brawler's Flurry	
16			2d8	Awesome Blow	
17	■			Brawler's Strike	
20	■		2d10	Improved Awesome Blow	

## KNOCKOUT

Once a day, make a single knockout attack. If it hits and does damage, target must save or fall unconscious for 1d6 rounds. Target may retry save each turn.

Уровень 4 FORTITUDE

SAVE DC

$$+ \boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \left[ \text{СИЛ или ЛОВ} \right]$$

Уровень 10 Twice a day

Уровень 16 Thrice a day

Uses today ☐ ☐

## AWESOME BLOW

Уровень 16 Make a single combat manoeuvre against a creature up to your size, with a close weapon or unarmed. If successful it deals damage, the target flies 10ft in a direction of your choosing and is knocked prone. If the target hits an obstacle, they take 1d6 damage.

Уровень 20 Use awesome blow as one attack rather than a standard-action combat manoeuvre.

Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.