

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.

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

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

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

Stufe 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.

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

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

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

BONUSTALENTE

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

Stufe 2	
5	
8	
11	
14	
17	
20	

MANOEUVRE TRAINING

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

AC BONUS

Stufe 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

Schaden Waffenloser Schlag
Mönch-Bonus-
stufe talente

1 klein/groß **W6**
W4 / W8 Brawler's Cunning
Martial Flexibility
Waffenloser Schlag
Martial Training

Treat intelligence score as 13 to qualify for feats
Temporarily gain the use of combat feats
Behandle Hände, Füße, Knie und Elbogen als Waffen
Brawler levels count as Fighter and Monk levels

2 ■ Brawler's Flurry

Attacks with any combination of weapons and fists

3 Manövertraining

+1 **CMB** and **CMD** for selected combat manoeuvres

4 **W8**
W6 / 2W6 AC Bonus
Knockout

Bonus to touch **AC** and **CMD** when only in light armour
Knock target unconscious

5 ■ Brawler's Strike
Close Weapon Mastery

Behandle unbewaffnete Angriffe als magische Waffe
Use unarmed strike damage of a Brawler 4 levels lower

8 ■ **W10**
W8 / 2W8 Brawler's Flurry

Improved two-weapon fighting

9 Brawler's Strike

Treat unarmed strikes as cold iron and silver

11 ■

12 **2W6**
W10 / 3W6 Brawler's Strike

Treat unarmed strikes as aligned:



14 ■

15 Brawler's Flurry

Greater two-weapon fighting

16 **2W8**
2W6 / 3W8 Awesome Blow

Deal damage and knock target back 10ft

17 ■ Brawler's Strike

Treat unarmed strikes as adamantite

20 ■ **2W10**
2W8 / 4W8 Improved Awesome Blow

Use as attack rather than combat manoeuvre

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.

Stufe 4 **Zähigkeit** Brawler Level
SG des Rettungswurf

$\boxed{+} = 10 + \left(\frac{\quad}{2} \right) + \left[\text{ST oder GE} \right]$

Stufe 10 Twice a day Stufe 16 Thrice a day

Uses today ☐ ☐

AWESOME BLOW

Stufe 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.

Stufe 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.