

# ATTACCABRIGHE

## COLPO SENZ'ARMI

May attack with fists, elbows, knees and feet.

Sei sempre considerato armato e non provochi attacchi di opportunità. Colpo senz'armi può essere letale o non letale.

## MARTIAL FLEXIBILITY

As a move action, gain a combat feat temporarily.

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

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

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

**Livello 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.

Livello	TWO-WEAPON PENALTIES	Primary hand	Off hand
<b>2</b>	Normale	-6	-10
	Off-hand weapon is light	-4	-8
	Raffica dell'Attaccabrighe and off-hand weapon is light	-4	-4
		-2	-2

**Livello 8** Effettua il secondo attacco con la mano secondaria, con penalità di -5

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

## TALENTI BONUS

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

**Livello 2**

**5**

**8**

**11**

**14**

**17**

**20**

## MANOEUVRE TRAINING

Livello	COMBAT MANOEUVRE	+1	2	3	4	5
<b>4</b>		■	□	□	□	□
<b>7</b>		□	□	□	□	
<b>11</b>		□	□	□		
<b>15</b>		□	□			
<b>19</b>		□				

## BONUS CA

**Livello 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

# ATTACCABRIGHE

Livello da Monaco	Talenti Bonus	Danno Colpo Senz'armi P / G		
<b>1</b>		<b>d6</b> d4 / d8	Brawler's Cunning Martial Flexibility Colpo senz'armi Addestramento marziale	Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Tratta mani, piedi, ginocchia e gomiti come armi Brawler levels count as Fighter and Monk levels
<b>2</b>	■		Raffica dell'Attaccabrighe	Attacks with any combination of weapons and fists
<b>3</b>			Addestramento alle manovre	<b>+1 CMB</b> and <b>CMD</b> for selected combat manoeuvres
<b>4</b>		<b>d8</b> d6 / 2d6	CA Bonus Knockout	Bonus to touch <b>AC</b> and <b>CMD</b> when only in light armour Knock target unconscious
<b>5</b>	■		Colpo dell'Attaccabrighe Close Weapon Mastery	Tratta gli attacchi senz'armi come armi magiche Use unarmed strike damage of a Brawler 4 levels lower
<b>8</b>	■	<b>d10</b> d8 / 2d8	Raffica dell'Attaccabrighe	Improved two-weapon fighting
<b>9</b>			Colpo dell'Attaccabrighe	Treat unarmed strikes as cold iron and silver
<b>11</b>	■			
<b>12</b>		<b>2d6</b> d10 / 3d6	Colpo dell'Attaccabrighe	Treat unarmed strikes as aligned:
<b>14</b>	■			
<b>15</b>			Raffica dell'Attaccabrighe	Greater two-weapon fighting
<b>16</b>		<b>2d8</b> 2d6 / 3d8	Awesome Blow	Deal damage and knock target back 10ft
<b>17</b>	■		Colpo dell'Attaccabrighe	Treat unarmed strikes as adamantine
<b>20</b>	■	<b>2d10</b> 2d8 / 4d8	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.

**Livello 4** **TEMPRA** **CD SALVEZZA** **Livello da Attaccabrighe**

$$+ \boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + [ \text{FOR o DES} ]$$

**Livello 10** Due volte al giorno

**Livello 16** Tre volte al giorno

Utilizzi oggi ☐ ☐

## AWESOME BLOW

**Livello 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.

**Livello 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.