

# 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
2	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
4		■	□	□	□	□
7		□	□	□	□	
11		□	□	□		
15		□	□			
19		□				

## 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

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Livello da Monaco	Talenti Bonus	Danno Colpo Senz'armi P / G		
1		d6 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
2	■		Raffica dell'Attaccabrighe	Attacks with any combination of weapons and fists
3			Addestramento alle manovre	+1 CMB and CMD for selected combat manoeuvres
4		d8 d6 / 2d6	CA Bonus Knockout	Bonus to touch AC and CMD when only in light armour Knock target unconscious
5	■		Colpo dell'Attaccabrighe Close Weapon Mastery	Tratta gli attacchi senz'armi come armi magiche Use unarmed strike damage of a Brawler 4 levels lower
8	■	d10 d8 / 2d8	Raffica dell'Attaccabrighe	Improved two-weapon fighting
9			Colpo dell'Attaccabrighe	Treat unarmed strikes as cold iron and silver
11	■			
12		2d6 d10 / 3d6	Colpo dell'Attaccabrighe	Treat unarmed strikes as aligned:
14	■			
15			Raffica dell'Attaccabrighe	Greater two-weapon fighting
16		2d8 2d6 / 3d8	Awesome Blow	Deal damage and knock target back 10ft
17	■		Colpo dell'Attaccabrighe	Treat unarmed strikes as adamantine
20	■	2d10 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** da Attaccabrighe

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

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.