

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	Урон	Черты	Безоружной Атаки
1	Монаха	Мал / Больш	Бrawler's Cunning Martial Flexibility Безоружная атака Martial Training	Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Руки, ноги, колени и локти считаются оружием Brawler levels count as Fighter and Monk levels
2	■		Brawler's Flurry	Attacks with any combination of weapons and fists
3			Тренировка маневра	+1 CMB and CMD for selected combat manoeuvres
4		d8 d6 / 2d6	AC Bonus Knockout	Bonus to touch AC and CMD when only in light armour Knock target unconscious
5	■		Brawler's Strike Close Weapon Mastery	Безоружные атаки считаются магическими. Use unarmed strike damage of a Brawler 4 levels lower
8	■	d10 d8 / 2d8	Brawler's Flurry	Improved two-weapon fighting
9			Brawler's Strike	Treat unarmed strikes as cold iron and silver
11	■			
12		2d6 d10 / 3d6	Brawler's Strike	Treat unarmed strikes as aligned:
14	■			
15			Brawler's Flurry	Greater two-weapon fighting
16		2d8 2d6 / 3d8	Awesome Blow	Deal damage and knock target back 10ft
17	■		Brawler's Strike	Treat unarmed strikes as adamantite
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.

Уровень 4 **FORTITUDE** **SAVE DC** **Brawler Level**

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

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.