

# 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.

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

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

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

Level 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.

Level	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

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

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

## BONUS FEATS

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

Level 2	
5	
8	
11	
14	
17	
20	

## MANEUVER TRAINING

Level	COMBAT MANUEVER	+1	2	3	4	5
4		■	□	□	□	□
7		□	□	□	□	
11		□	□	□		
15		□	□			
19		□				

## AC BONUS


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

9 +2

13 +3

18 +4

# BRAWLER

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg		
1		d6 d4 / d8	Brawler's Cunning Martial Flexibility Unarmed Strike Martial Training	Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Treat hands, feet, knees and elbows as weapons Brawler levels count as Fighter and Monk levels
2	■		Brawler's Flurry	Attacks with any combination of weapons and fists
3			Maneuver Training	+1 <b>CMB</b> and <b>CMD</b> for selected combat maneuvers
4		d8 d6 / 2d6	AC Bonus Knockout	Bonus to touch <b>AC</b> and <b>CMD</b> when only in light armor Knock target unconscious
5	■		Brawler's Strike Close Weapon Mastery	Treat unarmed attacks as magic weapons 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 adamantine
20	■	2d10 2d8 / 4d8	Improved Awesome Blow	Use as attack rather than combat maneuver

## 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.

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

$$+ \boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + [ \text{STR or DEX} ]$$

Level 10	Twice a day	Level 16	Thrice a day	Uses today	<input type="checkbox"/>	<input type="checkbox"/>
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## AWESOME BLOW

Level 16 Make a single combat maneuver 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.

Level 20 Use awesome blow as one attack rather than a standard-action combat maneuver.  
Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.