

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	Черты	Урон	Безоружной Атаки	Бонусы
1	Монаха		Мал / Больш	d6 d4 / d8	Brawler's Cunning Martial Flexibility Безоружная атака Martial Training
2		■			Brawler's Flurry
3					Тренировка маневра
4					AC Bonus Knockout
5		■			Brawler's Strike Close Weapon Mastery
8		■			Brawler's Flurry
9					Brawler's Strike
11		■			
12					Brawler's Strike
14		■			
15					Brawler's Flurry
16					Awesome Blow
17		■			Brawler's Strike
20		■			Improved Awesome Blow

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.