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.

Nível Gain one combat feat immediately, two as a swift action or ${\bf 10}$ $\,$ three as a move action.

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

Nível 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.

Nível	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	

 ${\overset{{\sf N\'{i}}{v}{el}}{8}}$ Take second attack with off-hand weapon, at -5 penalty

Nível ${f 15}$ Take third attack with off-hand weapon, at -10 penalty

TALENTO BÔNUS

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

2

5

8

11

14

17

20

	TREINAMENTO DE MAN	IUE	5 K.	42		
Nível	COMBAT MANOUEVRE	+1	2	3	4	5
4						
7						
11			-0-	-		
15						
19						

TOTAL AMENITO DE MANOPOAC

BÔNUS DE CA

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

9 +2

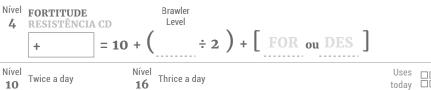
13 +3

18 +4

×			BRA	AWLER	
D Nível de Monge		e Ataque De s to s	sarmado		
1		peq / gde d6 d4 / d8	Brawler's Cunning Martial Flexibility Ataque Desarmado Martial Training	tial Flexibility Temporarily gain the use of combat feats que Desarmado Trata mãos, pés, joelhos e cotovelos como armas	
2			Brawler's Flurry	Attacks with any combination of weapons ar	nd fists
3			Treinamento de Manobras	+1 BMCe DMCpara manobra de combate selecionada	
4		d8 d6 / 2d6	Bônus de CA Knockout	Bônus para tocar CA e DMC somente enquanto usar arm du Knock target unconscious	
5			Brawler's Strike Close Weapon Mastery		
8	•	d10 d8 / 2d8	Brawler's Flurry	Improved two-weapon fighting	
9			Brawler's Strike	Treat unarmed strikes as cold iron and silver	
11					À ship
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 manoeuvro	е
	-				

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.



AWESOME BLOW

Nível
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 flies10ft in a direction of your choosing and is knocked prone.

If the target hits an obstacle, they take 1d6 damage.

Nível Use awesome blow as one attack rather than a standard-action combat manoeuvre.

20 Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.