# **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.

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

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

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

Stufe 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.

| Stufe | TWO-WEAPON PENALTIES         | Primary<br>hand | Off<br>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          |  |
|       |                              |                 |             |  |

 $\frac{\text{Stufe}}{8}$  Take second attack with off-hand weapon, at -5 penalty

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

### BONUSTALENTE

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

5 8

14

17

20

| *     | MANOEUVRE TRAIN  | IN | G   |   |   | ø |
|-------|------------------|----|-----|---|---|---|
| Stufe | COMBAT MANOUEVRE | +1 | 2   | 3 | 4 | 5 |
| 4     |                  |    |     |   |   |   |
| 7     |                  |    |     |   |   |   |
| 11    |                  |    | -0- | - |   |   |
| 15    |                  |    |     |   |   |   |
| 19    |                  |    |     |   |   |   |

### **AC BONUS**

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

9 +2

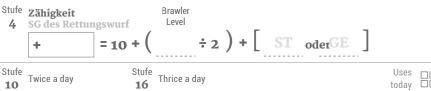
**13** +3

**18** +4

| <u> </u>             |   |                          |                                                                                    | WLER                                                                                                                                                                                           |
|----------------------|---|--------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| S<br>Mönch-<br>stufe |   | n Waffenlose<br>s-<br>te | r Schlag                                                                           |                                                                                                                                                                                                |
| 1                    |   | w6<br>W4/w8              | Brawler's Cunning<br>Martial Flexibility<br>Waffenloser Schlag<br>Martial Training | Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Behandle Hände, Füße, Knie und Elbogen als Waffen Brawler levels count as Fighter and Monk levels |
| 2                    |   |                          | Brawler's Flurry                                                                   | Attacks with any combination of weapons and fists                                                                                                                                              |
| 3                    |   |                          | Manövertraining                                                                    | +1 CMB and CMD for selected combat manoeuvres                                                                                                                                                  |
| 4                    |   | <b>W8</b><br>W6/2W6      | AC Bonus<br>Knockout                                                               | Bonus to touch <b>AC</b> and <b>CMD</b> when only in light armour Knock target unconscious                                                                                                     |
| 5                    |   |                          | Brawler's Strike<br>Close Weapon Mastery                                           | Behandle unbewaffnete Angriffe als magische Waffe<br>Use unarmed strike damage of a Brawler 4 levels lower                                                                                     |
| 8                    | - | <b>W10</b><br>W8/2W8     | Brawler's Flurry                                                                   | Improved two-weapon fighting                                                                                                                                                                   |
| 9                    |   |                          | Brawler's Strike                                                                   | Treat unarmed strikes as cold iron and silver                                                                                                                                                  |
| 11                   |   |                          |                                                                                    | 20.00                                                                                                                                                                                          |
| 12                   |   | <b>2W6</b><br>W10 / 3W6  | Brawler's Strike                                                                   | Treat unarmed strikes as aligned:                                                                                                                                                              |
| 14                   |   |                          |                                                                                    | * * *                                                                                                                                                                                          |
| 15                   |   |                          | Brawler's Flurry                                                                   | Greater two-weapon fighting                                                                                                                                                                    |
| 16                   |   | 2W8<br>2W6/3W8           | Awesome Blow                                                                       | Deal damage and knock target back 10ft                                                                                                                                                         |
| 17                   |   |                          | Brawler's Strike                                                                   | Treat unarmed strikes as adamantine                                                                                                                                                            |
| 20                   | - | 2W10<br>2W8/4W8          | 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.



### AWESOME BLOW

Stufe
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.

Stufe 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.