

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 | |

MANOEUVRE TRAINING

| Level | COMBAT MANOEUVRE | +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 armour, unencumbered and not using a shield

9 +2

13 +3

18 +4

BRAWLER

| Monk Level | Bonus Feats | Unarmed Strike Damage Sml / Lrg | 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 |
|------------|-------------|------------------------------------|--|--|
| 1 | | d6 d4 / d8 | | |
| 2 | ■ | | Brawler's Flurry | Attacks with any combination of weapons and fists |
| 3 | | | Manoeuvre Training | +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 | 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 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.

| Level | FORTITUDE | Brawler Level |
|-------|------------------------|--|
| 4 | SAVE DC | |
| | + <input type="text"/> | = 10 + (<input type="text"/> ÷ 2) + [<input type="text"/> STR or <input type="text"/> DEX] |

| Level | Twice a day | Level | Thrice a day | Uses today |
|-------|-------------|-------|--------------|--|
| 10 | | 16 | | <input type="checkbox"/> <input type="checkbox"/> |

AWESOME BLOW

Level 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.

Level 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.