

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

Stufe 12 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 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

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

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

## BONUSTALENTE

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

Stufe 2	
5	
8	
11	
14	
17	
20	

## MANOEUVRE TRAINING

Stufe	COMBAT MANOEUVRE	+1	2	3	4	5
4		■	□	□	□	□
7		□	□	□	□	
11		□	□	□		
15		□	□			
19		□				

## AC BONUS

Stufe 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

Schaden Waffenloser Schlag  
Mönch-Bonus-  
stufe talente

1	klein/groß <b>W6</b> W4 / W8	Brawler's Cunning Martial Flexibility Waffenloser Schlag 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 <b>CMB</b> and <b>CMD</b> for selected combat manoeuvres
4	<b>W8</b> W6 / 2W6	AC Bonus Knockout	Bonus to touch <b>AC</b> and <b>CMD</b> when only in light armour Knock target unconscious
5	■	Brawler's Strike Close Weapon Mastery	Behandle unbewaffnete Angriffe als magische Waffe Use unarmed strike damage of a Brawler 4 levels lower
8	■ <b>W10</b> W8 / 2W8	Brawler's Flurry	Improved two-weapon fighting
9		Brawler's Strike	Treat unarmed strikes as cold iron and silver
11	■		
12	<b>2W6</b> W10 / 3W6	Brawler's Strike	Treat unarmed strikes as aligned:
14	■		
15		Brawler's Flurry	Greater two-weapon fighting
16	<b>2W8</b> 2W6 / 3W8	Awesome Blow	Deal damage and knock target back 10ft
17	■	Brawler's Strike	Treat unarmed strikes as adamantine
20	■ <b>2W10</b> 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.

Stufe 4 **FORTITUDE** Brawler Level  
SAVE DC  
+  = 10 + (  ÷ 2 ) + [  ST oder GE ]

Stufe 10 Twice a day Stufe 16 Thrice a day Uses today ☐ ☐

## 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 flies 10ft in a direction of your choosing and is knocked prone. If the target hits an obstacle, they take 1d6 damage.

Stufe 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.