

# 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.

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

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

Niveau 12 Gagne un don de combat immédiatement, or trois en une action rapide

Niveau 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.

Niveau	PÉNALITÉS À DEUX ARMES	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

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

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

## DONS SUPPLEMENTAIRES

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

Niveau 2

5

8

11

14

17

20

## MANOEUVRE TRAINING

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

## CA BONUS

Niveau 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

Niveau	Dons de Moine	Dommages de Frappe	Mains Nues	Pte / Grd	Brawler's Cunning	Treat intelligence score as 13 to qualify for feats
1		d6	d4 / d8		Martial Flexibility	Temporarily gain the use of combat feats
2	■				Combat à mains nues	Traiter les mains, pieds, genoux et coudes comme des armes
3					Martial Training	Brawler levels count as Fighter and Monk levels
4		d8	d6 / 2d6		Brawler's Flurry	Attacks with any combination of weapons and fists
5	■				Entraînement aux manoeuvres	+1 <b>CMB</b> and <b>CMD</b> for selected combat manoeuvres
8	■	d10	d8 / 2d8		Brawler's Strike	Considérer les attaques à mains nues comme des armes magiques
9					Close Weapon Mastery	Use unarmed strike damage of a Brawler 4 levels lower
11	■				Brawler's Flurry	Science du Combat à deux Armes
12		2d6	d10 / 3d6		Brawler's Strike	Treat unarmed strikes as aligned:
14	■					
15					Brawler's Flurry	Combat à deux armes supérieur
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.

Niveau 4 **FORTITUDE** Brawler Level

$$+ \boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \left[ \text{FOR ou DEX} \right]$$

Niveau 10 Twice a day

Niveau 16 Thrice a day

Utilisations aujourd'hui ☐ ☐

## AWESOME BLOW

Niveau 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.

Niveau 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.