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

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

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

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

Уровень 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.

Уровень 2	TWO-WEAPON PENALTIES	Primary hand	Off hand
	Средние	-6	-10
	Off-hand weapon is light	-4	-8
	Brawler's Flurry	-4	-4
	and off-hand weapon is light	-2	-2

 $^{\mathrm{Уровень}}_{\mathbf{Q}}$ Take second attack with off-hand weapon, at -5 penalty

 $^{
m Уровень}$ Take third attack with off-hand weapon, at -10 penalty 15

БОНУСНЫЕ ЧЕРТЫ

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

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MANOEUVRE TRAINING

_{уровень} COMBAT MANOUEVRE 4	+1 2 3 4 5
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AC BONUS

Уровень+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

Уров ⊡ юыуо Монаха 1	Урон С.Чертворужной Атаки Мал / Больш d6 d4 / d8		Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Руки, ноги, колени и локти считаются оружием Brawler levels count as Fighter and Monk levels
2		Brawler's Flurry	Attacks with any combination of weapons and fists
3		Тренировка маневра	+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	Безоружные атаки считаются магическими. 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

BRAWLER

12 d10 / 3d6

2d6 Brawler's Strike Treat unarmed strikes as aligned:

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15 Brawler's Flurry Greater two-weapon fighting

2d8 16 Awesome Blow Deal damage and knock target back 10ft 2d6 / 3d8

Treat unarmed strikes as adamantine 17 Brawler's Strike

2d10 20 Improved Awesome Blow Use as attack rather than combat manoeuvre 2d8 / 4d8

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.

Уровень **FORTITUDE**

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SAVE DO

Brawler

Уровень Тwice a day

Уровень Thrice a day

Uses today

AWESOME BLOW

Make a single combat manoeuvre against a creature up to your size, with a close weapon or unarmed. Уровень 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.

УровеньUse 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.