

Brawler
Level

UNARMED STRIKE

You are considered armed at all times, and do not provoke attacks of opportunity. Unarmed strikes may be lethal or non-lethal.

MARTIAL FLEXIBILITY

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Level 1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

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

Level 20 Gain any number of combat feats as a swift action.

BRAWLER'S FLURRY

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

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

BONUS FEATS

Level
2

1420

MANOEUVRE TRAINING

7 □ □ □ □

15

AC BONUS

Level +1 dodge bonus to touch **AC** and **CMD** when wearing

13 +3

BRAWLER

2	■	Brawler's Flurry	Attacks with any combination of weapons and fists
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4	d8 Knockout	AC Bonus Knockout	Bonus to touch AC and CMD when only in light armour Knock target unconscious
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5	■	Brawler's Strike Close Weapon Mastery	Treat unarmed attacks as magic weapons Use unarmed strike damage of a Brawler 4 levels lower
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Q	Brawler's Strike	Treat unarmed strikes as cold iron and silver
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11

14 ■

16	2d8 Awesome Blow	Deal damage and knock target back 10ft
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17	■	Brawler's Strike	Treat unarmed strikes as adamantine
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KNOCKOUT

◆ KNOCKOUT ◆

Level	FORTITUDE	Brawler
4	SAVE DC	Level

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

AWESOME BLOW

Level 30 Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.

20 Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.