

BRAWLER LEVEL 4

Kess wears her bruises and scars as proudly as she wears the medals adorning her outfit. She isn't afraid to say what's on her mind, especially when facing authorities who try to tell others what to do.

KESS

Female human brawler 4

CG Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 shield)

hp 32 (4d10+4)

Fort +5, **Ref** +6, **Will** +3; +5 vs. charms and compulsions

OFFENSE

Speed 30 ft.

Melee unarmed strike +7/+7 (1d8+5) or unarmed strike +9 (1d8+5)

Ranged cold iron javelin +6 (1d6+5)

Special Attacks knockout strike 1/day (DC 17), martial flexibility 5/day

STATISTICS

Str 20, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 24 (28 grapple)

Feats Iron Will, Improved Grapple, Improved Unarmed Strike, Snapping Turtle Clutch^{UC}, Snapping Turtle Style^{UC}

Skills Acrobatics +9, Climb +9, Intimidate +5, Knowledge (dungeoneering) +3, Knowledge (local) +3, Perception +7, Perform (oratory) +2, Ride +6, Sense Motive +4, Swim +9; **Armor Check** –0

Traits Free Agent^{POTS}, Strength's Fanfare^{ISG}

Languages Common

SQ AC bonus +1, brawler's cunning, brawler's flurry, maneuver training (grapple +1), martial training, unarmed strike

Combat Gear alchemist's fire, *oil of greater magic weapon*, *potions of cure light wounds* (3); **Other Gear** +1 mithral chain shirt, cold iron javelins (5), *armbands of the brawler*^{UE}, *ring of protection* +1, *wand of cure light wounds* (20 charges), backpack, waterskin, 168 gp 9 sp

SPECIAL ABILITIES

Brawler's Cunning Kess counts as having 13 Intelligence for the purpose of qualifying for combat feats.

Brawler's Flurry When Kess makes a full-attack, she has the Two-Weapon Fighting feat as long as she uses unarmed strikes, close weapons, and monk weapons, and she adds her full Strength modifier to all attacks.

Favored Class Bonus Kess has used her favored class bonus to increase her CMD against grapple and trip maneuvers (already included).

Improved Grapple Kess does not provoke attacks of opportunity when

initiating a grapple.

Improved Unarmed Strike Kess does not provoke attacks of opportunity when she makes an unarmed strike and can deal her choice of lethal or nonlethal damage.

Knockout Strike Kess can attempt a one-hit knockout, declaring her attempt before rolling her attack roll. If she hits and deals damage, the target must succeed at a DC 17 Fortitude save or fall unconscious for 1d6 rounds. It gets a new save each round to wake up. This doesn't work if the target is immune to critical hits or nonlethal damage.

Martial Flexibility Kess can spend a move action to gain any combat feat she doesn't possess for 1 minute, as long as she meets the prerequisites. If she uses the ability again before that time, she loses all the feats from the previous use. If the feat has a daily limit and she picks it more than once, it doesn't reset the limit. Power Attack is a pretty good choice if you're fighting something you'd rather punch than grapple.

Martial Training Kess counts her brawler levels as both fighter levels and monk levels for the purpose of qualifying for combat feats.

Snapping Turtle Clutch Kess's snapping turtle shield bonus applies to touch AC and CMD (already included), and whenever an enemy misses her, she can spend an immediate action to start a grapple with them at a –2 penalty.

Snapping Turtle Style When in her stance (she can enter as a swift action), Kess gains a +1 shield bonus to AC, included above.

Strength's Fanfare Whenever Kess is the subject of inspire courage (or other sonic effects that give competence bonuses to attack and damage), she gets a +1 trait bonus Strength-based skill checks and to CMB and CMD for bull rush, grapple, and reposition.

Cure Light Wounds Kess's wand heals a touched target for 1d8+1 damage. Kess needs help to activate her wand, so she also has a potion for emergencies.

Greater Magic Weapon This oil grants a weapon (even Kess's unarmed strike) a +1 enhancement bonus on attack and damage rolls for 5 hours.

She was raised to be Lady Kessilandrie Anicia Vlastos, but the thousands of cheering fans that fill the arena's seats when she fights shout her preferred name—Kess the Bull.

Kess is competitive, though she encourages others in their own tasks. Even though she tries to be positive and upbeat, she knows that she's often aggressive and sarcastic. Kess isn't afraid to say what's on her mind, especially when facing authorities who try to tell others what to do. The only time Kess shows a strong respect for rules is during a competition—she doesn't tolerate cheaters. She keeps her body fit, and trains every chance she gets—a crucial counterbalance to her love of good food, strong drink, and long nights of celebration after a fight.



“Fencing is for dandies and duels are just ego dramas. I solve problems with a fist to the jaw.”