

BRAWLER LEVEL 1

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KESS

Female human brawler 1
CG Medium humanoid (human)
Init +2; **Senses** Perception +4

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)
hp 11 (1d10+1)
Fort +3, **Ref** +4, **Will** +0; +2 vs. charms and compulsions

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d6+4)
Ranged javelin +3 (1d6+4)
Special Attacks martial flexibility 4/day

STATISTICS

Str 19, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +5 (+7 grapple); **CMD** 17 (20 grapple, 18 trip)
Feats Improved Grapple, Improved Unarmed Strike, Snapping Turtle Style^{uc}
Skills Acrobatics +4, Intimidate +5, Perception +4, Perform (oratory) +2;

Armor Check -2

Traits Free Agent^{potis}, Strength's Fanfare^{isg}

Languages Common

SQ brawler's cunning, martial training, unarmed strike

Combat Gear alchemist's fire; **Other Gear** chain shirt, javelin (5), backpack, waterskin, 22 gp

SPECIAL ABILITIES

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

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.

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 would be a pretty good choice if you are 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 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.

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.

Using the ruse of attending fencing class, Kess made her way to the underground rings every chance she could get. It was there that she discovered real honor—not that bogus social contract she grew up under. In those pit fights, she learned focus and found her calling. The roar of the crowd charged her, and she pushed her body, testing herself. She learned a multitude of styles and forms from the various fighters and promoters that flowed through the ring, as well as the worship of Kurgess, god of bravery, competition, and sports.

For her own safety—and to quash a scandal—her parents threatened to send Kess off to their country estate, or even to a boarding school. In no way eager to have her destiny decided for her by others, Kess set off for the gladiator nation of Tymon. Once there, she fought enough bouts in the arena to get noticed by the masters of the Valknar Gladiatorial College, and used the prize money from her Opparan fights to pay for tuition.

While still one win shy of being considered “bloodied,” she was lured away from the city by the call of new arenas in distant locations, taking up the life of an adventurer—not for treasure, but for the fun of it. Every so often, Kess attempts to alleviate some of her mother's worry by sending letters home telling of her adventures, but has learned to obscure where they're sent from, lest her father send agents to track her down and try to bring her home.

Kess wears her bruises and scars as proudly as she wears the medals adorning her outfit—prizes from various fights, as well as a short stint with a mercenary company. 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. Kess is competitive, though she encourages others in their own tasks. 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.”