

BRAWLER LEVEL 7

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KESS

Female human brawler 7

CG Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 21, touch 16, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +2 shield)

hp 60 (7d10+14)

Fort +7, **Ref** +8, **Will** +5; +2 vs. charms and compulsions

OFFENSE

Speed 30 ft.

Melee unarmed strike +13/+13/+8 (1d8+8) or unarmed strike +15/+10 (1d8+8)

Ranged javelin +9 (1d6+6)

Special Attacks knockout strike 1/day (DC 19), martial flexibility (swift action) 6/day

STATISTICS

Str 22, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +13 (+22 grapple, +14 trip); **CMD** 29 (40 grapple, 37 trip)

Feats Greater Grapple, Iron Will, Improved Grapple, Improved Unarmed Strike, Snapping Turtle Clutch^{uc}, Snapping Turtle Shell^{uc}, Snapping Turtle Style^{uc}, Toughness

Skills Acrobatics +12, Climb +9, Intimidate +5, Knowledge (dungeoneering) +3, Knowledge (local) +3, Perception +10, Perform (oratory) +8, Ride +6, Sense Motive +4, Swim +9; **Armor Check** -0

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

Languages Common

SQ AC bonus +1, brawler's cunning, brawler's flurry, brawler's strike (magic), close weapon mastery, maneuver training (grapple +2, trip +1), martial training, unarmed strike

Combat Gear alchemist's fire, oil of daylight, potion of heroism, potion of bear's endurance, potion of fly; **Other Gear** +1 brawling^{ue} mithral chain shirt, cold iron javelins (5), armbands of the brawler^{ue}, belt of giant strength +2, cloak of resistance +1, ring of protection +1, shirt of immolation^{ue}, wand of cure light wounds (20 charges), backpack, waterskin, 16 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.

Brawler's Strike Kess's unarmed attacks count as magic.

Close Weapon Mastery Kess can deal 1d6 damage with any weapon from the close weapon group (dagger, shield spikes, etc.) if she wants.

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

Greater Grapple If Kess begins the round in control of a grapple, she can make the check to maintain her grapple as a move action, which means she has a standard action left. If she likes, she can use that action to make a second check to maintain the grapple and perform a different effect on her grappled victim.

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 two combat feats she doesn't possess, as long as she meets the prerequisites, or she can spend a swift action to gain any one combat feat. She keeps the feat for 1 minute. 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 for a swift action if you are fighting something you'd rather punch than grapple. For a move action, you could consider grabbing two feats in a chain like Combat Expertise and either Improved Dirty Trick or Improved Trip.

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

Shirt of Immolation Whenever Kess is in a grapple, her shirt automatically bursts into flames and deals 1d6+10 damage, continuing each round of the grapple. It can burn for 10 rounds each day.

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.



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Snapping Turtle Shell Kess's snapping turtle shield bonus increases to +2 (already included), and opponents take a -4 on all critical confirmation rolls against her.

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.

Bear's Endurance Kess's potion grants the drinker +4 Constitution for 3 minutes. In Kess's case, this would give her 14 extra current and maximum hp and a +2 to Fortitude saves. However, there is a hidden danger—when the potion wears off, Kess loses those 14 extra current and maximum hp, which could cause her to instantly fall unconscious or die.

Cure Light Wounds Kess's wand heals a touched target for 1d8+1 damage. Kess needs help to activate her wand.

Daylight When smeared on an object, Kess's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

Heroism Kess's potion grants the drinker a +2 morale bonus on attack rolls, saving throws, and skill checks for 50 minutes.

Fly Kess's potion grants the drinker a 60 foot fly speed and a +6 bonus to Fly checks (+8 total for Kess herself) for 5 minutes.

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 never squared herself with the life of pomp and nobility. As a kid growing up in an estate in the Westpark District of Oppara, she spent her time in opulent gardens, tipping over rocks to look for bugs, climbing the massive oaks, coordinating mock battles against imaginary monsters with her sisters and brothers in the plum orchard, and generally getting into trouble.

It was during these pretend adventures that she started learning how to fight. Her brothers and sisters were snobbish, bullying brats that never left the awkward young girl alone. Never one to just take abuse, Kess ended many of those make-believe bouts in flat-out fistfights. It wasn't the wooden swords and staves the kids played with that she mastered in these brawls, but rather a solid left jab, a well-placed kick, or a leg sweep. Her height gave her good reach, letting her even get in a good strike at her oldest brother to silence his bullying. An older fighter, sympathetic to her combat style, tipped her off to an

underground fighting ring in a seedy part of the city.

Her first night in the pit was exhilarating. The organizers paired her up with a brawny farm boy whose jaw jutted out as far as his forehead sloped back. He hit hard, but he didn't know a thing about technique. Using her skill and rangy frame to her advantage, Kess had him mewling on the ground in less than a minute.

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. The roar of the crowd charged her, and she pushed her body, testing herself.

Kess 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. She also began to dream of bouts in the far-off nations, such as the gladiator nation of Tymon in the River Kingdoms, from which her coach had won a medal.

For her own safety—and to quash a scandal—her parents threatened to send her 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 beat her parents to the punch and she set off for 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.

Yet Kess is easily bored. 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. She doesn't pay much mind to complicated bureaucracies and outdated social mores, and tends to live her life the way she wants. 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.



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