

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.

Nivel 6 Gain one feat as a swift action, or two as a move action.

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

Nivel 12 Gain one combat feat immediately, or three as a swift action.

Nivel 20 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.

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

Nivel 8 Take second attack with off-hand weapon, at -5 penalty

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

DOTES ADICIONALES

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

Nivel 2

5

8

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14

17

20

MANOEUVRE TRAINING

Nivel	COMBAT MANOEUVRE	+1	2	3	4	5
4		■	□	□	□	□
7		□	□	□	□	
11		□	□	□		
15		□	□			
19		□				

AC BONUS

Nivel 4 +1 dodge bonus to touch **AC** and **CMD** when wearing no or light armour, unencumbered and not using a shield

9 +2

13 +3

18 +4

BRAWLER

Nivel de Dotes Monjadicionales	Daño Golpe Sin Arma Peq / Gran	Brawler's Cunning Martial Flexibility Impacto sin Arma Martial Training	Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Trata manos, pies, rodillas y codos com armas Brawler levels count as Fighter and Monk levels
1	d6 d4 / d8		
2	■	Brawler's Flurry	Attacks with any combination of weapons and fists
3		Entrenamiento en Maniobras	+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	Trata ataques sin arma como armas mágicas 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
11	■		
12	2d6 d10 / 3d6	Brawler's Strike	Treat unarmed strikes as aligned:
14	■		
15		Brawler's Flurry	Greater two-weapon fighting
16	2d8 2d6 / 3d8	Awesome Blow	Deal damage and knock target back 10ft
17	■	Brawler's Strike	Treat unarmed strikes as adamantine
20	■ 2d10 2d8 / 4d8	Improved Awesome Blow	Use as attack rather than combat manoeuvre



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.

Nivel 4 **FORTALEZA** **SAVE DC** Brawler Level

$$+ \boxed{} = 10 + \left(\div 2 \right) + \left[\text{FUE o DES} \right]$$

Nivel 10 Twice a day Nivel 16 Thrice a day Uses today ☐ ☐

AWESOME BLOW

Nivel 16 Make a single combat manoeuvre against a creature up to your size, with a close weapon or unarmed. If successful it deals damage, the target flies 10ft in a direction of your choosing and is knocked prone. If the target hits an obstacle, they take 1d6 damage.

Nivel 20 Use awesome blow as one attack rather than a standard-action combat manoeuvre. Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.