# 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.

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

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

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

Уровень 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.

Уровень <b>2</b>	TWO-WEAPON PENALTIES	Primary hand	Off hand	
	Normal	-6	-10	
	Off-hand weapon is light	-4	-8	
	Brawler's Flurry	-4	-4	
	and off-hand weapon is light	-2	-2	

 $^{\mathrm{Уровень}}_{\mathbf{Q}}$  Take second attack with off-hand weapon, at -5 penalty

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

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

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``	MANOEUVRE TRAIN	IN	G			#
Уровень	COMBAT MANOUEVRE	+1	2	3	4	5
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## **AC BONUS**

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

4 no or light armour, unencumbered and not using a shield

9 +2

13 +3

18 +4

``			BRAV	WLER	
Уровень Монаха	Feats	Unarmed Strike Damage Іал / Больш	Brawler's Cunning	Treat intelligence score as 13 to qualify for feats	
1		<b>d6</b> d4/d8	Martial Flexibility Безоружная атака Martial Training	Temporarily gain the use of combat feats Treat hands, feet, knees and elbows as weapons Brawler levels count as Fighter and Monk levels	
2			Brawler's Flurry	Attacks with any combination of weapons and fists	
3			Manoeuvre Training	+1 CMB and CMD for selected combat manoeuvres	
4		d8 d6/2d6	AC Bonus Knockout	Bonus to touch <b>AC</b> and <b>CMD</b> when only in light armour Knock target unconscious	
5			Brawler's Strike Close Weapon Mastery	Treat unarmed attacks as magic weapons 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				- h.t. 40	
12		<b>2d6</b> 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	•	<b>2d10</b> 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.

Уровень **FORTITUDE** Brawler 4 SAVE DO ÷

Уровень Twice a day Уровень Thrice a day

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**AWESOME BLOW** 

Make a single combat manoeuvre against a creature up to your size, with a close weapon or unarmed. Ypobehb Make a single compatinanceuric against a occurred up to your choosing and is knocked prone.

If successful it deals damage, the target flies10ft in a direction of your choosing and is knocked prone. If the target hits an obstacle, they take 1d6 damage.

УровеньUse awesome blow as one attack rather than a standard-action combat manoeuvre.

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