

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.

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

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

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

Nível **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.

Nível	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

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

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

TALENTO BÔNUS

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

Nível **2**

5

8

11

14

17

20

MANOEUVRE TRAINING

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

AC BONUS

Nível **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

Nível de Talento	Unarmed Strike Damage	Bônus	peq / gde
1	d6 d4 / d8		Brawler's Cunning Martial Flexibility Ataque Desarmado Martial Training
2	■		Brawler's Flurry
3			Manoeuvre Training
4	d8 d6 / 2d6		AC Bonus Knockout
5	■		Brawler's Strike Close Weapon Mastery
8	d10 d8 / 2d8	■	Brawler's Flurry
9			Brawler's Strike
11	■		
12	2d6 d10 / 3d6		Brawler's Strike
14	■		
15			Brawler's Flurry
16	2d8 2d6 / 3d8		Awesome Blow
17	■		Brawler's Strike
20	2d10 2d8 / 4d8	■	Improved Awesome Blow

Treat intelligence score as 13 to qualify for feats
Temporarily gain the use of combat feats
Trata mãos, pés, joelhos e cotovelos como armas
Brawler levels count as Fighter and Monk levels

Attacks with any combination of weapons and fists

+1 CMB and **CMD** for selected combat manoeuvres

Bonus to touch **AC** and **CMD** when only in light armour
Knock target unconscious

Treat unarmed attacks as magic weapons
Use unarmed strike damage of a Brawler 4 levels lower

Improved two-weapon fighting

Treat unarmed strikes as cold iron and silver

Treat unarmed strikes as aligned:



Greater two-weapon fighting

Deal damage and knock target back 10ft

Treat unarmed strikes as adamantine

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.

Nível **4** **FORTITUDE** **SAVE DC** **Brawler Level**

$$+ \boxed{} = 10 + \left(\frac{}{2} \right) + \left[\text{FOR ou DES} \right]$$

Nível **10** Twice a day

Nível **16** Thrice a day

Uses today ☐ ☐

AWESOME BLOW

Nível **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.

Nível **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.