

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.

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

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

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

Livello 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.

Livello	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

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

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

TALENTI BONUS

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

Livello 2

5

8

11

14

17

20

MANOEUVRE TRAINING

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

AC BONUS

Livello 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

Livello	Talenti	Danno Colpo	Senz'armi	Pcl / Grn	Brawler's Cunning	Martial Flexibility	Colpo senz'armi	Martial Training	Treat intelligence score as 13 to qualify for feats
1	Monaco bonus	d6	d4 / d8						Temporarily gain the use of combat feats
2	■				Brawler's Flurry				Treat intelligence score as 13 to qualify for feats
3									Temporarily gain the use of combat feats
4		d8	d6 / 2d6		AC Bonus	Knockout			Tratta mani, piedi, ginocchia e gomiti come armi
5	■				Brawler's Strike	Close Weapon Mastery			Brawler levels count as Fighter and Monk levels
8	■	d10	d8 / 2d8		Brawler's Flurry				Use unarmed strike damage of a Brawler 4 levels lower
9					Brawler's Strike				
11	■								
12		2d6	d10 / 3d6		Brawler's Strike				Treat unarmed strikes as aligned:
14	■								
15					Brawler's Flurry				
16		2d8	2d6 / 3d8		Awesome Blow				Greater two-weapon fighting
17	■				Brawler's Strike				Deal damage and knock target back 10ft
20	■	2d10	2d8 / 4d8		Improved Awesome Blow				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.

Livello 4 **TEMPRA**
SAVECD

Brawler
Level

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

Livello 10 Twice a day

Livello 16 Thrice a day

Uses today ☐ ☐

AWESOME BLOW

Livello 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.

Livello Use 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.