

# 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.

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

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

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

Niveau 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.

Niveau	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

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

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

## DONS SUPPLEMENTAIRES

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

Niveau 2

5

8

11

14

17

20

## MANOEUVRE TRAINING

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

## AC BONUS

Niveau 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

Moine Niveau	Bonus Dons	Unarmed Strike Damage Sml / Lrg		
1		d6 d4 / d8	Brawler's Cunning Martial Flexibility Combat à mains nues Martial Training	Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Traiter les mains, pieds, genoux et coudes comme des armes 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 AC and CMD 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	■			
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.

Niveau 4 FORTITUDE SAVE DC Brawler Level

$$+ \boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \left[ \text{STR ou DEX} \right]$$

Niveau 10 Twice a day

Niveau 16 Thrice a day

Uses today ☐ ☐

## AWESOME BLOW

Niveau 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.

Niveau 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.