

# 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.

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

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

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

Stufe 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.

Stufe	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

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

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

## BOUNS TALENT

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

Stufe 2	
5	
8	
11	
14	
17	
20	

## MANOEUVRE TRAINING

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

## AC BONUS

Stufe 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

Mönch- Bonus  
stufe Talente  
Unbewaffneter Schlag Schaden  
klein/groß  
W6  
W4 / W8

Brawler's Cunning  
Martial Flexibility  
Waffenloser Schlag  
Martial Training

Treat intelligence score as 13 to qualify for feats  
Temporarily gain the use of combat feats  
Behandle Hände, Füße, Knie und Elbogen als Waffen  
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 W8 AC Bonus  
W6 / 2W6 Knockout Bonus to touch **AC** and **CMD** when only in light armour  
Knock target unconscious

5 ■ Brawler's Strike Close Weapon Mastery Behandle unbewaffnete Attacken als ob mit Magischen Waffen  
Use unarmed strike damage of a Brawler 4 levels lower

8 ■ W10 Brawler's Flurry Improved two-weapon fighting  
W8 / 2W8

9 Brawler's Strike Treat unarmed strikes as cold iron and silver

11 ■

12 2W6 Brawler's Strike Treat unarmed strikes as aligned:  
W10 3W6



14 ■

15 Brawler's Flurry Greater two-weapon fighting

16 2W8 Awesome Blow Deal damage and knock target back 10ft  
2W6 / 3W8

17 ■ Brawler's Strike Treat unarmed strikes as adamantite

20 ■ 2W10 Improved Awesome Blow Use as attack rather than combat manoeuvre  
2W8 / 4W8

## 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.

Stufe 4 Zähigkeit Brawler Level  
SAVE DC  
+ = 10 + ( ÷ 2 ) + [ ST oder GE ]

Stufe 10 Twice a day Stufe 16 Thrice a day Uses today □□ □□

## AWESOME BLOW

Stufe 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.

Stufe 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.