Dragonborn Brawler

Prime Requisite: STR or CON **Requirements:** INT and WIS of 9

Hit Dice: d8 Maximum Level: 12

Weapons: swords/daggers, bolas/darts/nets/slings/saps/staffs

Armor: leather armor or lighter

Advances in attack throws as a Fighter, +2 every 3. Cleaves up to once per level. Melee damage bonus at levels 1, 3, 6, 9, and 12.

Class Proficiencies list: Acrobatics, Alertness, Berserkergang, Blind Fighting, Bribery, Combat Reflexes, Combat Trickery: Disarm, Combat Trickery: Force Back, Combat Trickery: Incapacitate, Combat

Title	XP Lvl
Troublemaker	100 1
Hooligan	3200 2
Scrapper	6400 3
Slugger	12800 4
Contender	25600 5
Boxer	51200 6
Brawler	100000 7
Heavy	200000 8
Brawler	335000 9
Bruiser	470000 10
Pugilist	605000 11
Champion	740000 12
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Trickery: Knock Down, Combat Trickery: Overrun, Combat Trickery: Sunder, Combat Trickery: Wrestle, Dungeon Bashing, Endurance (G), Fighting Style: (Two-Weapon), Intimidation (G), Labor (G): (Bodyguard), Martial Training, Riding (G), Running, Skirmishing, Survival, Swashbuckling, Tracking (G), Wakefulness, Weapon Finesse, Weapon Focus, Armor Training, Kin-Slaying, Vermin-Slaying