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

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

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

Poziom

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

Poziom

Gain any number of combat feats as a swift action. 20

BRAWLER'S FLURRY

Make a flurry of attacks as a full-round action. Apply full strength modifier to all attacks.

| Poziom | TWO-WEAPON PENALTIES | Primary hand | Off hand |
|--------|------------------------------|-----------------|-------------|
| 2 | Normalne | -6 | -10 |
| | Off-hand weapon is light | -4 | -8 |
| | Brawler's Flurry | -4 | -4 |
| | and off-hand weapon is light | -2 | -2 |

Poziom

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

Poziom

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

ATUTY PREMIOWE

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

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| * | MANOEUVRE TRAIN | IN | G | | | # | I |
|--------|------------------|----|---|---|---|---|---|
| Poziom | COMBAT MANOUEVRE | +1 | 2 | 3 | 4 | 5 | |
| 4 | | | | | | - | |
| 7 | | | | | _ | | |
| 11 | | | | - | | | |
| 15 | | | | | | | |
| 19 | | | | | | | |

AC BONUS

Poziom+1 dodge bonus to touch AC and CMD when wearing

4 no or light armour, unencumbered and not using a shield

9 +2

13 +3

18 +4

| `` | | | BRA | WLER |
|--------------------|----------------|-------------------------------|---|--|
| PozionPi Mnicha | remio Atuty | DEZ DIOIII | | |
| 1 | | Mały / Duży k6 k4 / k8 | Brawler's Cunning Martial Flexibility Uderzenie bez broni Martial Training | Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Dłonie, stopy, kolana i łokcie są traktowane jak broń Brawler levels count as Fighter and Monk levels |
| 2 | | | Brawler's Flurry | Attacks with any combination of weapons and fists |
| 3 | | | Mistrz Manewrów | +1 CMB and CMD for selected combat manoeuvres |
| 4 | | k8 k6/2k6 | AC Bonus Knockout | Bonus to touch AC and CMD when only in light armour Knock target unconscious |
| 5 | | | Brawler's Strike Close Weapon Mastery | Ataki bez broni są traktowane jak oręż magiczny Use unarmed strike damage of a Brawler 4 levels lower |
| 8 | | k10 k8/2k8 | Brawler's Flurry | Improved two-weapon fighting |
| 9 | | | Brawler's Strike | Treat unarmed strikes as cold iron and silver |
| 11 | | | | A. 1 % (%) |
| 12 | | 2k6 k10/3k6 | Brawler's Strike | Treat unarmed strikes as aligned: |
| 14 | | | | — <i>π</i> ′ × |
| 15 | | | Brawler's Flurry | Greater two-weapon fighting |
| 16 | | 2k8 2k6/3k8 | Awesome Blow | Deal damage and knock target back 10ft |
| 17 | | | Brawler's Strike | Treat unarmed strikes as adamantine |
| 20 | - | 2k10 2k8/4k8 | 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.

Poziom WYTRWAŁOŚĆ Brawler 4 SAVE DO

Poziom Thrice a day Poziom Twice a day

Uses today

AWESOME BLOW

Make a single combat manoeuvre against a creature up to your size, with a close weapon or unarmed. Poziom If successful it deals damage, the target flies10ft in a direction of your choosing and is knocked prone. If the target hits an obstacle, they take 1d6 damage.

Poziom 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.