

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	Normale	-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		□				

BONUS CA

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	P / G
1	■	d6	d4 / d8	Brawler's Cunning Martial Flexibility Colpo senz'armi Martial Training	Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Tratta le mani, i piedi, le ginocchia ed i gomiti come armi Brawler levels count as Fighter and Monk levels
2	■			Brawler's Flurry	Attacks with any combination of weapons and fists
3				Addestramento alle manovre	+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	Tratta gli attacchi senz'armi come armi magiche 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

BOND
LEAP
COLD
MALING



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** **CD SALVEZZA** Brawler Level

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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.