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.

| Nível | Gain one feat as a swift action, or two as a move action. |
|-------|---|
| 6 | Gain one teat as a swift action, or two as a move action. |

Nível Gain one combat feat immediately, two as a swift action or ${f 10}$ three as a move action.

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

Nível 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.

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

 $\displaystyle {\overset{N\text{(ivel)}}{8}}$ Take second attack with off-hand weapon, at -5 penalty

Nível $\mathbf{15}$ Take third attack with off-hand weapon, at -10 penalty

TALENTO BÔNUS

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

2

5

8

11

14

17

20

| × | TREINAMENTO DE MAN | ΙΟΕ | BR/ | AS | | - |
|-------|--------------------|-----|-----|----|---|---|
| Nível | COMBAT MANOUEVRE | +1 | 2 | 3 | 4 | 5 |
| 4 | | | | | | |
| 7 | | | | | | |
| 11 | | | -0- | - | | |
| 15 | | | | | | |

BÔNUS DE CA

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

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

9 +2

19

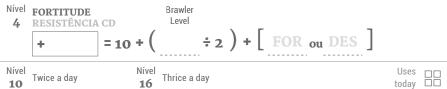
13 +3

18 +4

| • | | | BRA | WLER | 1 |
|--------------------------|------------------|--|--|---|-------------|
| Da Nívell dæ Monge | ano de nto Br | e Ataque Des Sonus | sarmado | | |
| 1 | | peq / gde d6 d4 / d8 | Brawler's Cunning Martial Flexibility Ataque Desarmado Martial Training | Treat intelligence score as 13 to qualify for feats Temporarily gain the use of combat feats Trata mãos, pés, joelhos e cotovelos como armas Brawler levels count as Fighter and Monk levels | |
| 2 | | | Brawler's Flurry | Attacks with any combination of weapons and fists | |
| 3 | | | Treinamento de Manobras | +1 BMCe DMCpara manobra de combate selecionada | а |
| 4 | | d8 d6/2d6 | Bônus de CA Knockout | Bônus para tocar CA e DMC somente enquanto usar ar Knock target unconscious | madura leve |
| 5 | | | Brawler's Strike Close Weapon Mastery | Tratarataques desarmados como armas mágicas Use unarmed strike damage of a Brawler 4 levels lower | |
| 8 | | d10 d8/2d8 | Brawler's Flurry | Improved two-weapon fighting | 1 |
| 9 | | | Brawler's Strike | Treat unarmed strikes as cold iron and silver | |
| 11 | | | | | 7 |
| 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.



AWESOME BLOW

Nível
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 flies10ft in a direction of your choosing and is knocked prone.

If the target hits an obstacle, they take 1d6 damage.

Nível 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.