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.

 $\begin{array}{c} \mathsf{Level} \\ \pmb{6} \end{array} \text{ Gain one feat as a swift action, or two as a move action.}$

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

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

Level 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.

Level	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	

 ${\displaystyle {{{\footnotesize {E}}}{{\footnotesize {e}}}{{\footnotesize {e}}}}{{\footnotesize {e}}}}}$ Take second attack with off-hand weapon, at -5 penalty

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

BONUS FEATS

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

Level 2

8

14

17 20

*	MANOEUVRE TRAIN	IN	G			#
Level	COMBAT MANOUEVRE	+1	2	3	4	5
4						-
7						
11			-0-	-		
15						
19						

AC BONUS

Level +1 dodge bonus to touch **AC** and **CMD** when wearing

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

9 +2

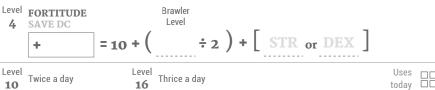
13 +3

18 +4

•			BRA	WLER
	Bonus Feats	STrike	Brawler's Cunning	Treat intelligence score as 13 to qualify for feats
1		d6 d4/d8	Martial Flexibility Unarmed Strike Martial Training	Temporarily gain the use of combat feats Treat hands, feet, knees and elbows as weapons 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		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	Treat unarmed attacks as magic weapons 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				A.4 .6
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

Level 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.

Level Use awesome blow as one attack rather than a standard-action combat manoeuvre.

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

20 Use on creatures any size. On a confirmed natural 20 roll, both weapon and impact damage are doubled.