

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

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

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

Poziom 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.

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

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

ATUTY PREMIOWE

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

Poziom 2

5

8

11

14

17

20

MANOEUVRE TRAINING

Poziom	COMBAT MANOEUVRE	+1	2	3	4	5
4		■	□	□	□	□
7		□	□	□	□	
11		□	□	□		
15		□	□			
19		□				

AC BONUS

Poziom 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

Poziom	Premiowe	Obrażenia z Ataku bez Broni	Atuty	Brawler's Cunning	Treat intelligence score as 13 to qualify for feats
1		Mały / Duży		Martial Flexibility	Temporarily gain the use of combat feats
2	■			Uderzenie bez broni	Dłonie, stopy, kolana i łokcie są traktowane jak broń
3				Martial Training	Brawler levels count as Fighter and Monk levels
4					
5	■				
8	■				
9					
11	■				
12					
14	■				
15					
16					
17	■				
20	■				

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 4 WYTRWAŁOŚĆ SAVE DC Brawler Level

$$+ \boxed{} = 10 + \left(\frac{}{2} \right) + \left[\text{S lub ZR} \right]$$

Poziom 10 Twice a day

Poziom 16 Thrice a day

Uses today ☐ ☐

AWESOME BLOW

Poziom 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.

Poziom 20 Use awesome blow as one attack rather than a standard-action combat manoeuvre.

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

