

# 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.

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

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

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

Уровень **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.

Уровень	TWO-WEAPON PENALTIES	Primary hand	Off hand
<b>2</b>	Normal	-6	-10
	Off-hand weapon is light	-4	-8
	Brawler's Flurry	-4	-4
	and off-hand weapon is light	-2	-2

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

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

## Бонусные черты

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

Уровень **2**

**5**

**8**

**11**

**14**

**17**

**20**

## MANOEUVRE TRAINING

Уровень	COMBAT MANOEUVRE	+1	2	3	4	5
<b>4</b>		■	□	□	□	□
<b>7</b>		□	□	□	□	□
<b>11</b>		□	□	□	□	□
<b>15</b>		□	□	□	□	□
<b>19</b>		□	□	□	□	□

## AC BONUS

Уровень **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

Уровень	Бонус	Unarmed Strike Damage	Feat	
<b>1</b>		<b>d6</b> d4 / d8	Мал / Больш	Brawler's Cunning Martial Flexibility Безоружная атака Martial Training
<b>2</b>	■			Brawler's Flurry
<b>3</b>				Manoeuvre Training
<b>4</b>		<b>d8</b> d6 / 2d6		AC Bonus Knockout
<b>5</b>	■			Brawler's Strike Close Weapon Mastery
<b>8</b>	■	<b>d10</b> d8 / 2d8		Brawler's Flurry
<b>9</b>				Brawler's Strike
<b>11</b>	■			
<b>12</b>		<b>2d6</b> d10 / 3d6		Brawler's Strike
<b>14</b>	■			
<b>15</b>				Brawler's Flurry
<b>16</b>		<b>2d8</b> 2d6 / 3d8		Awesome Blow
<b>17</b>	■			Brawler's Strike
<b>20</b>	■	<b>2d10</b> 2d8 / 4d8		Improved Awesome Blow

## 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.

Уровень **4** **FORTITUDE** **SAVE DC** **Brawler Level**

$$+ \boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \left[ \text{STR или DEX} \right]$$

Уровень **10** Twice a day

Уровень **16** Thrice a day

Uses today ☐ ☐

## AWESOME BLOW

Уровень **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.

Уровень **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.