

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.

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

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

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

Niveau 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.

Niveau	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

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

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

DONS SUPPLEMENTAIRES

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

Niveau 2

5

8

11

14

17

20

MANOEUVRE TRAINING

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

CA BONUS

Niveau 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

Niveau	Bonus de Moine	Dommages de Frappe à Mains Nues	Pte / Grd	Brawler's Cunning	Martial Flexibility	Combat à mains nues	Martial Training	Treat intelligence score as 13 to qualify for feats	Temporarily gain the use of combat feats	Traiter les mains, pieds, genoux et coudes comme des armes	Brawler levels count as Fighter and Monk levels
1		d6	d4 / d8								
2	■			Brawler's Flurry				Attacks with any combination of weapons and fists			
3				Entraînement aux manœuvres	1 CMB	CMD		for selected combat manœuvres			
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			Considérer les attaques à mains nues comme des armes magiques		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 manœuvre			

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.

Niveau 4 **FORTITUDE** **SAVE DC** **Brawler Level**

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

Niveau 10 Twice a day

Niveau 16 Thrice a day

Uses today ☐ ☐

AWESOME BLOW

Niveau 16 Make a single combat manœuvre 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.

Niveau 20 Use awesome blow as one attack rather than a standard-action combat manœuvre.

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