

Table: The Brawler

Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage ¹	AC Bonus
1st	+1	+2	+2	+0	Bonus Feat, Unarmed Strike	1d6	+1
2nd	+2	+3	+3	+0	Brawler's Trick	1d6	+1
3rd	+3	+3	+3	+1	Uncanny Dodge	1d6	+1
4th	+4	+4	+4	+1	Bonus Feat	1d8	+1
5th	+5	+4	+4	+1	Brawler's Trick	1d8	+2
6th	+6/+1	+5	+5	+2	Powerful Strike (magic)	1d8	+2
7th	+7/+2	+5	+5	+2	-	1d8	+2
8th	+8/+3	+6	+6	+2	Bonus Feat, Brawler's Trick	1d10	+2
9th	+9/+4	+6	+6	+3	Improved Uncanny Dodge	1d10	+2
10th	+10/+5	+7	+7	+3	-	1d10	+3
11th	+11/+6/+1	+7	+7	+3	Brawler's Trick	1d10	+3
12th	+12/+7/+2	+8	+8	+4	Bonus Feat	2d6	+3
13th	+13/+8/+3	+8	+8	+4	Powerful Strike (cold iron or silver)	2d6	+3
14th	+14/+9/+4	+9	+9	+4	Brawler's Trick	2d6	+3
15th	+15/+10/+5	+9	+9	+5	-	2d6	+4
16th	+16/+11/+6/+1	+10	+10	+5	Bonus Feat	2d8	+4
17th	+17/+12/+7/+2	+10	+10	+5	Brawler's Trick	2d8	+4
18th	+18/+13/+8/+3	+11	+11	+6	Powerful Strike (adamantine)	2d8	+4
19th	+19/+14/+9/+4	+11	+11	+6	-	2d8	+4
20th	+20/+15/+10/+5	+12	+12	+6	Bonus Feat, Brawler's Trick	2d10	+5

¹ The value shown is for Medium brawler's. See Table: Small or Large Brawler Unarmed Damage for Small or Large brawlers.

Class Skills (4 + Int modifier per level, x4 at 1st level): Balance, Bluff, Climb, Craft, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Jump, Listen, Move Silently, Profession, Sense Motive, Sleight of Hand, Spot, Swim, Tumble.

THE BRAWLER

While most monks believe that one's body can become a weapon only through a strict regiment of physical training, meditation, and self-enlightenment, they have obviously not met a brawler. Brawlers hone their bodies into deadly weapons through a diet of fighting, brawling, and even more fighting. A fist, an elbow, or even a chair can be just as deadly as a longsword, if one knows how to use them properly.

Many brawlers spend their time scraping their knuckles on thuggish foreheads and cracking noses in the seediest taverns that a large city is likely to have. Their training comes from the streets and from previous fights that they've been in.

Many others approach their craft like the more mystical monks, just without all that *ki* hogwash. The body is a weapon, it must be properly cared for, and using it requires discipline and training.

The brawler is a perfect class for anyone who enjoys the idea of playing an unarmed warrior, just without all of the mystical baggage that comes packaged with the monk class and with just a little more combat proficiency.

Class Features

As a brawler, you are most effective in the midst of melee. Your abilities make you a force to be reckoned with and your versatile nature will ensure that opponents won't know what to expect.

Weapon and Armor Proficiency: Brawlers are proficient with all simple weapons. Brawlers are also proficient with any items that can be used as improvised weapons as they are used to using mugs, chairs, and bottles when they get into particularly nasty fights.

When wearing armor, when using a shield, or when carrying a medium or heavy load, a brawler loses access to his fast movement, uncanny dodge, evasion, and pummel abilities.

AC Bonus (Ex): When unarmored and unencumbered, the brawler gains a +1 bonus to AC. This bonus increases by 1 for every five brawler levels thereafter (+2 at 5th, +3 at 10th, +4 at 15th, and +5 at 20th level).

These bonuses to AC apply even against touch attacks or when the brawler is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Bonus Feat: A 1st level brawler gains a bonus feat in addition to the feat that every 1st level character gets and the bonus feat granted to a human character. The brawler gains an additional bonus feat every 4 levels thereafter (4th, 8th, 12th, 16th, and 20th). These bonus feats must be drawn from the list below. A brawler must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats must be drawn from the following list: Blind-Fight, Combat Expertise, Cleave, Combat Reflexes, Deflect

Arrows, Diehard, Dodge, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Sunder, Improved Trip, Iron Will, Lightning Reflexes, Mobility, Power Attack, Snatch Arrows, Spring Attack, Toughness, Weapon Finesse, Weapon Focus, and Whirlwind Attack.

If you own the *Player's Handbook II*, then add the following feats to the brawler's bonus feats list: Acrobatic Strike, Bounding Assault, Brutal Strike, Combat Acrobat, Cometary Collision, Cunning Evasion, Defensive Sweep, Fade Into Violence, Intimidating Strike, Lunging Strike, Melee Evasion, Overwhelming Assault, Rapid Blitz, Robilar's Gambit, Steadfast Determination, Tumbling Feint, Versatile Unarmed Strike, and Vexing Flanker.

If you own the *Complete Warrior*, then add the following feats to the brawler's bonus feats list: Clever Wrestling, Close-Quarters Fighting, Defensive Strike, Defensive Throw, Eyes in the Back of Your Head, Flying Kick, Greater Resiliency, Improved Combat Expertise, Improved Toughness, Karmic Strike, Power Critical, Prone Attack, Roundabout Kick, and Throw Anything.

Unarmed Strike: At 1st level, a brawler gains Improved Unarmed Strike as a bonus feat. A brawler's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a brawler may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a brawler striking unarmed. A brawler may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a brawler's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A brawler's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A brawler also deals more damage with her unarmed strikes than a normal person would, as shown on Table: The Brawler. The unarmed damage on Table: The Brawler is for Medium brawlers. A Small brawler deals less damage than the amount given there with her unarmed attacks, while a Large brawler deals more damage; see Table: Small or Large Brawler Unarmed Damage.

Table: Small or Large Brawler Unarmed Damage

Level	Damage (Small Brawler)	Damage (Large Brawler)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8

12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Brawler's Trick: At 2nd level, and at every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th), a brawler gains a special ability of his choice from among the following options. Some options have prerequisites that the brawler must meet, usually in the form of other special abilities or a base attack bonus requirement.

Bleeding Wounds (Ex): The brawler gains the ability to cause a persistently bleeding wound when he scores a hit with his unarmed attack. An injured creature loses 1 additional hit point each round. A DC 15 Heal check or a successful cure spell immediately stops the bleeding. *Prerequisite:* base attack bonus +8.

Damage Reduction (Ex): The brawler gains Damage Reduction. Subtract 1 from the damage the brawler takes each time he is dealt damage from a weapon or a natural attack. The brawler may gain this trick multiple times (up to a maximum of DR 5/-). Each time he gains it, the effects stack. *Prerequisite:* base attack bonus +8.

Erratic Charge (Ex): The brawler gains the ability to charge when others may not be able to. He may charge over difficult terrain or through spaces occupied by allies. Additionally, the brawler need not charge in a straight line. This allows the brawler to roll under tables and weave past allies to get to his target. *Prerequisite:* none.

Evasion (Ex): If a brawler makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the brawler is wearing light armor or no armor, if he is not carrying a shield or a medium or heavy load. A helpless brawler does not gain the benefit of evasion. *Prerequisite:* none.

Fleet of Foot (Ex): The brawler's base land speed increases by 10 feet. *Prerequisite:* none.

Improved Evasion (Ex): This ability works like evasion, except that while the brawler still takes no damage on a successful Reflex saving throw against attacks henceforth he henceforth takes only half damage on a failed save. A helpless brawler does not gain the benefit of improved evasion. The brawler also loses access to this ability if he is wearing armor heavier than light, using a shield, or when carrying a medium or heavy load. *Prerequisite:* Evasion, base attack bonus +11.

Opportunist (Ex): Once per round, the brawler can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the brawler's attack of opportunity for that round. Even a brawler with the Combat Reflexes feat can't use the opportunist ability more than once per round. *Prerequisites:* base attack bonus +8.

Pounce (Ex): If the brawler charges a foe, he can follow with a full attack. *Prerequisite:* base attack bonus +17.

Powerful Charge (Ex): When making a charge attack, the brawler puts his entire body into it and deals an extra 1d6 points of damage. *Prerequisites:* base attack bonus +5.

Pummel (Ex): The brawler learns how to put additional strength behind each of his unarmed strikes. He treats his unarmed strike as if it was a two-handed weapon, granting him a bonus on damage equal to 1-½ times his Strength modifier and allowing him to add twice the number subtracted from his attack rolls when using the Power Attack feat with his unarmed strike. *Prerequisite:* none.

Rending Strike (Ex): Once per round, if the brawler hits with at least two unarmed strikes, he latches onto the opponent and rends at their body, dealing an extra 1d6 + 1-½ times the brawler's Str modifier. *Prerequisite:* Nails of Iron, base attack bonus +8.

Uncanny Dodge (Ex): At 3rd level, a brawler retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Powerful Strike (Su): At 5th level, a brawler's unarmed attacks gain a supernatural potency. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

At 13th level he can choose whether his unarmed strikes are treated as cold iron or silver weapons. Once chosen it cannot be changed.

At 17th level, his unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Improved Uncanny Dodge (Ex): At 9th level and higher, a brawler can no longer be flanked. This defense denies a rogue the ability to sneak attack the brawler by flanking him, unless the attacker has at least four more rogue levels than the target has brawler levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.