Credits

Author: Onyx Tanuki

Artist: Ivan Dixon, Tim Kings-Lynne, Colby Stevenson, Cory Treg-Erdner, Jason Juta, Steve Wood

Design and Layout: Lj Stephens


Publisher: Jason Nelson

Executive Partner: Neil Spicer

Art Director: Rick Kunz

Business Director: Rachel Ventura

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Legendary Brawlers © 2017, Legendary Games; Author Onyx Tanuki
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Strap on your brass knuckles; *Legendary Brawlers* takes the brawler class to new heights of versatility than ever before with its incredible array of options. The whopping fifteen archetypes will bring the battle to the foes in ways they would never expect: turn magic wands and bags of treasure into deadly tools of melee combat as a **lethal study** or a **sumpter**, extend the reach of your brawler’s flurry as a **combat sibyl**, dance on the wind as a **fleetfoot**, send enemies flying as a **knocker**, and more! **Brawler arts** expand your combat options even further, providing alternate specialty moves to knockouts and awesome blows, and a host of new feats and magic items will help refine your pugilistic prowess. And if that’s not enough to slake your thirst for battle, you can explore the potential of the **urban aggressor** prestige class or run the brawler alongside another favorite class as a variant multiclassing option!

Finally, the book shows off two unique NPCs in the form of **Edelhyde Slagg** and **Witt the Rimetailed**, a duo of bitter rivals that can be added to your campaign, allowing your players to side with either brawler in their efforts to best their foe.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson
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Welcome to Legendary Heroes

This product is a part of our line of player-focused class supplements for Paizo’s Pathfinder Roleplaying Game. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You’ll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you’ll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

Special Electronic Features

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

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Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.
No two classes fit the bill of the stereotypical martial combatant more strongly than the fighter and the monk. They each represent a different style of fighting; fighters are heavily armored warriors, often wielding weaponry suited for melee combat, who possess a great variety of combat feats to bolster their martial prowess, while monks are highly-disciplined pugilists capable of high mobility. They are both restricted to a degree, however. Fighters are generally less mobile and more dependent on their equipment. Monks must adhere to strict edicts else they lose their ability to advance, and are less versatile when it comes to feat selection.

This is where the brawler hybrid class comes in. Brawlers take the broad array of feats available to fighters and blend them with the damaging techniques inherent to monks without locking them into an alignment. In doing so, they become even more versatile by gaining the ability to grant themselves the benefits of combat feats on a temporary basis, letting them adjust to the enemies present on the fly. In addition to this, they gain bonuses to combat maneuvers in the same fashion that fighters gain bonuses to weapons, giving them a number of options for incapacitating their foes.

Brawlers are not without their own limitations, however. They lose the fighter's variety of weapon choices, forced to either fight barehanded or with close-ranged weaponry, as well as losing the traditional monk's all-good saving throw bonuses and its higher hit die or the unchained monk's access to style strikes. This doesn't make them any less potent on the battlefield, but the fact is they are quite lacking in options that make them as highly variable as it seems they were intended to be.

**Brawler Archetypes**

“I don’t know what infuriates me more: the fact that Master Sen is so willing to take on an accursed dragon-loving kobold as a student, or that she somehow would find the one kobold in the known universe with some actual talent. Just possessing talent isn’t enough to make up for his kind’s frailty, though. I don’t mean to question Master Sen’s motives, but does she really want someone so physically weak to represent her?”

Edelhyde Slagg, battle poi specialist and pupil of Master Sen

The typical brawler is something of an alternate monk, skilled in close combat and mobility, while borrowing the versatility of feats from the fighter class. Very few archetypes have been attributed to them, however, limiting their options. Herein are a number of new brawler archetypes intended to expand the abilities of the brawler in several unique ways, allowing one to make something much more variable than simply a pugilist, a grappler, or a master of combat maneuvers. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

**Cannon Striker**

While most brawlers get up close and personal, some will instead fight from a distance using the largest, most intimidating firearms they can find.

**Weapon and Armor Proficiency:** A cannon striker is proficient in all simple weapons and firearms. They are proficient in light armor, but not shields. This alters the brawler’s weapon and armor proficiencies.

**Gunner’s Training (Ex):** A cannon striker treats his brawler class levels as both gunslinger and monk levels for the purpose of qualifying for feats. They also count as both a gunslinger and a monk for feats and magic items that have different effects based on if they possess levels in those classes.

At 1st level, the cannon striker gains Gunsmithing as a bonus feat. They also receive a battered firearm (their choice of blunderbuss or musket); all other creatures treat this gun as having the broken condition, and if it is already broken, it simply does not work for other creatures trying to use it. This firearm can be sold for scrap (it’s worth 4d10 gp when sold). This ability replaces martial training and unarmed strike.

**Bonus Combat Feats:** A cannon striker may only select Bonus Combat Feats: that affect their ranged attacks. Alternatively, a cannon striker may select a grit feat in place of a combat feat. This alters bonus combat feats.

**Flurry of Bullets (Ex):** The cannon striker can only make ranged attacks with firearms as part of a brawler’s flurry, receiving a -4 penalty on their attack rolls for attacks made this way rather than a -2 penalty, and does not apply their Strength modifier to damage from ranged attacks made this way. This otherwise functions the same as brawler’s flurry. This ability replaces brawler’s flurry.

**Pistol Whip (Ex):** At 4th level, the cannon striker gains the gunslinger’s pistol-whip deed. They do not need to spend points of grit to use this ability. In addition, they can use pistol-whips as part of a flurry of bullets, applying their full Strength modifier to damage on such attacks.

This ability replaces knockout.
Firearm Mastery (Ex): At 5th level, the cannon striker can reload a two-handed firearm as if it was a one-handed firearm. At 9th level, the cannon striker cannot be knocked prone as a result of firing a firearm. At 12th level, the cannon striker gains the gunslinger’s deadeye deed, being able to use it once per day without needing to spend points of grit. At 17th level, the cannon striker can use their deadeye deed up to three times per day without spending grit on it.

This ability replaces brawler’s strike and close weapon mastery.

Awesome Blow (Ex): A cannon striker making a successful awesome blow in melee uses his pistol-whip damage instead of that of close weapons or unarmed strikes. The cannon striker can make an awesome blow from a distance, using the range of a firearm they are wielding. Doing so consumes ammunition as if making an attack, and deals the firearm’s damage, reducing the damage die by one step per range increment. Awesome blows cannot be made at range if doing so would reduce the damage dealt to 1d2 or less or if the cannon striker is not wielding a firearm.

This alters awesome blow. Cannon strikers cannot replace awesome blow with another brawler art.

Note: In campaigns with the “guns everywhere” baseline for availability of firearms, a cannon striker gains Gunslinger as a bonus feat rather than Gunsmitheing.

Combat Sibyl (Changeling ARG racial archetype)
Changelings have a long-known connection to magical powers thanks to their hag blood. While most take to their maternal favor toward witchcraft or other forms of dark sorcery, the combat sibyl’s magical potential is routed into telekinetic control over her weapons and foes.

Spells: A combat sibyl learns psychic spells from the medium OA spell list, though she can cast one fewer spell per day of each level, and she knows one fewer spell of each level than a medium of her level. If this would cause her to have 0 spells per day of a certain level, she can only cast spells of that level if she would have bonus spells per day. A combat sibyl uses her Charisma score for all purposes related to spellcasting, including bonus spells, the minimum score needed to cast a spell, save DCs, and concentration checks.

At 1st level, the combat sibyl adds *mage hand* to her spells known as a 0—level spell. At 13th level, she adds *telekinesis* to her spells known as a 4th level spell. These spells are in addition to those she would normally gain at those levels. In addition, she adds *martial telekinesis* and *telekinetic maneuver* to her spell list as 3rd level spells, but does not automatically gain these spells.

Patron: In addition to telekinetic power, the combat sibyl has limited command over the powers granted by her mother’s patron. She selects a patron, as per the witch APG class feature, but adds spells to her spells known and spell list at a delayed rate: the spells that would be gained normally at 2nd, 4th, 6th, and 8th levels are instead gained at 3rd, 8th, 13th, and 18th levels, and are treated as 1st, 2nd, 3rd, and 4th level spells, respectively. She does not gain the spells a witch would normally gain at 10th level or higher this way.

This ability replaces maneuver training.

Martial Instinct: At 1st level, a combat sibyl counts her total brawler levels as fighter levels for the purpose of qualifying for feats and determining the effects of feats and magic items which have different effects depending on if a character has levels as a fighter. If she possesses levels as a fighter, these levels stack. This alters martial training.
**Suppressed Ancestry:** The physical aspects of a combat sibyl’s hag parentage are a bit less pronounced than in most changelings. She does not gain the claws racial trait, nor can she select any alternate racial trait which would replace the claws racial trait.

**Telekinetic Flurry (Sp):** A combat sibyl can give up the first attack of her brawler’s flurry to instead cast *mage hand* or a sustained force version of *telekinesis* (if she knows *telekinesis*) on a single light or one-handed melee weapon she is wielding which is within the spell’s weight limit and with which she is both proficient and able to perform a brawler’s flurry. Instead of the spell’s normal effects, this allows her to make the remaining attacks in her flurry against any target within the spell’s range, but only with that weapon. She treats her weapon as having a range increment equal to her chosen spell’s range to determine ranged attack penalties, but otherwise treats these as melee weapon attacks. She cannot select unarmed strikes or a natural weapon in this way. When using a telekinetic flurry, she adds her Charisma modifier to her attack and damage rolls rather than her Strength or Dexterity modifiers. The combat sibyl must maintain line of sight and line of effect to both her weapon and targets of her flurry, and if the spell is dispelled or line of sight or effect with her weapon is broken and it is not in her hand, it falls to the ground. Otherwise, her weapon teleports back into her hand after she makes the last attack in her flurry.

If the combat sibyl knows *martial telekinesis*, she can give up the first attack of her brawler’s flurry to cast this spell. Instead of the spell’s normal effects, this allows her to make the remaining attacks in this flurry against any target within the spell’s range with only unarmed strikes (in the form of waves of force). This otherwise functions the same as a telekinetic flurry used with telekinesis.

If the combat sibyl knows *telekinetic maneuvers* or *telekinesis*, she can give up the first two attacks in her flurry to cast *telekinetic maneuvers* or the violent thrust version of *telekinesis* as part of her flurry. This can be done once per flurry.

Any spell cast with this ability still expends a spell slot of a level appropriate to the spell, and cannot have metamagic feats applied to it.

This ability alters brawler’s flurry and replaces AC bonus.

**Telekinetic Knockout (Su):** A combat sibyl can use her knockout ability on targets within range of her *mage hand*, and can use her Charisma modifier in place of her Strength or Dexterity modifier to determine its DC. However, for each 5 feet between her and the target, she suffers a -1 penalty to the DC of her knockout ability. This alters knockout.

**Foe Fling (Sp):** Starting at 1st level, as a full-round action, a combat sibyl can select a creature to entrap with her telekinetic powers, able to use it as a weapon. This functions as the *enemy hammer* *APG* spell, except the size of creature she can use as a weapon is limited by her level and the ability’s range is 25 feet plus 5 feet per two combat sibyl levels. At 5th level she can use this ability on Diminutive or smaller creatures, and she can use it on a creature one size category larger for every other combat sibyl level beyond 5th she possesses (for example, she can use Tiny creatures at 7th, Small creatures at 9th, Medium creatures at 11th, and so on). In addition, once this effect ends, its target becomes immune to this ability for the next 24 hours.

This ability replaces brawler’s strike, awesome blow, and improved awesome blow.

**Cursed Pugilist**

Some brawlers, in their hunger for strength, beseech higher powers to grant them the gift of incredible might, no matter the price they must pay. The cursed pugilist mirrors oracles in that they gain mysterious abilities and can eventually even turn their weaknesses into strengths, but where the oracle has great magical talent gifted to them, cursed pugilists use their powers to augment and enhance their martial skill to its fullest.

**Curse (Su):** At 1st level, the cursed pugilist gains an oracle’s curse, as per the oracle *APG* class feature. They treat their effective oracle level as one-half their brawler level (minimum 1st) to determine its effects. If the cursed pugilist possesses effective oracle levels from another source, those levels stack. They cannot add spells to their spell lists through this ability.

This ability replaces martial training.

**Mystery (Su):** At 1st level, the cursed pugilist gains a mystery, as per the oracle class feature. They do not gain spells from their mystery. If they already possess levels or later gain levels in a class with the mystery class feature, this must be the same mystery, and their brawler levels stack with levels in that class to determine the benefits granted by their mystery, including gaining, qualifying for, and improving the effects of revelations.

This ability replaces AC bonus.

**Mysterious Flexibility (Su):** This functions as martial flexibility, except instead of selecting combat feats, the cursed pugilist can select revelations from the list of those available to their mystery. They can only use this ability once per round. The cursed pugilist’s effective oracle level is treated as equal to their cursed pugilist level to determine their revelations’ DCs and effects, and if they meet the prerequisites; if the cursed pugilist possesses levels as an oracle, they stack with their
Faith’s Hand

It’s not unheard of for a brawler to use their power as an enforcer for gods. While this can easily get them mistaken for monks, they aren’t bound quite as tightly to following the path of order, and are less interested in strict adherence to their deity’s edicts than striking out against those who might deny or defile that which their god stands for.

Faith: A faith’s hand must select a deity, and their alignment must be within one step of their chosen deity. A faith’s hand whose alignment ever becomes two or more steps away from their deity’s alignment loses their blessings, brawler’s strike, and enforcer of the faith class features, and cannot advance any further in brawler levels until they return to within one step of their deity’s alignment and seek atonement. A faith’s hand with a Chaotic, Evil, Good, or Lawful deity has an aura as a cleric corresponding to their deity’s alignment.

Weapon and Armor Proficiency: In addition to the brawler’s normal weapon proficiencies, the faith’s hand gains proficiency in their deity’s favored weapon. They always treat their deity’s favored weapon as if it was in the close weapon group for the purpose of brawler class features so long as it is a melee or thrown weapon. This alters the brawler’s weapon and armor proficiencies.

Enforcer of the Faith (Ex): At 2nd level, once per round, when the faith’s hand deals damage to a creature of an alignment opposing that of their deity with a weapon with which they are proficient, they deal an additional 1d6 damage; this damage is not multiplied on a critical hit, and creatures immune to critical hits take half this additional damage. This increases by +1d6 at 5th level and every third level thereafter (up to 7d6 at 20th level). If the deity of the faith’s hand is true Neutral, they instead deal this additional damage to creatures of any alignment two steps from their own. This is affected by combat feats as if it was sneak attack damage.

This ability replaces brawler’s flurry.

Blessings (Su): At 2nd level, the faith’s hand can select two blessings among those granted by their deity. This functions as the warpriest’s class feature, treating their brawler level -1 as their warpriest level for this purpose.

This replaces the Bonus Combat Feats: gained at 2nd and 11th levels.

Brawler’s Strike (Ex): At 12th level, the faith’s hand chooses two alignment components rather than one. They can choose opposing alignments for this purpose so long as neither of the chosen alignments opposes their deity’s alignment (for example, a faith’s hand of a Chaotic Neutral deity can choose Evil and Good, but cannot choose Lawful). This alters and otherwise functions as brawler’s strike.

Fleetfoot

The fleetfoot is a brawler who focuses on a more mobile style of combat. What they give up in defensive and offensive strength, they make up for with their ability to maneuver their way through the battlefield with supernatural speed.

Dimensional Darter (Su): At 2nd level, as a swift action, the fleetfoot can increase their base speed (for all forms of movement) by 50% until the end of their next turn. If they have an enhancement bonus to speed, that bonus also is increased by 50%. A fleetfoot can use this ability once per day at 2nd level and one additional time for every three levels thereafter (up to 7 times at 20th level).

At 5th level, as a standard action, the fleetfoot can use storm step as a spell-like ability, using their fleetfoot levels as their caster level and their movement speed as its range. This ability is treated as dimension door for the purpose of any feats the fleetfoot possesses. They can use this ability once per day at 5th level and one additional time every four levels thereafter (up to 4 times at 17th level).

At 8th level the fleetfoot gains Dimensional Agility as a bonus feat. At 11th level they gain Dimensional Assault as a bonus feat, at 14th level they gain Dimensional Dervish as a bonus feat, and at 17th level they gain Dimensional Maneuvers as a bonus feat, and at 20th level they gain Dimensional Savant as a bonus feat. If the fleetfoot possesses one of these feats at the time this ability would normally grant it, they can instead choose to gain a combat feat as a bonus feat; that combat feat must be one which alters or improves their mobility or is triggered by movement. A fleetfoot also can select Endurance, Fleet-footed, or Run as a combat feat. If a fleetfoot uses Dimensional Dervish to pass through a creature with their storm step multiple times in the same round, the target takes damage only once.

This ability replaces the brawler’s bonus combat feats.

Fast Movement (Ex): At 4th level, the fleetfoot gains a 10-foot enhancement bonus to their base speed. This increases by an additional 10 feet at 7th level and every third level thereafter (up to +60 feet at 19th level). They
only receive this bonus if they are unarmored, not using a shield, and not carrying a medium or heavy load. This ability replaces AC bonus.

**Knocker**

The awesome blow technique is something most brawlers cannot master until late into their careers. The knocker studies this technique to the exclusion of all others, and is capable of not only using this special ability long before other brawlers, but with much more finesse, enabling them to position foes however they will it.

**Weakened Strikes:** While the knocker is adept at putting a lot of power behind their strikes, that power becomes more dispersed due to them using it to push rather than damage. The knocker treats their effective monk level as $\frac{1}{2}$ their knocker level (minimum 1) to determine the damage dealt by unarmed strikes, and as $\frac{1}{2}$ their knocker level -2 (minimum 1) to determine the damage dealt by close weapons due to close weapon mastery. This alters unarmed strikes and close weapon mastery.

**Awesome Blow (Ex):** A knocker can perform this combat maneuver at 4th level rather than 16th. However, rather than always pushing a target back 10 feet, they push the target back 5 feet per 4 knocker levels they possess (up to 25 feet at 20th level).

This ability replaces knockout and maneuver training and alters awesome blow. Knockers cannot replace awesome blow with another brawler art.

**Improved Awesome Blow (Ex):** A knocker gains this ability at 8th level rather than 20th. In addition, the knocker can choose to reduce the distance they push their target by 5 feet to treat their effective monk level as 2 higher to determine the damage dealt by their attack. This effect can be used multiple times on the same awesome blow combat maneuver with the increases to effective monk level stacking, but the knocker cannot reduce the distance they push their target with an awesome blow to less than 5 feet this way.

When using multiple awesome blows in a single round, the combined distance the knocker can push back all targets during that round with this ability cannot exceed twice the distance their awesome blow can normally push a single target before accounting for distance reduction through this ability. For example, if a 12th level knocker performs a brawler’s flurry and uses...
all of their attacks as awesome blows, they could knock two individual targets back by 15 feet each, three targets by 10 feet each, six targets by 5 feet each, or any other combination which would add up to a total of 30 feet without pushing each affected target more than 15 feet.

This alters improved awesome blow.

**Lethal Study**

Not all brawlers live out the stereotype of an unlearned brute. Many are quite avid scholars, and despite not having innate spellcasting power, study how to activate magical objects and read scrolls in their possession. At their core, though, the lethal study is still built for battle, and has learned to treat their wands not only as magical implements, but tools of war.

**Class Skills:** The lethal study adds Use Magic Device to their list of class skills. This alters the brawler’s class skills.

**Magic Studies (Ex):** While the lethal study is not a spellcaster, they do study magic. At 1st level, select one of the following classes: bard, hunter\textsuperscript{ACG}, inquisitor\textsuperscript{APG}, magus\textsuperscript{UM}, mesmerist\textsuperscript{OA}, spiritualist\textsuperscript{OA}, warpriest. The lethal study is able to use spell completion and spell trigger items as if they had all of the chosen class’s spells up to 6th level on their spell list and as if they possessed a number of levels in that class equal to their lethal study levels.

This ability replaces martial training.

**Freecasting (Sp):** The lethal study can choose one 0th level spell from the spell list of the class chosen for their magic studies ability. They can use this spell at will as a spell-like ability, using their lethal study levels as their caster level. At 7th and 14th levels, they add one additional 0th level spell from that class’s spell list to those they can use at will as spell-like abilities. If the lethal study chose an arcane spellcaster class for their magic studies ability, this ability counts as cantrips for all purposes; if they chose a divine spellcaster it counts as orisons, or if they chose a psychic spellcaster it counts as knacks.

This ability replaces martial flexibility.

**Wand Warrior (Ex):** At 2nd level, a lethal study gains Arcane Strike as a bonus feat, and at 8th level, they gain Riving Strike\textsuperscript{ACG} as a bonus feat. A lethal study treats their brawler levels their caster level to determine the bonus damage dealt when using Arcane Strike.

At 5th level, the lethal study gains Craft Wand as a bonus feat. They do not need to have prepared or know a spell to make a wand which contains it, and the act of creating a wand does not require them to trigger the spell, but they must possess it on their spell list of the class chosen for their magic studies ability and its spell level cannot be higher than their lethal study level.

This replaces the Bonus Combat Feats: gained at 2nd, 5th, and 8th levels.

**Wand Strike (Ex):** A lethal study can use wands as melee weapons. Wands are treated as light weapons with the fragile quality which deal 1d4 bludgeoning or piercing damage, and with a critical threat range of 20 and multiplier of x2 (wands retain the negative effects of the fragile quality despite being magical items). A lethal study is always considered proficient with wands, and can select wands as a type of weapon or as a fighter weapon group for feats which require it (such as Weapon Focus or Martial Focus\textsuperscript{PPC:WMH}). Wands used this way can only be wielded in the lethal study’s offhand.

At 5th level, when they successfully hit with a wand containing a spell on the spell list of the class chosen for their magic studies ability, the lethal study can expend one charge from it as a free action to have that attack use their unarmed strike damage instead of its base damage; they must announce this before rolling for damage. They can also choose to expend three charges from it as a free action to deliver the effects of the spell held in it; this can only be done if the spell held in the wand would require an attack roll, and only if the spell’s
level is no more than their lethal study level. Each of these abilities can be used once for each time the lethal study hits a target with a wand. They treat weapons which contain wands (as per the weaponwandism spell) as wands for this purpose.

This ability replaces brawler’s strike and close weapon mastery.

Note: In campaigns where crafting feats are not made available to player characters, a lethal study gains Wand Danceriswg rather than Craft Wand as a bonus feat.

**Prize Fighter**

Many brawlers use their talents to gain fame and fortune, putting themselves in gladiatorial contests and seeking to entertain and inspire the common man with their incredible fighting prowess.

**Class Skills:** The prize fighter gains Perform (act and dance) as class skills. This alters the brawler’s class skills.

**Showmanship (Ex):** The prize fighter practices their performance abilities even outside the ring. They treat regular combat as performance combat, allowing them to make performance checks, use performance feats, and take bonuses and penalties based on the crowd’s reaction even if no crowd is present. If the combat would normally be a regular combat, only the prize fighter benefits from treating it as a performance combat. Each combat starts with the crowd’s attitude as indifferent, and the CR of the combat determines the DCs of the prize fighter’s performance checks:

<table>
<thead>
<tr>
<th>Starting Attitude</th>
<th>DC to Improve Attitude</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hostile</td>
<td>15+CR</td>
</tr>
<tr>
<td>Unfriendly</td>
<td>10+CR</td>
</tr>
<tr>
<td>Indifferent</td>
<td>5+CR</td>
</tr>
<tr>
<td>Friendly</td>
<td>10+CR</td>
</tr>
<tr>
<td>Helpful</td>
<td>15+CR</td>
</tr>
</tbody>
</table>

In addition, at 1st level, the prize fighter selects to be either a face or a heel; only non-Evil prize fighters can choose to become a face, and only non-Good prize fighters can choose to become a heel. A face receives double the normal bonuses and penalties based on the crowd’s attitude toward them. A heel benefits from hostile crowds as if they were helpful, and from unfriendly crowds as if they were friendly. A prize fighter who could choose to be either a face or heel can change this choice each time they increase their prize fighter level.

This ability replaces AC bonus and martial training.

**Performance Flexibility (Ex):** When using the martial flexibility ability, the prize fighter can select performance feats in addition to combat feats. This alters martial flexibility.

**Dirty Combat (Ex):** At 2nd level, the prize fighter gains Improved Dirty Trickapg as a bonus feat. At 8th level they gain Greater Dirty Trickapg as a bonus feat. They ignore the prerequisites for both of these feats when gaining them this way. In addition, they can replace any attack in a brawler’s flurry with a dirty trick combat maneuver, and once per round can deal damage with a successful dirty trick combat maneuver used as part of a brawler’s flurry as if they had struck the foe with a normal melee attack with an unarmed strike or their equipped weapon.

This alters brawler’s flurry and replaces the Bonus Combat Feats: gained at 2nd and 8th levels.

**Signature Moves (Ex):** When successfully hitting with a knockout or awesome blow combat maneuver, the prize fighter can make a performance check to improve or worsen (at their choice) the crowd’s attitude toward them as a swift action. This alters knockout and awesome blow.

**Performance Weapon Mastery (Ex):** The prize fighter’s close weapon mastery only works for close weapons with the monk or performance qualities, and they treat all weapons that are part of both the close and monk fighter weapon groups as having the performance quality. This alters close weapon mastery.

**Sumpter**

Brawlers are known for their strength and their ability to improvise, but are seldom seen as figurative pack mules within their adventuring parties. The sumpter, however, is able to use their hoarding tendencies to their advantage, turning a sack full of loot into an unexpected weapon.

**Pack Mule (Ex):** At 1st level, the sumpter treats their Strength as 2 higher for the purpose of determining their carrying capacity. This increases by an additional 2 at 4th level and every third level thereafter (to a maximum of 14 at 19th level). This does not increase their actual Strength, and does not stack with other effects or items which would increase their carrying capacity (such as an ant haulapg spell or muleback cordsu).

At 6th level, a sumpter reduces the ability check penalty for carrying a medium load by 1 or a heavy load by 2. At 12th level, they instead reduce these penalties by 2 and 4 respectively, do not suffer a penalty to movement speed for carrying a medium load, and treat their maximum Dexterity bonus as +5 while carrying a medium load or +3 when carrying a heavy load. At 18th level, the sumpter...
suffers no penalties from carrying a medium or heavy load, has no maximum Dexterity bonus when carrying a medium load, and has a maximum Dexterity bonus of +5 when carrying a heavy load. This ability does not affect encumbrance penalties incurred by wearing medium or heavy armor.

This ability replaces brawler’s strike and maneuver training.

**Big Bag of Pain (Ex):** At 1st level, a sumpter becomes adept at using heavy baggage as a weapon. They start play with a satchel filled with sand, tree limbs, rocks, and/or other debris equal to their maximum light load; both the satchel and the debris within are without significant monetary value. They can use any nonmagical bag or satchel carrying items with a total weight of at least their maximum light load as a sap appropriate for their size. If the total weight within it is at least equal to the sumpter’s maximum medium load, it is treated as a sap one size category larger than the sumpter, and if the total weight is at least equal to the sumpter’s maximum heavy load, it is treated as a sap two size categories larger than the sumpter. The sumpter is always treated as bipedal to determine their maximum load for this purpose, and does not suffer a penalty on their attack roll for wielding an inappropriately-sized weapon when wielding a bag or satchel in this way.

This ability replaces unarmed strikes.

**Hoarder (Ex):** At 2nd level, a sumpter can scavenge areas to fill their bag or satchel with valueless debris (such as rocks, sand, or branches). Once per day, the sumpter can spend 1 hour to fill their bag with debris weighing as much as their maximum light load. They can never fill their bag with debris weighing more than their maximum light load in this way (though they can still carry objects with value in their bag to increase its weight). They treat themselves as bipedal to determine their maximum load for this purpose.

This ability replaces AC bonus.

**Close Weapon Mastery (Ex):** This ability only affects saps. It otherwise functions as the brawler ability. This alters close weapon mastery.

**Warrior Instinct (Ex):** The trance brawler counts their total trance brawler level as both barbarian and monk levels for the purpose of qualifying for feats. They also count as both a barbarian and a monk for feats and magic items that have different effects based on if they possess levels in those classes. If the trance brawler possesses levels as a barbarian or fighter, these levels stack with the effective levels this ability provides.

This ability replaces martial training.

**Trance (Ex):** At 1st level, the trance brawler can enter a state of altered battle prowess. This functions in all ways as and counts a barbarian’s rage, except they can enter this state for a number of rounds equal to 2 + their Wisdom modifier + 2 per trance brawler level they possess, and while in this state, their alignment temporarily shifts one step closer to Chaotic (this does not cause them to permanently change alignment from Lawful to Neutral or from Neutral to Chaotic, regardless of their actions while in a trance). A trance brawler can only benefit from their close weapon mastery, martial
flexibility, and unarmed strike class features and can only use their awesome blow, brawler’s flurry, and knockout abilities while in a trance.

At 11th level, this instead functions as greater rage, and at 20th level this instead functions as mighty rage.

This replaces maneuver training and alters awesome blow, brawler’s flurry, close weapon mastery, knockout, martial flexibility, and unarmed strike. Archetypes which replace a class feature this ability alters can be taken alongside this archetype, but any class features which replace those which this class feature normally alters can only be used while the trance brawler is in a trance.

Entranced Fury (Ex): At 2nd level and every third level thereafter, the trance brawler selects a rage power, using their trance brawler levels as barbarian levels to meet its prerequisites and determine its effects. These rage powers only function while the trance brawler is in a trance, even if they would normally function for a barbarian outside of a rage.

This ability replaces bonus combat feats.

Triage Medic

Brawlers are no strangers to injury, and some learn to patch themselves up quite swiftly and effectively as they train. The especially skilled in this regard give up a bit of their offensive prowess to focus on their ability to care for wounds on the fly.

Class Skills: A triage medic gains Heal as a class skill, but loses Intimidate. This alters the brawler’s class skills.

Bandage Up (Ex): At 1st level, a triage medic can use their Heal skill to provide first aid or treat poison as a swift action, to treat disease or caltrop wounds in 1 minute, and treat deadly wounds in 10 minutes. At 3rd level, they can treat disease and caltrop wounds as a standard action and treat deadly wounds in 1 minute. At 7th level, they can treat disease and caltrop wounds as a swift action and treat deadly wounds as full-round action. At 11th level, they can treat deadly wounds as a standard action, and at 15th they can treat deadly wounds as a swift action. A triage medic cannot use this ability to treat deadly wounds more than once per round, but can otherwise use their Heal skill multiple times in a single round as their actions allow.

This ability replaces brawler’s flurry.

Healing Focus (Ex): At 2nd level, a triage medic gains Self-Sufficient or Skill Focus (Heal) as bonus feats. At 5th level they gain Signature Skill (Heal) as a bonus feat.

This ability replaces the Bonus Combat Feats: gained at 2nd and 5th levels.

Skilled Medic (Ex): At 3rd level, a triage medic heals 1 additional hit point when they use the Heal skill to treat deadly wounds. At 7th level and every fourth level thereafter they heal an additional 1 hit point (to a maximum of 5 additional hit points healed when treating deadly wounds at 19th level).

This ability replaces maneuver training.

Unstitch (Ex): A triage medic’s knowledge of anatomy allows them not only to heal, but to prevent healing. Starting at 5th level, when a triage medic damages a creature with physical attacks, an amount of that damage up to ½ the triage medic’s ranks in Heal cannot be recovered through any means except bed rest for the next 12 hours. At 9th level, the amount of unhealable damage increases to equal their ranks in Heal. At 12th level they increase the duration of this effect to 24 hours. At 17th level this damage is permanent until the creature rests for a full day with long-term care.

This ability replaces brawler’s strike.

Weapon Specialist

While most brawlers utilize bare hands or weapons they can use close up, a handful train with different sorts of weapons, such as heavy blades or polearms.

Weapon and Armor Proficiency: The weapon specialist is proficient in simple weapons. In addition, they choose one of the following fighter weapon groups: axes, double, flails, hammers, heavy blades, light blades, or polearms. The weapon specialist becomes proficient in all martial and exotic weapons from the chosen weapon group. In addition, they are proficient in light armor and shields (but not tower shields). This alters the brawler’s weapon and armor proficiency.

Brawler’s Flurry (Ex): Instead of close weapons and weapons with the monk quality, the weapon specialist can only perform their brawler’s flurry with unarmed strikes and weapons from their chosen fighter weapon group. This alters brawler’s flurry.

AC Bonus (Ex): This ability only functions while the weapon specialist is wielding a weapon from the chosen weapon group, and provides a shield bonus to AC rather than a dodge bonus. This bonus is retained if the weapon specialist is immobilized, but does not apply against touch attacks, and is still lost if the weapon specialist is helpless, carrying a medium or heavy load, or wearing medium or heavy armor. This alters AC bonus.

Unarmed Strike (Ex): The weapon specialist does not gain this class feature until 4th level, and treats their weapon specialist level -3 as monk levels to determine their unarmed strike damage. This alters unarmed strike.

Weapon Training (Ex): At 5th level, when the weapon specialist attacks with a weapon from the chosen weapon group, they gain a +1 bonus on attack and damage rolls for that attack. These bonuses increase by an additional +1 for every fourth level thereafter (up to +4 at 17th level).
This bonus also applies to their CMD against disarm and sunder attempts made against weapons from the chosen weapon group.

This ability replaces close weapon mastery.

**Maneuver Training (Ex):** The weapon specialist does not first gain this class feature until 7th level. The bonus provided by this ability to CMD against disarm and sunder attempts does not stack with that provided by weapon training. This alters maneuver training.

**Awesome Blow (Ex):** A weapon specialist can use their awesome blow ability with weapons from the chosen weapon group rather than with close weapons or unarmed strikes. This alters awesome blow.

Note: “Chosen weapon group” refers to the fighter weapon group with which the player chooses to be proficient.

**Wild Scrapper**

Brawlers often fight with their bare hands or with close-range weaponry, but few use their bodies to the same extent as the wild scrapper.

**Weapon and Armor Proficiency:** Wild scrappers are only proficient with whatever natural attacks they possess. They are still proficient with light armor, but not with shields. This alters the brawler’s weapon and armor proficiency.

**Bestial Fury (Ex):** At 1st level, the wild scrapper gains Aspect of the BeastAPG as a bonus feat. They must select the claws of the beast version of this feat unless they already possess a claw natural attack. If the wild scrapper already possesses the claws of the beast version of Aspect of the Beast, they can choose to either gain Aspect of the Beast a second time (selecting whichever other version of it they wish) or gain Improved Unarmed Strike as a bonus feat.

This ability replaces unarmed strike.

**Wild Flurry (Ex):** At 2nd level, a wild scrapper can make a wild flurry as a full-attack action. When doing so, they can make a full attack using only their natural weapons with a -2 penalty on attack rolls, and can make one additional attack with any one natural weapon they possess at their BAB -2. At 8th level they can make a second additional attack with one natural weapon they possess at their BAB -7, and at 15th they can make a third additional attack with one natural weapon they possess at their BAB -12. These additional attacks cannot be made with the same natural weapon unless the wild scrapper possesses multiples of it (for example, if an 8th level wild scrapper possesses two claws and a bite, they could make their two bonus natural attacks as two claws or as one claw and one bite, but not as two bites). Natural attacks used in a wild flurry always apply the wild scrapper’s full Strength modifier, even if they are secondary attacks or the wild scrapper possesses a feat or ability which would change the ability score modifier applied to damage (such as Weapon Finesse).

This ability replaces brawler’s flurry.

**Fight Tooth and Nail (Ex):** At 4th level, the damage die of each natural attack possessed by the wild scrapper increases one step. This increases an additional step at 8th level and every fourth level thereafter (up to 5 steps at 20th level).

This ability replaces close weapon mastery.

**Scrapper’s Strike (Ex):** This functions as the brawler’s strike ability, except it only applies to the wild scrapper’s natural weapons. The wild scrapper does not gain the ability to bypass alignment-based damage reduction at 12th level. This alters brawler’s strike.

**Wild Leap (Ex):** At 12th level, the wild scrapper gains the pounce ability (as per the universal monster ability). They can use this with their wild flurry ability in place of a full attack.
Wyrmfang Brawler (Kobold Arg Racial Archetype)

Ever worshipful of their draconic ancestors, kobolds often latch onto any means by which they can prove themselves linked to the powerful creatures. Though their weak bodies normally would make them unsuited for martial combat, the wyrmfang brawler uses their link to the elemental might of the dragons to overcome this setback.

Dragonright (Ex): At 1st level, the wyrmfang brawler must choose an energy type based on their scale color: acid for black or green, cold for white, electricity for blue, or fire for red (wyrmfang brawlers with other scale colors can choose freely, though this can be limited by the GM as they see fit). The wyrmfang brawler gains Elemental Fist as a bonus feat, but can only use it with their chosen energy type. At 5th level and every fifth level thereafter, the wyrmfang brawler deals an additional 1d6 damage with their Elemental Fist (2d6 at 5th, 3d6 at 10th, and so on).

At 6th, 10th, and 14th levels, they gain Bonus Feats: based upon their chosen energy type:

- acid - Shaitan Style UC (6th), Shaitan Skin UC (10th), Shaitan Earthblast UC (14th)
- cold - Marid Style UC (6th), Marid Spirit UC (10th), Marid Coldsnap UC (14th)
- electricity - Djinni Style UC (6th), Djinni Spirit UC (10th), Djinni Spin UC (14th)
- fire - Efreeti Style UC (6th), Efreeti Stance UC (10th), Efreeti Touch UC (14th)

This ability replaces martial flexibility.

Tails or Knuckles (Ex): At 1st level, the wyrmfang brawler can choose to gain Tail Terror Arg as a bonus feat. If they do so, they do not gain Improved Unarmed Strike as a bonus feat. The wyrmfang brawler’s unarmed strikes do not deal damage as a monk’s unarmed strikes unless they possess Improved Unarmed Strike. This alters unarmed strike.

Powerful Striker (Ex): At 2nd level, the wyrmfang brawler treats their Strength as 4 higher to determine damage dealt with unarmed strikes, natural attacks, or weapons from the close fighter weapon group.

This replaces the bonus combat feat gained at 2nd level.

Kobold Weapon Mastery (Ex): At 5th level, the wyrmfang brawler can choose to deal damage as a monk of their wyrmfang brawler level -4 with their bite, claw, and tail slap natural attacks and with kobold tail attachments. In addition, they treat kobold tail attachments as belonging to the close fighter weapon group for all purposes.

This ability replaces close weapon mastery.

Draconic Strike (Su): The brawler’s strike class feature affects the wyrmfang brawler’s unarmed strike, bite, claw, and tail slap attacks as well as kobold tail attachments they have equipped. At 12th level, instead of selecting an alignment component, a wyrmfang brawler treats their unarmed strikes, bite, claws, tail slap, and kobold tail attachments as if they possess the magic weapon ability associated with their chosen energy type: corrosive for acid, flaming for fire, frost for cold, or shocking for electricity. When using their Elemental Fist feat, they instead treat these weapons as having corrosive burst, flaming burst, icy burst, or shocking burst as appropriate for the energy type until end of turn. This alters brawler’s strike.
"Krim didn’t take me on out of pity, Slagg. She saw the strength of dragons in my blood. It’s a power you couldn’t begin to comprehend. If you think those pathetic lanterns can best me, though, I welcome you to spar with me. Or are you scared your bigotry against my kind is ill-founded, after all?"

Witt the Rimetailed, wyrmfang brawler and rival to Edelhyde Slagg

While the following feats are designed to function with brawlers’ abilities in mind, most can be taken by any character who can put them to use.

**AWESOME POWER**

**Prerequisite:** Improved Bull Rush, Power Attack, awesome blow class feature.

**Benefit:** For the purpose of any feat or effect that requires the Awesome Blow\(^\text{b1}\) feat as a prerequisite, you are treated as having that feat, a Strength score of 25, and being Large for meeting those feats’ prerequisites.

**CLOSE COMBAT EXPANSION (COMBAT)**

**Prerequisites:** Close Combat Style, Close Combat Versatility, Weapon Specialization with the chosen weapon.

**Benefit:** Choose one two-handed melee weapon from the fighter weapon group for which you have Close Combat Versatility which is not a reach weapon and not part of the close weapon group, and with which you have Weapon Specialization. As long as you are using Close Combat Style, you apply its effects to the weapon chosen for this feat, and you gain a +1 bonus on attack rolls for all weapons which benefit from your Close Combat Style.

**Special:** A character with the close weapon mastery or weapon training (close) class features can use Knocking Chase with any close weapon in addition to the chosen melee weapon.

**CLOSE COMBAT STYLE (COMBAT, STYLE)**

**Prerequisite:** Weapon Specialization with the chosen weapon.

**Benefit:** Choose one light or one-handed melee weapon other than one from the close fighter weapon group which does not have the reach ability and with which you have Weapon Specialization. While using this style you treat the chosen weapon as if it was from the close fighter weapon group for the purpose of feats and abilities which specifically affect or require such weapons.

**Special:** This feat can be selected more than once. Each time you must choose a different weapon. If you possess a feat or ability which allows you to ignore a weapon’s reach quality (such as the haft bash trick from Weapon Trick (polearm)), you can choose reach weapons that function with that ability for this feat, but this feat only works with such weapons while they are not being used as a reach weapon.

**CLOSE COMBAT VERSATILITY (COMBAT)**

**Prerequisites:** Close Combat Style, Weapon Specialization.

**Benefit:** Choose one fighter weapon group to which a weapon with which you have Close Combat Style belongs other than the close weapon group. As long as you are using Close Combat Style, you apply its effects to all weapons within the chosen group to which its effects could normally be applied.

**COMBAT TRAINED**

**Prerequisite:** Base attack bonus +6, Bonus Feats: class feature.

**Benefit:** You treat your effective fighter and monk levels as 2 higher for the purpose of qualifying for feats chosen through your Bonus Feats: class feature. This amount increases to 4 higher when your Base attack bonus is +11. These effective class levels can surpass your character level.

**Example:** An 8th level fighter with no levels in any other class who has this feat is treated as a 10th level fighter and a 2nd level monk for the purpose of qualifying for bonus feats.

**KNOCKING CHASE (COMBAT)**

**Prerequisites:** Following Step, Knocking Style, Step Up, Weapon Focus with the chosen weapon, Str 17, Base attack bonus +7 or monk level 7th.

**Benefit:** Your Knocking Style feat activates the first time you attack with the chosen weapon each round whether or not you confirm a critical hit with that attack. In addition, once as part of using the Knocking Style feat or an awesome blow combat maneuver, you can move up to 5 feet toward your foe as a free action; this movement provokes attacks of opportunity, but not from the foe hit by the attack or combat maneuver. Until the end of your next turn, if you perform a move action, subtract the total distance you moved this turn using this feat from your movement.

**Special:** A character with the close weapon mastery or weapon training (close) class features can use Knocking Chase with any close weapon in addition to the chosen melee weapon.
KNOCKING RUSH (COMBAT)

**Prerequisites:** Following Step, Knocking Chase, Knocking Style, Step Up, Step Up and Strike\(^{APG}\), Weapon Focus with the chosen weapon, Str 19, Base attack bonus +11 or monk level 11th.

**Benefit:** The DC to avoid being knocked prone by your Knocking Style feat increases by 5. In addition, once per turn, you can use your Step Up and Strike feat against a target pushed back by your Knocking Style feat or awesome blow combat maneuver.

KNOCKING STYLE (COMBAT, STYLE)

**Prerequisites:** Weapon Focus with the chosen weapon, Str 15, Base attack bonus +3 or monk level 3rd.

**Benefit:** Choose one melee weapon from the close weapon group with which you have Weapon Focus. While using this style, whenever you confirm a critical hit with an attack with the chosen weapon, you can choose to have the target pushed 5 feet back and be forced to succeed an Acrobatics check (DC = 5 + your Strength modifier + damage dealt by your attack) or fall prone. Those affected by this ability are always pushed directly away from you, and cannot be pushed back if an obstacle blocks the space. If a creature of the target's size or smaller is in the space they would be pushed to, it must succeed a Reflex check with DC equal to this feat's DC check -5 or it too is knocked prone.

Special: A character with the close weapon mastery or weapon training (close) class features can use Knocking Style with any close weapon in addition to the chosen melee weapon.

LIMIT-SHATTERING TECHNIQUE (COMBAT)

**Prerequisites:** Toughness, Con 15, Base attack bonus +5.

**Benefit:** Once per day, if your remaining hit points minus any nonlethal damage you’ve taken are equal to 10% of your maximum hit points or less, you can perform one of the following as an immediate or swift action:

- Perform a full-attack action.
- Perform a charge. This can only be a normal charge, even if you possess an ability that allows a special charge (such as the Dimensional Assault feat or the pounce universal monster ability).
- Cast any one spell you know (even if it is not prepared) which requires a full round or less to cast without expending a spell slot. You cannot apply metamagic feats to spells cast this way.
- Take an additional move action.

You become exhausted for 1d6 rounds after using this feat, ignoring any immunity to exhaustion or fatigue you possess. You cannot use this feat if you are already exhausted.

MAKE IT FIT

**Prerequisites:** Craft (any) 3 ranks, Str 15, one or more item creation feats.

**Benefit:** Select one item creation feat you possess. When making Craft checks associated with that feat, you can add your Strength modifier instead of your Intelligence modifier to the relevant Craft skill. This does not apply to skills other than Craft (such as Linguistics or Spellcraft).

Special: This feat can be selected multiple times. Each time it applies to a different item creation feat.

RAKSHASA DISRUPTION (COMBAT)

**Prerequisites:** Improved Unarmed Strike, Rakshasa Style, Base attack bonus +7 or monk level 7th, non-Chaotic and non-Good alignment.

**Benefit:** While using Rakshasa Style, whenever you confirm a critical hit against a divine spellcaster with an unarmed strike, you disrupt their connection to their faith, forcing them to make a concentration check whenever they cast a divine spell for 1 round. This check has a DC equal to \(10 + \frac{1}{2} \text{your Base attack bonus}\). This is a mind-affecting effect.
RAKSHA DUBIETY (COMBAT)

Prerequisites: Improved Unarmed Strike, Rakshasa Disruption, Rakshasa Style, Base attack bonus +9 or monk level 9th, non-Chaotic and non-Good alignment.

Benefit: While using Rakshasa Style, you have DR/chaotic and good rather than DR/chaotic or good. In addition, the duration of your Rakshasa Disruption is increased to 1 minute.

RAKSHASA STYLE (COMBAT, STYLE)

Prerequisites: Improved Unarmed Strike, Base attack bonus +4 or monk level 4th, non-Chaotic and non-Good alignment.

Benefit: While using this style, you have DR/chaotic or good equal to ¼ your character level; this does not stack with other forms of damage resistance. In addition, you receive a +1 morale bonus on your attack rolls against chaotic and good creatures; this bonus stacks against creatures that are both chaotic and good.

Brawler Arts

“This rivalry between Edelhyde and Slagg is making them stronger, sure, but they’re both too concerned with one-upping each other, not with bettering themselves. Master, they’re dividing your school, and if you keep egging them on by pitting them against one another, I’m afraid they may kill each other! I refuse to take sides, Master Sen, and if you don’t see fit to end this, it’s only proving you lack the wisdom to truly call yourself a master, and that you cannot help me expand my abilities any further.”

Divada Talia, combat sibyl, former student of Master Sen

There are two special techniques that are unique to most brawlers: awesome blows and knockouts. However, there may be cases where a brawler wishes to train themselves in different techniques, or has been taught special combat styles. The following are a list of new special techniques - called brawler arts - which can be selected in place of these class features when they would normally be gained.

Unlike archetypes, brawler arts function even with archetypes which alter the awesome blow and knockout class features (such as the weapon specialist archetype). If a feat or ability would affect or alter knockout or awesome blow or would require it as a prerequisite, it instead affects any aspects of the brawler art which replaces that ability which are applicable (for example, a brawler with the awesome fling brawler art can use it in place of awesome blow to qualify for Awesome ChargeMC, and if that brawler possesses Awesome Charge, they can apply its effects to their awesome fling brawler art).

Awesome Disarm (Ex): At 16th level, when performing a disarm combat maneuver on an item designed for use by creatures of the brawler’s size category or smaller, the brawler can choose to take a -10 penalty to their CMB to attempt an awesome disarm instead. If successful, the item takes damage as if it had been Sundered, the owner takes half as much damage, and the item is knocked 10 feet away from them in the direction opposite the brawler’s position from them. If this would cause the disarmed object to collide with an obstacle, both it and the obstacle take 1d6 additional damage and the object lands in a space adjacent to the obstacle. This combat maneuver is affected by feats and abilities which would affect either disarm or Sunder combat maneuvers. This brawler art replaces awesome blow.

Awesome Drag (Ex): At 16th level, as a standard action, the brawler can perform an awesome drag combat maneuver against a creature of their size or smaller. If the combat maneuver check succeeds, the target takes damage as if hit by a close weapon wielded by the brawler or an unarmed strike, and both it and the brawler are moved up to 10 feet in the direction of the brawler’s choosing, so long as both remain adjacent during the movement. The brawler’s movement during this action provokes attacks of opportunity, but not from the target; the target’s movement as a result of this ability does not provoke attacks of opportunity. If this movement would place the target into harm’s way (such as being moved onto a space containing a deep pit or fire), the target receives an additional Fortitude save (DC = 15 + ½ the brawler’s level + the higher of the brawler’s Strength or Dexterity modifiers); succeeding this save allows the target to fall prone in the nearest safe space to that which the brawler intended it to be moved. This brawler art replaces awesome blow.

Awesome Fling (Ex): At 16th level, as a standard action, the brawler can perform an awesome fling combat maneuver against a creature of their size or smaller. If the combat maneuver check succeeds, the target takes half as much damage as they would take if hit by a close weapon wielded by the brawler or an unarmed strike, and it is flung into any space of the brawler’s choosing within 10 feet and knocked prone. The opponent cannot land in a space closer to the brawler than the square it started in. If an obstacle is in the space where the opponent is flung, both it and the opponent take 1d6 damage and the opponent is knocked prone in a random space adjacent to the obstacle. This brawler art replaces awesome blow.
**Gut Blow (Ex):** At 4th level, once per day, the brawler can perform a powerful strike that nauseates their target. They must announce their intent before making their attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + ½ the brawler’s level + the higher of the brawler’s Strength and Dexterity modifiers) or become nauseated for 2d4 rounds. Each round on its turn, the nauseated target can attempt a new saving throw to end the condition as a full-round action that does not provoke actions of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the brawler can use this ability twice per day, and at 16th they can use it three times per day. This brawler art replaces knockout.

**Head Trauma (Ex):** At 4th level, once per day, the brawler can clobber a foe’s skull so severely that it muddles their senses. They must announce their intent before making their attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + ½ the brawler’s level + the higher of the brawler’s Strength or Dexterity modifiers) or become confused for 1d6 rounds. Each round on its turn, the confused target can attempt a new saving throw to end the condition as a full-round action that does not provoke an attack of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the brawler can use this ability twice per day, and at 16th they can use it three times per day. This brawler art replaces knockout.

**Reeling Smash (Ex):** At 4th level, once per day, the brawler can spin their foe around with the force of their blow, forcing them to lower their guard momentarily as they recover from its impact. The brawler must announce their intent before making their attack roll. If the brawler hits and the target takes damage from the blow, the target is considered flat-footed against the next attack made against them until their next turn. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the brawler can use this ability twice per day, and at 16th they can use it three times per day. This brawler art replaces knockout.

**Tackling Takedown (Ex):** At 4th level, once per day, the brawler can tackle an opponent to the ground. They must announce their intent before making their attack roll. If the brawler hits and the target takes damage from the blow, the brawler can make a grapple attempt against that target as a free action that does not provoke an attack of opportunity. If the brawler succeeds this check, they initiate a grapple with the foe and it automatically becomes pinned. At 10th level, the brawler can use this ability twice per day, and at 16th they can use it three times per day. This brawler art replaces knockout.

**Will Strike (Ex):** At 4th level, once per day, the brawler can perform a strike fueled by their willpower. They must announce their intent before making their attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Will saving throw (DC = 10 + ½ the brawler’s level + the brawler’s Wisdom modifier) or take additional damage equal to twice the brawler’s Wisdom modifier. This damage is multiplied if the attack is a critical hit. Creatures immune to critical hits are immune to this ability. At 10th level, the brawler can use this ability twice per day, and at 16th they can use it three times per day. This brawler art replaces knockout.
Prestige Class:
Urban Aggressor

“Edelhyde, Witt, this ends now. A rivalry I will accept – even encourage - but what you’ve exhibited is nothing more than hatred for one another. Thanks to you, I’ve lost many pupils who could have otherwise flourished had they not been forced to choose between taking a side or striking out on their own. Edelhyde, do you see the body of a warrior before you or that of a weak woman? And yet you call me Master. Witt, do you think I have dragons’ blood in my veins, or the blood of a mortal? And yet you too call me Master. Enough. I was wrong to take the two of you on as students. You are both hereby expelled. Do not return to this school until you can both prove to me you have not only the strength of body, but the strength of mind to awaken your potential! Now get out of my sight.”

Master Krim “The Viper” Sen, master-level trance brawler and urban aggressor

For all a brawler’s adaptability, they still suffer from a lack of variety in their pool of skills and ability to bypass a heavily-armored foe’s defenses. Drawing inspiration from their abilities, the urban aggressor has learned to channel their strength in such a way as to make reinforced armor less effective against them, while their martial arts training toughens their bodies against damage from the deadliest assaults. Urban aggressors are often wont to travel the globe in search of strong opponents and a broader view of the world, allowing them to incorporate the techniques they’ve witnessed into their own style.

Role: The urban aggressor takes the flexibility inherent to brawlers to whole new heights while also honing their hand-to-hand combat. They are adept at handling lightly-armored foes and adapting to unpredictable battle conditions.

Alignment: Coming from many varied backgrounds and with a broad spectrum of motivations, urban aggressors can be of any alignment.

Hit Dice: d10.

Requirements: To qualify to become an urban aggressor, a character must fulfill the following criteria:

Base Attack Bonus: +5

Feats: Improved Unarmed Strike, Toughness, Weapon Focus with a weapon from the close fighter weapon group.

Special: Must have competed in and ranked no lower than 16th place in an international hand-to-hand combat tournament.

Class Skills: The urban aggressor’s Class Skills: (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Perception (Wis), Perform (dance) (Cha), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Ki Pool (Ex): If the urban aggressor possesses a ki pool from previous levels, their levels in this prestige class stack with those levels to determine the number of points in their ki pool. Otherwise, they gain a ki pool with a number of points equal to ½ their urban aggressor level + their Wisdom modifier. This has no effect on other traits of possessing a ki pool.
Martial Skill (Ex): If the urban aggressor has brawler’s flurry, flurry of blows, martial flexibility, or unarmed strike class features from previous levels, their levels in this prestige class stack with those levels when determining the effects of these abilities. Otherwise, the urban aggressor gains brawler’s flurry, martial flexibility, and unarmed strike as a brawler of their urban aggressor level.

Tough Skin (Ex): At 1st level, the urban aggressor gains DR 2/- against nonlethal damage. This damage resistance increases by 2 at 4th level and every third level thereafter.

Aggression (Su): Starting at 2nd level, the urban aggressor can gain aggression points when certain conditions are met. At the start of each day, the urban aggressor can select active aggression or passive aggression; this choice affects how they can gain aggression points that day.

Active Aggression - The urban aggressor gains 1 aggression point whenever they confirm a critical hit or reduce a foe’s hit points to 0 with an unarmed strike or weapon from the close fighter weapon group. They cannot gain aggression points this way if the foe is helpless or possesses less than ½ as many hit dice as the urban aggressor possesses character levels.

Passive Aggression - The urban aggressor gains 1 aggression point whenever an enemy threatens a critical hit against them or whenever they fail a Fortitude-based saving throw. They cannot gain aggression points this way if the critical threat or saving throw was not the result of an enemy’s hostile actions.

The urban aggressor cannot possess a number of aggression points greater than ½ their Constitution modifier (minimum 1). Temporary increases to Constitution (such as from a barbarian’s rage or bear’s endurance) do not increase this limit. At the end of each full minute during which the urban aggressor does not gain an aggression point, they lose 1 aggression point. For as long as they possess at least 1 aggression point, the urban aggressor receives a bonus on attacks rolls equal to the number of aggression points they possess for attacks made with unarmed strikes or weapons from the close fighter weapon group.

Ki Talent (Ex, Sp, or Su): At 3rd, 6th, and 9th levels, the urban aggressor gains access to a ki talent. Unless otherwise noted, a ki talent can only be selected once. The urban aggressor can select from the following:

Advanced Close Weapon Training (Ex): The urban aggressor selects one advanced weapon training option, as per the fighter’s weapon training class feature, treating ½ their urban aggressor levels as their weapon training bonus to determine its effects. This ki talent does not grant the urban aggressor any other benefits of the weapon training class feature, and they must select the close fighter weapon group for the selected advanced weapon training option if required to choose a weapon group.

Aggressive Defense (Ex): The damage resistance provided by the urban aggressor’s tough skin ability is doubled. By expending 1 aggression point as an immediate action, this damage resistance applies to the next instance of lethal damage dealt to the urban aggressor until the beginning of their next turn.

Bonus Combat Feat (Ex): The urban aggressor gains a bonus combat feat. This feat must be one which improves their defenses or melee attacks. The urban aggressor can select this ki talent multiple times.

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>Ki pool, martial skill, tough skin (DR/2)</td>
</tr>
<tr>
<td>2nd</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>Aggression</td>
</tr>
<tr>
<td>3rd</td>
<td>+3</td>
<td>+2</td>
<td>+1</td>
<td>+2</td>
<td>Ki talent</td>
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<tr>
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<td>+4</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>Tough skin (DR/4)</td>
</tr>
<tr>
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<td>+5</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>Aggressive assault</td>
</tr>
<tr>
<td>6th</td>
<td>+6</td>
<td>+3</td>
<td>+2</td>
<td>+3</td>
<td>Ki talent</td>
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<tr>
<td>7th</td>
<td>+7</td>
<td>+4</td>
<td>+3</td>
<td>+4</td>
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<tr>
<td>8th</td>
<td>+8</td>
<td>+4</td>
<td>+3</td>
<td>+5</td>
<td>Aggressive onslaught</td>
</tr>
<tr>
<td>9th</td>
<td>+9</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>Ki talent</td>
</tr>
<tr>
<td>10th</td>
<td>+10</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>Burst of aggression, tough skin (DR/8)</td>
</tr>
</tbody>
</table>
**Increased Ki (Ex):** The urban aggressor’s maximum ki pool size increases by 1 additional point per 2 urban aggressor levels they possess.

**Ki Deflection (Su):** The urban aggressor receives a +1 deflection bonus to AC and to Reflex and Will saves so long as they possess at least 1 point in their ki pool. This deflection bonus increases to +2 at 6th level.

**Knockout (Ex):** The urban aggressor gains knockout, as the brawler class feature, treating their urban aggressor levels as brawler levels to determine its DC and uses per day. These levels stack with any brawler levels they possess. If they possess brawler levels and have previously selected a brawler art to replace knockout, they still gain knockout through this ki talent, but they share uses per day between knockout and the chosen brawler art. The urban aggressor cannot select a brawler art to replace knockout gained in this way.

**Martial Genius (Ex):** The urban aggressor can spend 2 points from their ki pool to use their martial flexibility without expending one of its uses per day.

**Martial Versatility (Ex):** The urban aggressor gains Martial VersatilityARG as a bonus feat, ignoring its prerequisites. They treat themselves as human and their urban aggressor levels as fighter levels for the purpose of qualifying for feats for which Martial Versatility is a prerequisite.

**Mighty Blow (Ex):** By expending one aggression point as a full-round action, the urban aggressor can perform an awesome blow combat maneuver, as per the brawler class feature. This can be reduced to a standard action by expending an additional aggression point.

**Mighty Blow, Improved (Ex):** When using the mighty blow ki talent, the urban aggressor can use it on creatures of any size. The urban aggressor must possess the mighty blow ki talent to select this ki talent.

**Style Strike (Ex):** The urban aggressor can select a style strikePU (as per the unchained monkPU class feature). As long as the urban aggressor possesses at least 1 point in their ki pool, they can use a style strike in place of any single attack rather than only as a part of a flurry of blows; this can only be done once per round per style strike they possess. The urban aggressor can select this ki talent twice.

**Style Strike Flexibility (Ex):** The urban aggressor can use their martial flexibility to temporarily gain access to a style strike they don’t already possess rather than a combat feat. They must still meet any prerequisites of that style strike. The urban aggressor must have access to a style strike to select this ki talent.

**Supreme Style Master (Ex):** When the urban aggressor uses their martial flexibility to gain access to a style feat, so long as they possess at least 1 aggression point, they can enter and exit that style stance as a free action and it does not count against the number of style stances they can have active at one time. The urban aggressor must possess a style feat to select this ki talent.

**Wave Burst (Sp):** Select a simple kinetic blast (as per the kineticistOA class feature). By spending 1 point from their ki pool, the urban aggressor can use that kinetic blast, treating their urban aggressor levels as kineticist levels to determine its damage. If they possess levels in a class which provides a kinetic blast, these levels do not stack.

**Wave Burst Enhancement (Sp):** Select one infusion (as the kineticist class feature) associated with the simple kinetic blast chosen through the urban aggressor’s wave burst ki talent. By spending an additional number of points from their ki pool equal to the infusion’s burn cost when using the wave burst ki talent, the urban aggressor can apply that infusion to their kinetic blast. An urban aggressor cannot apply an infusion with a spell level greater than ½ their urban aggressor level this way, and must possess the wave burst ki talent to select this ki talent.

**Aggressive Assault (Ex):** At 5th level, when performing an attack or a full-attack action, the urban aggressor can expend one aggression point to allow one attack made as part of that action to ignore an amount of the target’s damage resistance or hardness equal to their urban aggressor level. If the target possesses both damage resistance and hardness, this ability causes the attack to ignore damage resistance only.

**Aggressive Onslaught (Ex):** At 8th level, when performing a full-attack action, the urban aggressor can expend one aggression point to allow all attacks made as part of that action to ignore an amount of the targets damage resistance or hardness equal to ½ their urban aggressor level. If the targets possess both damage resistance and hardness, this ability causes the attacks to ignore damage resistance only.

**Burst of Aggression (Sp):** At 10th level, by expending one aggression point as a move action, the urban aggressor can select one ki talent they do not possess, and gain its benefits for as long as they possess at least 1 aggression point. They can only select one ki talent to benefit from at a time in this way; if they select a new one, they immediately lose the benefits of the one previously chosen. In addition, the urban aggressor can spend 3 points from their ki pool once per minute as a free action to gain 1 aggression point.


**Brawler Variant Multiclassing**

“That’s right, Witt, you run back to your bloody lizard friends, see how much good it does teaching them how to throw a punch with their spindly little arms! But know that I'll never forgive you for making Master Sen throw me out! I’ll hunt you to the ends of the earth, and I’ll kill you! Your precious white dragon ancestors won’t protect you from dying at my hands!”

Edelhyde Slagg, former student of Master Sen

The optional Variant Multiclassing system introduced in *Pathfinder Roleplaying Game: Pathfinder Unchained* allows a character to trade out half their feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary classes, and creates opportunities to explore novel character concepts, such as a barbarian whose rage stems from being afflicted by the gods with an oracle’s curse and revelations.

Under the standard rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that they train in throughout their career, without giving up levels in their primary class. Once selected, this choice is permanent (though if using the retraining rules, the secondary class can be retrained by paying half the cost of retraining all their class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from their secondary class as described on the Multiclass Character Advancement Table. It is probably a good idea to use either this variant system or normal multiclassing, but it’s possible for the two systems to be used together. In a game using both systems, a character can’t take levels in the secondary class she gains from this variant. See *Pathfinder Unchained* for more details on variant multiclassing.

**Brawler**

A character who selects brawler as their secondary class gains the following secondary class features:

- **Armor:** At 1st level, they lose all secondary brawler class features when wearing medium or heavy armor or carrying a medium or heavy load.

- **Martial Flexibility:** At 3rd level, they can take a move action to gain the benefit of one combat feat they do not possess for 1 minute. They must still meet the prerequisites for this feat. This can be done a number of times per day equal to 1/2 their character level.

**Close Weapon Mastery:** At 7th level, when wielding a weapon from the close fighter weapon group, they can have it deal damage as an unarmed strike from a monk of their character level -6 if that amount is higher than the weapon's normal damage. In addition, if they possess the flurry of blows ability, they can use close weapons to do so, even if those weapons do not possess the “monk” weapon property.

- **Knockout:** At 11th level, they can use the brawler’s knockout ability once per day. At 19th level they can instead use it twice per day.

- **Martial Flexibility:** At 15th level, they can use martial flexibility to gain one combat feat as a swift action or two as a move action.

- **Awesome Blow:** At 19th level, they gain the Awesome Blow feat, ignoring its prerequisites.

**Brawler Magic Items**

“This is nothing more than a temporary setback. I'll bide my time for now, but I will only grow stronger in that time, through any means necessary. Not only will I destroy the fire-dancer, but I'll best the Viper herself! Then no one can deny the might of the white dragonkin!”

Witt the Rimetailed, former student of Master Sen

The following magic items are of particular use to brawlers, although they may prove valuable to those who simply wish to emulate their powers.

**Drooling Fangs**

<table>
<thead>
<tr>
<th>Slot weapon; CL 6th; Weight 1 lb.</th>
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</table>

**Aura** faint transmutation

This +1 human-bane tekko-kagi has thin channels in its blades and a hollow crossbar allowing one to fill it with a single dose of a liquid of their choosing. This can be a typical poison, but could include extracts or potions as well. Filling the crossbar with poison functions the same as applying poison to a weapon, but the wielder typically suffers no risk of poisoning themselves once the substance is released into the blades.

As a standard action that does not provoke an attack of opportunity, the wielder of a set of drooling fangs can release the substance stored in the crossbar into the weapon's blades. If the substance is a poison, it is treated as if the dose of poison is applied automatically after each of the next five attacks made with the drooling fangs, but the DC of the poison is reduced by 5. Abilities which affect the action required to apply a poison affect this ability equally.
If the substance is a potion, each time the wielder attacks, the target is treated as if it had a CL 1 version of the spell cast on it if the attack hits. This effect lasts until the user makes a number of attacks equal to the CL of the spell stored in the potion (if an attack misses, it still reduces the duration of this effect by one attack). If the wielder possesses the ability to use an extract (whether they possess the alchemy class feature or are using an extract from someone with the infusion discovery), they can use an extract the same way.

Holy and unholy water can be stored in the crossbar and released into the blades as well. Drooling fangs with holy water released into the blades deal an additional 1d6 damage to undead and evil dragons and outsiders, while drooling fangs with unholy water deal an additional 1d6 damage to good dragons and outsiders. These effects last for ten attacks.

Because the channels are so thin, most substances will eventually clog them. After releasing an extract, poison, or potion into the blades of a set of drooling fangs, one must wash them out with clean water for at least 5 minutes before they can release another substance into the blades. Drooling fangs through which one has released holy or unholy water do not need to be washed out this way.

CONSTRUCTION REQUIREMENTS  
Craft Magic Arms and Armor, drain poison

**Furious Biter**  
**Price 44,000 GP**

<table>
<thead>
<tr>
<th>Slot</th>
<th>weapon; CL 16th; Weight 1 lb.</th>
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</thead>
<tbody>
<tr>
<td>Aura</td>
<td>strong transmutation</td>
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</table>

This +1 punching dagger is designed with a spring-loaded blade within the main blade which can be released and retracted by a skilled fighter with the correct wrist motions. Characters using a furious biter who can perform a flurry of blows or brawler’s flurry make an additional attack at their BAB -2 with their flurry when their BAB is +6, but only if they make their flurry only with attacks from their furious biter, and can only make this attack against the target they first hit with their flurry. They make a second additional attack at their BAB -7 when their BAB is +11 against the target they’ve hit with the second attack from their flurry (not counting the additional attacks from their furious biter), and a third additional attack at their BAB -12 when their BAB is +16 against the third target hit by their flurry (also not counting the additional attacks from their furious biter). These additional attacks do not stack with effects which would add additional attacks, such as haste.

**CONSTRUCTION REQUIREMENTS**  
Craft Magic Arms and Armor, dance of a thousand cuts

---

**Glowlash Manacles**  
**Price 22,000 GP (enlarging), 22,000 GP (extending)**

<table>
<thead>
<tr>
<th>Slot</th>
<th>wrists or feet; CL 8th; Weight 5 lbs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aura</td>
<td>moderate evocation</td>
</tr>
</tbody>
</table>

Appearing to be blue steel manacles with broken chains, these items are designed to enhance the user’s unarmed strikes. Up to three times per day as a free action, the wearer of a set of glowlash manacles can activate the magic within them with one of two potential effects, depending upon the form of glowlash manacles being worn.

Activating a set of enlarging glowlash manacles causes the chain to wrap around the wrists or ankles they are worn upon. The next time the user makes an unarmed strike with a limb upon which they are wearing an enlarging glowlash manacle this turn, force surrounds their hand or foot, greatly increasing its apparent size and causing it to deal damage as if the user was one size category larger.

Activating a set of extending glowlash manacles causes the chain to extend into a long whip of force. The next time the user makes an unarmed strike with a limb upon which they are wearing an extending glowlash manacle this turn, the attack’s reach is double their natural reach.

Glowlash manacles can be worn on either wrists or feet. A character wearing a pair of glowlash manacles on their wrists and another on their feet can share uses per day between them.

**CONSTRUCTION REQUIREMENTS**  
Craft Wondrous Item, forceful strike

---

**Warlord’s Tattoo**  
**Price 6,000 GP (lesser), 21,000 GP (normal), 48,000 GP (greater)**

<table>
<thead>
<tr>
<th>Slot</th>
<th>varies (see text); CL 5th; Weight ---</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aura</td>
<td>faint transmutation</td>
</tr>
</tbody>
</table>

The ink of a warlord’s tattoo is infused with the blood or spirit of a warrior, granting those bearing them instinctive knowledge of that warrior’s skills. When creating a warlord’s tattoo, the creator selects a combat feat. Once per day plus an additional time per day per 5 brawler levels the wearer possesses, the warlord’s tattoo can be activated as a swift action; the tattoo briefly shimmers and the bearer gains access to the chosen feat so long as they meet its prerequisites. Feats gained through a warlord’s tattoo can be used to meet the prerequisites for those gained from other warlord’s
tattoos or from the martial flexibility class feature, but not for any feat gained in any other way.

The duration of the effect changes depending upon the type of warlord’s tattoo. A lesser warlord’s tattoo’s effect lasts 1 round, a normal warlord’s tattoo’s effect lasts 1 minute, and a greater warlord’s tattoo’s effect lasts 1 hour.

A warlord’s tattoo can be worn on any of the following slots: body, chest, feet, hands, head, neck, shoulders, wrists. To function, the part of the wearer’s body upon which the tattoo is placed must be completely exposed, meaning that a character wearing magic items, equipment, or even most types of clothing that would cover the tattoo cannot gain its benefits. In addition, a character can only benefit from a number of warlord’s tattoos at once equal to ½ their Constitution modifier (minimum 0).

CONSTRUCTION REQUIREMENTS    COST 3,000 GP (LESSER),
10,500 GP (NORMAL), 24,000 GP (GREATER)
Inscribe Magical TattooSM, paragon surgeARG

WRESTLING OIL  PRICE 200 GP
Slot none; CL 4th; Weight ---
Aura faint conjuration

While many gladiatorial performers may use body oils for aesthetic reasons, this incredibly slick oil is designed for specific forms of wrestling. It takes 1 minute to apply wrestling oil to one’s body, and requires hand protection to prevent it from getting on the palms of the person applying it. The individual to which the wrestling oil is applied is treated as if they are wearing armor or clothing affected by the grease spell (even if they aren’t wearing any armor or clothing), except with a duration of 12 hours; this effect can be ended early by spending at least 5 minutes vigorously washing the oil off one’s body.

The oil tends to rub off on others’ hands, and anyone whose palms touch one covered in wrestling oil - such as one attempting a grapple or melee touch attack, or one applying the oil - treats all other objects as greased. This effect lasts for one hour or until they wash their hands with clean water for at least a full round. If they were wearing gloves or other hand protection when affected, they instead treat their hand equipment as greased for one hour or until they spend a full round washing it, and treat other items as greased until they remove their hand equipment or until this effect ends.

CONSTRUCTION REQUIREMENTS    COST 100 GP
Brew Potion, grease

SAMPLE BRAWLERS

EDELHYDE SLAGG

“Witt! Your time to die has come! You’ll pay for your arrogance with your life! BURN TO ASHES, LIZARD!!!”

XP 13,200

Human brawler 11 (weapon specialist)
CN Medium humanoid (human)
Init +1; Senses Perception +14

DEFENSE
AC 17, touch 12, flat-footed 16 (+3 armor, +1 deflection, +1 Dex, +2 shield)
hp 87 (11d10+22)
Fort +11, Ref +10, Will +6

OFFENSE
Speed 30 ft.
Melee +2 flaming battle poi +23/+16/+11 (1d10+1d6+20 fire) or +2 flaming battle poi brawler’s flurry +19/+19/+14/+14/+9 (2d10+1d6+20 fire) or +1 alchemical silver spiked chain brawler’s flurry +15/+15/+10/+10/+5 (2d4+19)
**Statistics**

**Base Atk +11; CMB +20; CMD 33 (+2 CMB to trip, +3 CMB to sunder, +2 CMD vs. trip attempts, +2 CMD vs. disarm and sunder attempts on flails, +1 CMD vs. sunder attempts)**

**Feats**
- Advanced Weapon Training (Focused Weapon (battle poi)), Warrior Spirit**<sup>APG</sup>**,** Smashing Style,** Critical Focus,** Critical Versatility**<sup>ABD</sup>**, Fire God's Blessing**<sup>PC:OOG</sup>**, Improved Unarmed Strike,** Martial Versatility (Weapon Specialization (battle poi))**<sup>ARG</sup>**,** Power Attack,** Racial Heritage (orc)**<sup>ABD</sup>**, Weapon Focus (battle poi)**,** Weapon Specialization (battle poi)

**Skills**
- Climb +17, Intimidate +13, Knowledge (dungeoneering) +14, Perception +14, Swim +17

**Languages**
- Common

**SQ**
- brawler's cunning, martial flexibility 8/day, martial training

**Combat Gear**
- amulet of the spirits (flame), oil of barksin +3, oils of cure moderate wounds +10 (2); Other Gear +1 alchemical silver spiked chain, +2 flaming battle poi, belt of giant strength +4, bracers of armor<sup>IE</sup> +3, cloak of resistance<sup>IE</sup> +2, kyton ring, ring of protection +1, skullcrusher gauntlets, 2,518 gp

**Tactics**

**Before Combat**
If he expects to fight a tough enemy, Edelhyde will smear his oil of barksin onto himself and activate his martial flexibility to gain the benefits of Improved Initiative, Improved Sunder, and Smashing Style (battle poi)**<sup>PPC:WMH</sup>**. If he knows an opponent will be immune or resistant to fire, he will use his spiked chain instead. This alters his stats as follows:

**Init +5**

**Defenses**
- AC 20, touch 12, flat-footed 19 (+3 armor, +1 deflection, +1 Dex, +3 natural armor, +2 shield)

**STR 26, Dex 13, CON 14, INT 10, WIS 12, CHA 8**

**Morale**
Edelhyde takes great umbrage to the idea of surrender, but will do so if his only other option is forfeiting the lives of his allies. He will heal himself with his oils of cure moderate wounds when he falls below 30 hit points; if he is out when he drops this low, unless he is with a party that chooses to make a retreat, he will fight to the death. If retreating, he will use the environment to his full advantage, using his kyton ring<sup>IE</sup> to create chains to swing upon to aid his and his allies' escape. Regardless of being in a party, however, he will fight to the death if Witt the Rimetailed is amongst his opponents, even staying behind should they retreat.

**Skills**
- Climb +17, Intimidate +13, Knowledge (dungeoneering) +14, Perception +14, Swim +17
Witt the Rimetailed. As the two learned martial arts under the famed champion Master Krim “Viper” Sen, the white kobold often proved his equal in battle, and occasionally even his superior, and he has not taken this lightly. He considers it a personal failing, and while he's grown to respect Witt for his uncharacteristic strength, he is equally infuriated that a member of such a “weak” race could best him. His hatred fueled a divide in Master Sen’s school, and she was forced to expel him and Witt, lest they chase half of her pupils away while those that remain and take sides between the two would turn her training grounds into a bloody battlefield. At present, his goal in life is to find and soundly defeat Witt in battle, both to affirm his belief and avenge the numerous defeats he’s suffered past sparring matches with him and the ultimate indignation of being expelled from Master Sen’s tutelage.

Boon: Edelhyde begins with an attitude of neutral toward all characters except white-scaled reptilians and characters with a known affiliation with his long-time rival, Witt the Rimetailed. He is unfriendly toward such characters, and hostile toward Witt himself and anyone in Witt’s party. Those with a former affiliation with Witt and white-scaled reptilians without any association with Witt can attempt a DC 20 Diplomacy check once per day to convince him that the affiliation is broken or never existed.

He will lend his aid to a party attempting to fight Witt so long as his attitude toward each member of the party is at least neutral. As long as he survives the encounter and Witt is defeated by having his hit points reduced to 0 or lower, Edelhyde will reward the party who aided him by giving them his kyton ring. He also will offer to train members of the party in the use of his signature weapons, granting them Exotic Weapon Proficiency (battle poi) or Exotic Weapon Proficiency (spiked chain) as a bonus feat, ignoring its prerequisites (he will only train each individual in one feat, not both). This takes a variable amount of time depending upon their experience with weapons: those proficient in at least one exotic weapon in the flail weapon group can be trained in 1 week, those proficient in at least one martial weapon in the flail weapon group can be trained in 2 weeks, those proficient in at least one simple weapon in the flail weapon group can be trained in 3 weeks, and all other characters require 1 month of training. This time is spent constantly in Edelhyde’s presence, preventing the character from adventuring during this time.

If both Edelhyde and Witt survive the encounter, their attitudes toward one another automatically are raised to unfriendly, and one member of a party that participated in the fight between them can make a Diplomacy check once per week to increase this attitude; the DC for this check is 35 to raise their attitude from unfriendly to neutral, 45 to raise it from neutral to friendly, or 55 to raise it from friendly to helpful. As long as Edelhyde and Witt are at least friendly with one another, characters can benefit from both Edelhyde and Witt’s boons.

**Witt the Rimetailed**

“Face it, Edelhyde, I’m stronger than you, and it won’t be long before your frozen corpse stands as testament to that.”

XP 19,600
Kobold brawler 12 (wyrmfang brawler)
LN Small humanoid (reptilian)
Init +4; Senses darkvision 60 ft., Perception +2

**DEFENSE**

AC 22, touch 19, flat-footed 16 (+1 armor, +2 deflection, +4 Dex, +2 dodge, +2 natural armor, +1 size; +4 dodge vs. spells, spell-like abilities, and attacks from summoned creatures)

hp 112 (12d10+36)
Fort +13, Ref +14, Will +5; +6 bonus vs. sleep and paralysis
Resist cold 5; Vulnerability light sensitivity

**OFFENSE**

Speed 30 ft.; fly 20 ft.
Melee +3 voidglass razored kobold tail attachment +21/+16/+11 (1d8+9 plus 1d6 cold) or +3 voidglass razored kobold tail attachment brawler’s flurry +19/+19/+14/+14/+9 (1d8+9 plus 1d6 cold)

Special Attacks brawler’s flurry, breath attack (4d6 cold, 15 ft. cone, 2/day, Ref-DC 25 half; 4d6 cold, 30 ft. cone, 1/day, Ref-DC 13 half), draconic strike (cold iron, frost, magic, silver), elemental fist (+3d6 cold, +5 ft. reach, 14/day), knockout 2/day (Fort-DC 19)

**TACTICS**

Before Combat When preparing to face a difficult opponent, Witt will consume his potion of barkskin and activate his warlord’s tattoo. This changes his stats as follows:
Init +8

**DEFENSES**

AC 25, touch 19, flat-footed 19 (+1 armor, +2 deflection, +4 Dex, +2 dodge, +5 natural armor, +1 size)

During Combat When encountered as an enemy, Witt will have a variety of dwarf, human, and kobold NPCs in his presence who will aid him in battle, randomly selected from the following classes: brawler, druid (arctic, scalykind,
or water domains only), kineticist (water primary element only), monk, sorcerer (marid, silver/white draconic, or water elemental bloodlines only), witch (water or winter patrons only). These NPCs range in CR between 9 and 11, and a number of them equal to the number of party members encountering him (not including Edelhyde Slagg, if present) will appear with him.

Witt’s tactics will vary depending upon those of his opponents. When facing large groups that stay clustered together, he will use his breath attacks (both from his amulet of the blooded and his Draconic Breath feat) in an attempt to either scatter them or soften them up. When he can take on individuals, he’ll focus on either using his Vital Strike in combination with Marid Strike for powerful, long-reaching strikes, or if he’s adjacent to enemies and has no need to move, will perform a brawler’s flurry. Whenever he can, he will activate his Weapon Evoker Mastery, taking advantage of his draconic strike’s addition of the frost property to his weapon to enhance his damage, especially when he’s attempting a brawler’s flurry. He occasionally attempts disarm, dirty trick, or reposition maneuvers against foes who seem especially susceptible.

**Morale** When dropping to under 40 hit points, Witt will consume a potion of cure moderate wounds; once he’s out, he’ll allow himself to drop to 25 hit points before he attempts to retreat, though he will always fight more cautiously while under 50 hit points. He saves
his knockout ability for incapacitating foes that block his retreat, otherwise taking advantage of his flight to escape. If he is in a party that refuses to retreat, he won’t abandon them unless it is clear their decision not to escape is a foolhardy one, and if Edelhyde Slagg is present in the enemy party, he will continue to fight to the death regardless of personal danger.

STATISTICS

Str 16, Dex 18, Con 16, Int 8, Wis 9, Cha 14

Base Atk +12; CMB +14; CMD 26 (+3 CMB to disarm, +2 CMB to dirty trick, +1 CMD to reposition; +3 CMD vs. disarm, +2 CMD vs. dirty trick, +1 CMD vs. reposition)


Skills Acrobatics +11, Escape Artist +11, Intimidate +14, Linguistics +1, Perception +2, Sense Motive +8, Stealth +14, Use Magic Device +4

Languages Common, Draconic, Gnome

SQ brawler's cunning, maneuver training (disarm +3, dirty trick +2, reposition +1), martial training, powerful striker

Combat Gear amulet of the blooded (white draconic), potion of barkskin +3, potions of cure moderate wounds +10 (2), warlord's shoulder tattoo (Improved Initiative); Other Gear +3 voidglass razored kobold tail attachment, belt of physical perfection LE +2, hyperboreal robe ARG, lenses of darkness ARG, ring of protection +2, spell dodging ARG, bracers of armor +1

Witt was never a typical kobold. While members of his breed aren’t especially well known for martial prowess, he was born with a natural affinity for pugilism, leading him to train as a brawler since he was old enough to stand on two legs. He does so, however, fight in a manner unconventional to most brawlers, making use of his race’s signature weapon, the kobold tail attachment. While he doesn’t follow the same general beliefs as kobolds, he does still share pride in his relation to white dragons and has sought to incorporate the element of ice into his battle style as much as he can.

During his training, he had to endure much ridicule due to his small stature and the prejudices regarding his normally-feeble people. One of his most stubborn rivals was a man named Edelhyde Slagg, who deemed him unworthy of sparring with on sight. It wasn’t until the two were forced to practice together by Master Sen, their master at the time, that Edelhyde realized the raw talent coursing through the small reptilian’s bones, but rather than react with renewed respect, he seemed to be completely indignant that a kobold could be his equal.

Their rivalry boiled to enough of a head that Master Sen chose to expel them, and Witt took this to mean she had nothing left to teach him and returned to share his training with others of his breed. Even with his lantern-slinging rival out of his presence, though, Witt has been obsessed with the idea of proving to him once and for all that he is the superior brawler, not only in spite of his race, but simply being better overall. He awaits the day when he and Edelhyde can finally meet on the battlefield so he can definitively conquer his hated foe.

Boon: Witt begins with an attitude of neutral toward all characters except those with known affiliation with his nemesis Edelhyde Slagg; if Edelhyde is not present he is unfriendly, while he is hostile toward Edelhyde and those in his party. Characters with a former affiliation with Edelhyde can attempt a DC 22 Diplomacy check once per day to convince him that the affiliation is broken.

Witt will assist groups attempting to take on Edelhyde so long as his attitude toward each member of the party is at least neutral. As long as he survives the encounter and Edelhyde is defeated by having his hit points reduced to 0 or lower, Witt will reward the party by giving them his hyperboreal robe. If any characters amongst the party possesses a tail, they can choose to have him keep the hyperboreal robe and instead train that character in the use of his signature weapon, granting that character Tail Terror as a bonus feat, ignoring its prerequisites. If the character is a kobold, this training takes 1 week, if the character is a humanoid (reptilian) it takes 2 weeks, and otherwise it takes 1 month. This time is spent constantly in Witt’s presence, preventing the character from adventuring with their allies. At the end of this time, they are also granted a +1 frost kobold tail attachment suited to their size (the type being randomly selected from long lash, pounder, razored, or spiked).

If both Edelhyde and Witt survive the encounter, their attitudes toward one another automatically are raised to neutral, while he is hostile toward Edelhyde and those characters except those with known affiliation with his nemesis Edelhyde Slagg; if Edelhyde is not present he is completely indignant that a kobold could be his equal.

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