

BRAWLER CAREER OF THE DEFENDER

Brawlers of defense can protect themselves and nearby allies, shielding themselves with whatever they choose. This allows them to provide strategic cover and to keep themselves fighting. This physical and mental longevity allows many to overlook their doubts of brawlers, knowing a defender could save their lives many times.

DEFENSIVENESS

At level 3, brawlers of defense learn to cover themselves even better than other Brawlers, with near anything. When you are using a shield or an object as a shield, allies that are not using a shield within your range gain +2 AC.

PROTECT

At level 11, you learn to cover your allies as well as yourself. Whenever you or an ally in your range would be hit by an attack, as a reaction, you may roll a Stunt Die, subtracting the number from the attack roll.

You may use this ability once between long rests without expending the Stunt Die rolled.

GET UP

Starting with level 17, when you would roll a death save, you may roll a Stunt Die to instead take a level of exhaustion and return to a number of hit points equal to the number rolled. When you do this, you may also stand up and make an Attack immediately.

You may use this ability once between long rests without expending the Stunt Die rolled.