

## BRAWLER

A single thin figure walks a lonely road, naught but a satchel and the clothes on his back to his name. A gnarled bugbear smashes a chair on his foe, then stands atop him roaring. An explorer snickers from the shadows, after trapping a trio of bandits in a ruined temple. An shrewd explains a crude firearm, a murder weapon, to nearby guards. These are all brawlers.

### INTELLECTUAL BATTLERS

Brawlers rely on their might and prowess to engage in physical combat, but supplement this with their mighty brains. They analyze simultaneously their foes and the world about them to find the most effective method for them to strike their enemies with anything available. They need not for conventional weaponry; the world is their weapon, and when all the warriors about them rely on swords or bows, a brawler uses nothing that can't be found in any dining hall. Their raw mental capacity allows them to analyze their situations and find the way to hit their opponent hardest. It isn't magic, it's skill.

## SCAVENGERS

Any other warrior would wield a great broadsword crafted by enchanted Dwarven steel, or a fine longbow shaped for hundreds of years in a river and strung with the hair of a mighty sorcerer, another warrior would wish for the best blades there are on her leg, or the absolute toughest shield money can buy strapped to his arm, but the Brawler was never trained in these, and most Brawlers would not find that exciting anyway, they prefer to improvise with whatever they find at the moment. A brawler would charge into battle with a bottle when any other man would reach for his axe. A brawler wouldn't know what to do with a bow, but could find the same function in a solid rock. While competent in shields, brawlers can be just as easily satisfied with a round table or an annoying goblin.

### THE BRAWLER

Level	Proficiency Bonus	Features	Stunt Dice	Stunt Die
1st	+2	Improvisation, Unarmored Defense, Quick Interaction, Stunts	1	1d4
2nd	+2	Crafting, Crafter Specialty	2	1d4
3rd	+2	Enhanced Improvisation, Brawler Career	3	1d4
4th	+2	Ability Score Increase	4	1d6
5th	+3	Second Attack, Fast Hands	5	1d6
6th	+3	More Stunts, Attacking Beyond	6	1d6
7th	+3	Analysis	7	1d6
8th	+3	Ability Score Increase	8	1d8
9th	+3	Crafter Specialty Improvement	9	1d8
10th	+4	Even More Stunts	10	1d8
11th	+4	Brawler Career Feature	11	1d8
12th	+4	Ability Score Increase	12	1d10
13th	+5	Experienced Stunt	13	1d10
14th	+5	Additional Interaction	14	1d10
15th	+5	Crafter Specialty Improvement	15	1d10
16th	+5	Ability Score Increase	16	1d12
17th	+6	Brawler Career Feature	17	1d12
18th	+6	Instant Analysis	18	1d12
19th	+6	Ability Score Increase	19	1d12
20th	+6	Impossible Stunts	20	1d20

# CLASS FEATURES

As a brawler, you gain the following class features

## HIT POINTS

- **Hit Dice:** 1d10 per brawler level
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per brawler level after

## PROFICIENCIES

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Improvised weapons
- **Tools:** Any two sets of artisan's tools
- **Saving Throws:** Constitution, Intelligence
- **Skills:** Choose three from Acrobatics, Athletics, Investigation, Medicine, Perception, Sleight of Hand, Stealth, and Survival

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armor or (b) hide armor
- a shield
- and any two equipment packs

Alternatively, gain 5d4 \* 10 gp worth of starting equipment.

## IMPROVISATION

Starting at level 1, you are proficient in improvised weapons. The damage die for improvised weapons you wield is found in the Improvised Damage Die table below, based on the properties of the item. Your DM may rule an item too fragile, too awkwardly-shaped, too large, too small, or, for any other reason, inappropriate for use as an improvised weapon. All objects that are not one or more of those count as weapons for you.

Weapons do not have to be wielded with your hands, even if thrown, as long as there is reasonable justification, including for two weapon fighting. Two-handed weapons must still be used with two hands.

## IMPROVISED WEAPON TYPES

Weight	Improvised Weapon Damage Die and Properties
4 or fewer pounds	melee weapon with the light, finesse, and thrown (30/60) properties and a d4 damage die
Between 4 and 7 pounds	melee weapon with the versatile (1d8) and thrown (30/60) property and a d6 damage die
7 or greater pounds, up to a maximum of 25% of your body weight	melee weapon with the heavy and two-handed properties and a 1d10 damage die

Your unarmed strikes count as improvised weapons in the first category, but they lack the thrown (30/60) property. You do not have disadvantage when making melee attacks with improvised weapons with the light property.

Some weapons are too poorly shaped or too light to be a melee weapon, but may still be used as a ranged weapon. When used this way, they count as attacks with weapons with the finesse property and a range of (30/60) and a damage die of 1d4.

The damage type should be selected based on the item used, especially as it relates to a simple or martial weapon, if at all. An item can only have one damage type. Below is a list of items and their properties and damage types to give players and DMs ideas for how improvised weapons should be used.

- A bottle would be of the first category and would do bludgeoning damage.
- A broken bottle would be of the first category and would do piercing damage.
- A rope would be of the second category and would do slashing damage.
- A lit torch would be of the first category and would do fire damage.
- A rotten fruit would be of the ranged only category and would do poison damage.
- An small enemy would be of the third category would do bludgeoning damage.

Typically, bludgeoning, piercing, and slashing should be standard damage types, with acid, fire, and poison recommended for specific, exceptional effects. Other damage types should usually be avoided.

At level 3, the damage dice for all improvised weapons you wield increase: d4s to d6s, d6s to d8s, d8s, to d10s, and d10s and d12s.

## UNARMORED DEFENSE

Beginning at level 1, your AC = 10 + your Strength or Dexterity modifier (your choice) + your Intelligence modifier when you are not wearing armor.

In addition, any item you can wield that both resembles a shield and is durable enough for combat counts as a shield when used by you. Alternatively, you may use a creature of size small or larger that you are grappling as a shield. It will likely die, however.



## QUICK INTERACTION

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Starting at level 1, you may interact with two objects, instead of one, on your turn when you take an action or when you move. Alternatively, you may interact with one object twice at this point, or you may interact with an object as part of your action and another object as part of your movement.

With level 5, you may interact with an object with each attack you make, or with each use of the use object action, rather than once with your action.

At level 14, your efficiency becomes unmatched. Whenever you would otherwise be able to interact with an object, you may interact with two objects, or you may interact with one object twice.

## STUNTS

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At level 1, you learn to perform remarkable stunts beyond others' capabilities, due to both your physical prowess and skill. These stunts exert you, so you gain a number of Stunt Dice equal to your Brawler level. When you roll a Stunt Die, you expend it. You regain all Stunt Dice at the end of a long rest. You cannot use another Stunt once you have expended all Stunt Dice. You gain access to certain Stunts at levels 1, 6, and 10, and may not use Stunts for which you are not at least the level you gain them.

You can use one Stunt per turn.

If a Stunt initiates a save, your DC = 8 + your Strength modifier or your Dexterity modifier (your choice) + your proficiency bonus.

Your Stunt dice are d4s at level 1 and increase to d6s at level 4, d8s at level 8, d10s at level 12, and d12s at level 16.

Below the description for each Stunt, there is also an explanation of how this effect might look in-game. Your explanation is not limited by the examples given.

### You gain the following Stunts at level 1:

**Covering Grapple:** Use this stunt when you attempt to grapple an enemy on your turn. Add the number rolled to your Strength (Athletics) check. If you grapple the enemy, it is blinded for the duration of the grapple.

This effect may be you simply covering an enemy's eyes with your hands as part of a grapple, or it may be you pulling a bag over its head.

**Returning Throw:** Use this stunt when you make a ranged weapon attack with an improvised thrown weapon on your turn. All weapons you throw as an attack this turn return to you. In addition, add your Stunt Die damage to the damage of the first attack you hit with this turn.

Alternatively, if you are above level 5 and throw an object at any enemy as an attack, you may make bounce this to attack another enemy. When you make your second attack, treat the attack as if you are in the position the enemy you just attacked is in.

This effect might be a weapon bouncing back on impact or it returning due to aerodynamics, like a boomerang.

**Rush:** Use this stunt when you move on your turn. You gain all benefits of the dash action. In addition, add your Stunt Die roll to the damage of the first attack you hit with this turn.

This effect might be a surge of adrenaline pushing you further than normal.

### You gain the following Stunts at level 6:

**Boom:** Use this stunt when you could make an attack on your turn. You may use the Use Object action to make a loud noise near an enemy. All creatures except for you in a 5 foot radius of you must make a Constitution save, being deafened and taking thunder damage equal to the number you rolled on the Stunt Die on a failed save. Creatures may reattempt the save at the end of their turn, ending the deafnes on a success.

Alternatively, if you are above level 5 and throw an object at any enemy as an attack, you may make a loud noise with the object on impact as a use of the Use Object action. This initiates the Boom effect at the point of impact.

This effect might be you clapping an enemy on the ears or banging metal near their ears.

**Shrapnel Throw:** Use this stunt when you could make an attack on your turn. You may use the Use Object action to throw a mess of powder at enemies in a 15 foot cone. All creatures in this cone make a Dexterity save, being blinded and taking damage equal to the number you rolled on the Stunt Die (the damage type depends on the object, as explained below). You may choose to spare any number of creature of the damage and blindness. Creatures may reattempt the save at the end of their turn, ending the blindness on a success.

Alternatively, if you are above level 5 and throw a nonmagical object at any enemy as an attack, you may destroy the object on impact as a use of the Use Object action. This initiates the Shrapnel Throw effect at the point of impact.

This effect might be you throwing or kicking sand at an enemy (in which case the damage would be slashing), throwing gravel or ball bearings (in which case the damage would be bludgeoning), throwing acid (in which case the damage would be acid), or, in the second case, a box being destroyed on impact (in which case the damage would be piercing) or a malotov cocktail (in which case the damage would be fire).



### You gain the following Stunts are level 10:

**Fall Light:** Use this stunt as a reaction, when you are falling. Your jump 10 feet farther normally and 20 feet further when you make a running leap. The next time you would take fall damage this turn, it is as if you fell a number of feet fewer than you did equal to your brawler level + the result.

This effect might be you fashioning a makeshift parachute to slow your fall, or it might be a mighty leap and a roll.

**Intense Work:** Use this stunt when you make an ability check. If you would add your proficiency bonus to the check (but not double it), add double it. If you are not adding your proficiency bonus to the check, add it to the check. In addition, add the roll of your Stunt Die to the ability check.

This effect might be you putting in extra effort, or using a crude tool to aid your abilities.

**Taunt:** Use this stunt when you could make an attack on your turn. You may use the Use Object action to taunt a nearby creature. The creature makes a Wisdom saving throw against your Brawler DC, being charmed by you, and unable to move more than 30 feet from you, for the duration of this effect. For the duration, the creature's movement is also reduced by 5 feet multiplied by the number you rolled on your Stunt die. If a creature is immune to being charmed, it is immune to this effect. The creature reattempts the save at the end of each of its turns, ending the effect on a success.

This effect might be you goading an enemy on or it might be offering a beast food.

## CRAFTING

Starting at level 2, your skills as a worker allow you to manufacture equivalents to items for your use. As a bonus action on your turn, you may use items and raw resources within your range to construct a makeshift equivalent to a nonmagical item which is not an explosive or liquid, and which you understand the use of. It must be of size medium or smaller. You may use this item for its normal uses, however, others cannot benefit from it normally unless you use the Help Action to help them do so. When you do, the creature can use the object as normal and adds its proficiency bonus to attack rolls and checks made with the item, in addition to the advantage granted by the Help action.

When crafting an item such as a torch, lighting it can be part of the act of crafting it, as long as you have a means of starting a fire on you.

If you set a trap, locating the trap requires an Intelligence (Investigation) check against a DC = 8 + your Intelligence modifier + your proficiency bonus.

This effect can appear in a variety of ways. You might be using loose string, a stick, and a bit of wire to fashion a crude fishing rod. You might be bashing a metal pole flat at one end to make a crowbar. You might have to use the miscellaneous spare gear of your partners to

form a crude compass. You might bind some rope out of tall grass.

## CRAFTING SPECIALTY

At level 2, you also select a specialty for your crafting of Chemicals, Explosives, or Vehicles. You gain additional benefits from this specialty at levels 9 and 15. The DC for objects you make with this ability = 8 + your Intelligence modifier + your proficiency bonus.

You select the specifics of the appearance of objects you create in your Specialty.

### CHEMICAL SPECIALTY

At level 2, the Chemical specialty allows you to make common acid and poisons of a cost less than or equal to 50 times your Brawler level in gold pieces, as part of your Crafting ability, and gives you proficiency with alchemist's tools and poisoner's kits. Acids you make with this feature are effective for one minute. Poisons you make with this feature last for one hour. If you would create an acid or poison when you already have an unused acid or poison available, the other will dissipate into mundanity due to neglect and its crude creation.

At level 9, the Chemical specialty allows you to make better and more consistent use of your acid. Once per turn, you may use the Shrapnel Throw stunt without expending a Stunt Die, if you use acid you crafted for it. You still roll a die equal to your current Stunt Die.

At level 15, the Chemical specialty allows you to make much more powerful chemicals. You may make any poison that costs 100 times your Brawler level in gold pieces, or less, as part of your Crafting ability. The damage from all poisons you make is doubled. Poisons you make with your crafting ability also last up to 8 hours.

### EXPLOSIVE SPECIALTY

At level 2, the Explosive specialty allows you to make small explosives as part of your Crafting ability, and gives you proficiency with firearms and smith's tools. You may make a common explosive, with a 10 foot radius explosion when lit, inducing a Dexterity saving throw on all creatures and objects that creatures are not holding or wearing in the radius. On a failed save, a creature or object in range takes 1d6 bludgeoning damage. On a successful save, the target takes no damage. You may set the explosive to explode at any time within the next minute as a use of the Use Object Action, either when you make the object or while you are next to it. You may also attach it to a wire of up to 50 feet, allowing you to trigger the explosion at range. If you would create an explosive when you already have an unused explosive available, the other will cease working due to neglect and its crude creation.

At level 9, the Explosive specialty allows you to make guns as part of your Crafting ability. Your gun is an improvised ranged weapon with a range of (60/120) and a d10 damage die. You can make ammunition for it, through your crafting, in sets of 12, from metal.



At level 15, the Explosive specialty improves your bombs. When a creature succeeds on the saving throw against your explosive, it still takes half of the damage rolled. In addition, your explosive's damage increases to 2d6 and you may increase their radii (determined when you make each individual explosive) by up to 10 feet.

### VEHICLE SPECIALTY

At level 2, the Vehicle specialty allows you to make large objects as part of your Crafting ability. Large objects take a minute to craft. You can also use this to manufacture crude land and water vehicles, such as boats. You cannot make any vehicle that is self-propelled, only carts, wagons, rowboats, and other non-self-propelled vehicles. You also gain proficiency with vehicles (land and water), and tinker's tools. Your carrying capacity is also equal to that of a creature of one size larger than it normally would be, due to your experience with large objects.

At level 9, the Vehicles specialty lends itself to your fighting capabilities. When you are fighting with an object with the medium size or larger, it has the reach property and does 1d4 additional damage on a hit. You also gain advantage on all checks and saves to maintain your balance, control, or grip on vehicles, as well as on all checks to grapple, shove, climb on, disarm, overrun, or tumble through the space of other creatures. You also do not have disadvantage on these checks if the creature is one size larger than you.

At level 15, the Vehicle specialty allows you to make huge objects as part of your Crafting ability. Huge objects take a minute to craft. Large objects now take a bonus action for you to craft. Your movement for all vehicles you steer or help steer is doubled.

### BRAWLER CAREER

At level 3, you begin to learn the ways of a specific Brawler career, either the Arcanist, Cook, Defender, Gladiator, Inspector, Inventor, or Traveller. You gain benefits from this career at levels 3, 11, and 17.

### SECOND ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### FAST HANDS

Beginning at 5th level, when you could make a single attack, you may instead use the Use Object action. You may do this any number of times per turn.

### ATTACKING BEYOND

Starting at level 6, your unarmed strikes and attacks you make with improvised weapons count as magical for the purpose of overcoming nonmagical damage resistance.

### ANALYSIS

At level 7, your analytical abilities allow you to read into those around you. As an action on your turn, up to a number of times between short or long rests equal to your Intelligence modifier (minimum of once), you may

attempt to learn about a creature. When you do, you make an Intelligence (Investigation) check contested by a creature you can see within 120 feet of you, who rolls a check in which it adds one third its CR (rounded up to the nearest one) + its proficiency bonus. You can only use this check once per long rest per creature.

On a success, you have a number of analysis points equal to your Brawler level + your twice Intelligence modifier (minimum of 2), which you may immediately expend for features listed below, however you see fit. You may not benefit from one ability multiple times.

- The Creature Cannot Surprise You In the Next Minute: 0 analysis points
- Advantage on Your Next Attack Against the Target Within the Next Minute: 1 analysis point
- Advantage on Insight Checks Against the Target for You One Hour: 3 analysis points
- Knowledge of the Target's Highest Level Spell Slot: 3 analysis points
- +2 AC Against Attacks From This Creature for the Next Minute: 4 analysis points
- Knowledge of the Target's Condition Immunities: 4 analysis points
- Knowledge of the Target's Damage Type Resistances: 4 analysis points
- Next Attack You Hit Against the Creature Within the Next Minute is a Critical Hit: 4 analysis points
- Knowledge of the Target's Damage Type Immunities: 5 analysis points
- Knowledge of the Target's Damage Type Vulnerabilities: 5 analysis points
- Knowledge of the Target's Allignment: 7 analysis points

At level 18, your mind is always active. Analysis requires a reaction for you to activate, in response to you either watching a creature take a turn or converse with you for a minute.

### EXPERIENCED STUNT

Starting with level 13, you are so used to a Stunt that you may perform it as much as you want. Select one Stunt when you gain this ability. When you use this Stunt, you may roll 1d4 in place of your Stunt Die. If you do, you do not expend a Stunt Die.

When you level up, you may change what Stunt this ability applies to.

### IMPOSSIBLE STUNTS

At level 20, your Stunt Dice increase to d20s.

### MULTICLASSING

In order to multiclass as a brawler, you must have an Intelligence score of 13 or higher. If you do, you gain proficiency in light armor, medium armor, shields, and improvised weapons.