

THE BRAWLER

FIGHTER MARTIAL ARCHETYPE OPTION

The first time, it could've been a mistake, he was willing to entertain that. But after the second time having his head used as a resting place for a stein belonging to a tall, chortling half-orc, the rugged looking, scarred male dwarf had enough. Wheeling around to meet his would-be adversary, the dwarf swings a mighty fist, hard as stone, that catches the half-orc square in the gut. The half-orc's grin vanishes as his eyes open wide with realization, and his breath leaves him in a whispering hiss. The dwarf scowls deeply, and all at once his foe collapses at his feet, dropped to the ground in a heap like a sack of old linens.

Built with a strong jaw and powerful cords of muscle, a female human raises her fists and faces her opponent in a dimly-lit ring of honor. As he goes for an opening punch, she nimbly dodges, delivering a lightning-quick one-two punch to his side and instantly hearing the satisfying crack of rib. As her opponent groans and lists to the side, she pulls back and raises her guard, well prepared for the clumsy counterattack she knows will be coming.

Longsword held in an iron grip, a female half-orc clad in light leathers swings her blade at a bandit foolish enough to engage her caravan on the open road. She smiles a fanged grin, and in a panic the bandit attempts to scramble away. Reaching out with an open hand, the half-orc grasps easily the collar of the bandit's tunic, pulling him closer to her blade and his impending demise.

While some fighters find solace in sword and shield, tactics or spells, others believe strongly in putting to use what was given to them by nature or the gods, taking combat into their own two hands. Far from being



monastic spiritualists, these brawlers find themselves at home in rowdy taverns and back-room prize fights, participating in bloodsport with bare knuckles for honor and coin. Though some brawlers may be religious, considering fist-fighting to be an act of devotion to a god of battle or war, many fighters of this archetype believe only in the thrill of the fight.

Brawlers come in a variety of shapes and sizes, and often have little in common with one another aside from a determination and dedication to their craft. Similar to how a town guardsman would not necessarily have the strength and discipline to be a fighter, most louts willing to throw a punch could never be a brawler. To a brawler, fighting with one's hands is a skill like no other, which requires endless persistence and devotion to perfect.

ADDITIONAL FIGHTING STYLE

The following Fighting Style is available as an additional option whenever any class selects a Fighting Style.

FISTFIGHTING

Your unarmed strike now deals bludgeoning damage equal to 1d4 plus your Strength modifier. When you attack with your Attack action using a one-handed melee weapon or your unarmed strike and you are not holding a shield, you may make another attack with your unarmed strike as a bonus action.

MARTIAL ARCHETYPE: BRAWLER

Though many creative-minded fighters employ fists and other natural weapons in combat, a Brawler hones their physical advantages and perfects the art of fistfighting.

RESTRICTION: FISTFIGHTING FIGHTING STYLE

Before learning the advanced techniques Brawlers come to master, a novice must first grasp the fundamentals of fighting with one's fists. Unlike other restrictions based on race and social standing, it is not advised that the DM waive this particular restriction, as many Brawler features build upon a basic knowledge of fistfighting.

COUNTERPUNCH

Beginning at 3rd level, you are adept at fighting free-handed in the midst of battle. When you are targeted by a melee attack and it deals damage, you may use your reaction to attempt to move with the momentum of the blow, decreasing the damage dealt by an amount equal to the damage die of your unarmed strike + your fighter level. If the damage is reduced to 0, you may make a single unarmed strike attack against the attacking creature as a part of the same reaction. You may use this ability a number of times equal to your Dexterity modifier (minimum once) before you must take a short or long rest to refresh its uses.

Additionally, your unarmed strike deals increased damage as you gain additional fighter levels. The damage die of your unarmed strike increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

DEFENSIVE FOOTWORK

Also at 3rd level, your fighting becomes more agile, and you are able to rely on nimble footwork in place of armor.

While wearing no armor and not holding a shield, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

In addition, if you hit with an unarmed strike on your turn, you can use the Disengage action as a bonus action.

IMPRESSIVE PHYSIQUE

At 7th level, your fistfighting has improved your physical form noticeably. You gain proficiency in one skill out of Performance, Intimidation, or Athletics. You may use your Strength modifier in place of your Charisma modifier when making relevant Performance or Intimidate checks. Examples of relevant checks include flexing, growling menacingly, or performing feats of strength for an audience.

Additionally, your unarmed strikes gain an almost supernatural potency, overcoming resistance and immunity as if they were magical.

VICE GRIP

Starting at 10th level, you are able to place your opponents in quick, debilitating grapples. When you have a free hand and an opponent provokes an opportunity attack by leaving the reach of your unarmed strike, you may replace its attack with an attempted grapple. If this grapple succeeds, the creature ends its movement adjacent to you.

In addition, a creature you are grappling has disadvantage on attacks it makes against you.

FISTFIGHTER'S MOMENTUM

Beginning at 15th level, you can draw your vigor from the brutal tempo of combat. Whenever you use an Action Surge or when a creature drops to 0 hit points within 15 feet of you, you gain a number of temporary hit points equal to your Strength modifier + your Constitution modifier. These temporary hit points last for up to a minute after you gain them.

KNOCKOUT PUNCH

Starting at 18th level, your strikes are so powerful that they can knock an enemy senseless. The first time on each of your turns that you reduce a creature's hit points to 15 or less with an unarmed strike, that creature is immediately rendered unconscious for up to one minute, or until another creature uses an action to rouse them.

CREDITS:

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