

# The Brawler



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The human closes his eyes and turns himself inwards, feeling his own power rise up from inside himself. His fists clench and he lets the frenzy of combat take hold of him. He raises his fists to the oncoming orcs, ready to deliver one final blow to each.

A dragonborn, her muscles rippling beneath her light robe. She waits patiently for the tiger to strike before she makes her blow, protecting the young halfling behind her. The beast crouches, ready to pounce, but the dragonborn is ready.

Always ready for battle, the half-elf watches the riot of kobolds swarm below, their staves pointed forward. He waits patiently, pulling his power into his hands and with a burst of power the kobolds are engulfed in a burst of flame

All of these Brawlers are special beings who, through training and dedication, have reached beyond the powers of a normal being. They have learned to how to push their bodies beyond their normal limit and bulk themselves up harnessing the indelible power from within themselves.

## CLASS FEATURES

As a brawler you have 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 1st

### Proficiencies

**Armor:** Light Armor, Medium Armor

**Weapons:** Improvised Weapons, Simple Weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Athletics, Acrobatics, History, Intimidation, Insight, Survival

## Equipment

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

- (a) a crossbow and 20 Bolts or (b) any simple weapon
- (a) two hand axes or (b) 6 javelins or (c) a sling with 20 bullets
- (a) an explorer's pack or (b) a dungeoneer's pack

Level	Proficiency Bonus	Forceful Blow	Features	Bulk-Ups
1	+2	1d4	Unarmored Defence, Forceful Blow	–
2	+2	1d4	Bulk Power, Fast Move	2
3	+2	1d4	Combat Discipline	2
4	+2	1d6	Ability Score Improvement	3
5	+3	1d6	Extra Attack, Transport Move	3
6	+3	1d6	Combat Discipline Feature	3
7	+3	1d8	Force-Powered Strikes	4
8	+3	1d8	Ability Score Improvement	4
9	+4	1d8	Extra Damage Boost	4
10	+4	1d8	Ability Score Improvement	4
11	+4	1d10	Combat Discipline Feature	5
12	+4	1d10	Enduring Strength	5
13	+5	1d10	Extra Attack (2), Transport Move Improvement	5
14	+5	1d10	Ability Score Improvement	5
15	+5	1d10	Fearless	5
16	+5	2d6	Ability Score Improvement	6
17	+6	2d6	Indomitable Spirit	6
18	+6	2d6	Combat Discipline Feature	6
19	+6	2d6	Ability Score Improvement	6
20	+6	2d6	Unending Barrage	6

## Unarmored Defence

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10+ your Dexterity modifier + your Strength modifier.

## Forceful Blow

At 1st level, you have honed your combat skills to a level of mastery using only your fists putting you full power behind each of your unarmed blow.

You gain the following benefits while you are not wielding a weapon and aren't wearing armor:

- When you make an unarmed strike you can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain brawler level increases as shown on the forceful blows column of the brawler table.
- Whenever you make an attack with an unarmed strike, as a bonus action, you can make a second unarmed strike adding both proficiency and strength modifiers to the attack, and you may add your strength modifier to the damage.

## Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield.

## Bulk Power

Starting at 2nd level you can use your inner strength to defend yourself even more. On your turn you can bulk yourself up.

While bulking you gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage while you are not wearing armor or wielding a shield.
- If your hit points would drop to 0, instead, you can roll a Strength saving throw with a DC of 10+the amount of damage you would take past 0. If you succeed on the save you drop to 1 hp instead. You can use this feature a number of times equal to your proficiency bonus, you must finish a long rest to use this feature again.

Your bulking lasts for 1 minute. It ends early if you are knocked unconscious. You can also end this bulking up on your turn as a bonus action.

Once you have bulked the number of times shown for your Brawler level in the bulk-up column of the Brawler table, you must finish a long rest before you can bulk-up again.

## Combat Discipline

When you reach 3rd level you commit yourself to a type of combat to study. Choose the discipline of the Brute, the Defender, or the Master of Inner Strength detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 11th, 15th, and 18th levels.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three times when you reach 13th level in this class.

## Transport Move

At 5th level your inner strength has made your body surpass normal limitations of movement. While bulking, when you are not wearing armor, and not wielding a shield, on your turn, if you choose not to move, instead, you can move yourself to an open space within 20 feet of you. This movement increases to 35 feet when you reach 13th level.

This movement does not trigger an attack of opportunity from any adjacent creatures.

## Enduring Strength

When you reach 12th Level, you have refined your strength to endure hardships. Whenever you make an

ability check on Strength or Constitution, you can treat a d20 roll of 9 or lower as a 10.

### Fearless

At 15th level you gain proficiency in Wisdom, and you cannot be frightened.

### Indomitable Spirit

Starting at 17th level, whenever your Hit Points are reduced to 0, you instead retain 1 hp, and you can double your proficiency bonus for one minute, or until you fall unconscious. You must finish a long rest before you can use this ability again.

### Unending Barrage

When you reach 20th level, while you are bulking, when you attack a creature with an unarmed strike you may attack the creature repeatedly, until you miss with an attack, the creature's hp is reduced to 0, or you choose to stop your attack.

## COMBAT DISCIPLINE

Brawlers search for years to become the most powerful beings they can be, but they take many paths to reach that mastery. Your discipline should reflect how you focus your power.

### Brute Force

Using the pure strength and focusing on their ability to deal out damage to their enemies, brawlers who chose to focus on brute force will get up close to their enemies and find their weak points before striking with devastating force.

### Power House

When you choose this discipline at 3rd level your critical strikes become even deadlier. Whenever you roll a critical hit on a creature you can roll one extra die when calculating damage.

### Precise Strike

Starting at 6th level your unarmed strikes score a critical hit on a roll of 19 or 20.

### Deft Skill

Beginning at 11th level, whenever you make a saving throw or ability check with a skill you are proficient in, you can double your proficiency for that check. You can't use this feature again until you finish a short or long rest.

### Pure Power

At 18th level, whenever you bulking up and you make an attack with an unarmed strike, you can double your strength modifier when calculating damage for that attack turn. You can't use this feature again until you finish a long rest.

### Defender

A good ally, brawler who choose this discipline focus on defending their allies, distracting their foe and protecting their teammates from danger.

### Walking Might

Beginning at 3rd level, when you are using your bulk power add your Constitution modifier to your AC.

### Human Shield

At 6th level, if a creature friendly to you is the target of an attack by a creature adjacent to you, you can use your reaction to force the creature to attack you instead.

### Provoker

Once per turn, starting at 11th level, you can use your action to provoke a creature to attack you alone. The creature must make a Wisdom saving throw with a DC of 10 + your strength modifier.

If the creature fails the saving throw any attack made by the provoked creature against a creature other than you is made with disadvantage. Any attack you make against the creature is made with advantage.

## Ultimate Protector

Starting at 18th level, when you use your bulk power you create an aura of energy around yourself with a 10 foot radius centered on yourself. Any creature within this radius cannot fall unconscious from dropping to 0 Hit Points. If a creature would drop to 0 Hit Points instead they drop to 1 hp.

Whenever an attack is made against you while using this feature you must make a DC 15 Strength check. On a failed save this aura stops. You can only use this feature once per day.

## Master of Inner Strength

Some brawlers learn to harness their inner strength to take a physical form in blasts of magical energy. These spellcasters can use a combination of magic and might when in combat. Their focus is on abjuration and evocation which allows them to attack a foe much further away, and attack many foes at once.

## Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells

**Cantrips.** You learn two cantrips of your choice from the brawler spell list listed below.

**Spell Slots.** The Inner Strength Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your brawler spells, since you learn your spells through understanding of your inner self. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your

Wisdom modifier when setting the saving throw DC for a brawler spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

## A Force of Reckoning

When you reach 6th level you can harness your inner strength to use in tandem with your physical strength. Whenever you hit an enemy with an attack you can use a bonus action to use a spell from your list of available spells.

## Dual Attacker

Starting at 11th level whenever you use a spell that would hit a single target you can specify two targets instead.

## Ultimate Power

Beginning at 18th level you attune your spirit to maximize your magical abilities. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

## Inner Strength Master Spellcasting

Brawler Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3	2	3	2	-	-	-
4	2	4	3	-	-	-
5	2	4	3	-	-	-
6	2	4	3	2	-	-
7	2	5	3	2	-	-
8	3	5	4	2	-	-
9	3	5	4	2	-	-
10	3	6	4	3	-	-
11	3	6	4	3	-	-
12	3	6	4	3	-	-
13	3	7	4	3	2	-
14	3	7	4	3	2	-
15	4	8	4	3	3	-
16	4	9	5	4	3	-
17	4	10	5	4	3	-
18	4	11	5	4	3	-
19	4	12	5	4	3	1
20	4	13	5	4	3	1

### Brawler Spells

#### **Cantrips (0 Level)**

Dancing Lights  
Fire bolt  
Light  
Minor Illusion  
Ray of Frost  
Shocking Grasp  
True Strike

#### **1st Level**

Burning Hands  
False Life  
Feather Fall  
Jump  
Mage Armor  
Magic Missile  
Shield  
Thunderwave  
Witchbolt

#### **2nd Level**

Darkness  
Flaming Sphere  
Hold Person  
Levitate  
Mirror Image  
Scorching Ray  
Shatter

#### **3rd Level**

Fear  
Fireball  
Fly  
Haste  
Lightning Bolt  
Slow

#### **4th Level**

Blight  
Fire Shield  
Ice Storm  
Stone Skin  
Staggering Smite

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