

PLAYER Paraphernalia



**THE BRUISER
(BASE CLASS)**

#45



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PLAYER PARAPHERNALIA #45

By the Knotty-Works

Welcome to the forty fifth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Bruiser, a base class that has some similarities to the brawler but focuses even more so on taking out opponents with his bare hands. While the monk and brawler may make multiple attacks with their hands, feet, and assorted body parts; the bruiser doesn't focus just on hitting his foe, but seeks to completely immobilize him through any means necessary with his bare hands.

The Bruiser

The ability to beat others to a pulp with one's bare hands is a primal drive that many still enjoy. From the local tavern to the gladiatorial pits, there are those that take pummeling and wrestling to the next level, preferring to beat their opponents down. Unlike the martial prowess of the monk, the bruiser doesn't bother with the discipline or fancy moves of the more exotic arts but chooses to focus on landing punches, kicks, and entrapping their opponents in deadly joint locks and choke holds.

The bruiser can be just as deadly with his hands than the fighter with his sword, capable of dropping an opponent with a single blow. From hammer punches to bone breaking joint locks, the bruiser prefers to apply his strength as liberally and directly as possible.

Role: Finding an opponents weak point and exploiting it to his own advantage, the bruiser can be handy in a fight when an opponent must be taking out quickly. His lack of defenses often lures an opponent into an overconfidence and allows the bruiser to take advantage of the situation and disable the foe.

Alignment: The bruiser may be of any alignment.

Hit Die: d10

Starting Wealth: 3d6 × 10 gp (average 105 gp.) and an outfit worth 10 gp or less.

Class Skills: Acrobatics, Bluff, Climb, Craft, Escape Artist, Intimidate, Knowledge (local), Perform and Profession

Skill Ranks per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The Bruiser is proficient with simple weapons. He is not proficient with any armor or shields.

Bruiser's Endurance (Ex): From rigorous conditioning and training, the bruiser gains a +1 AC bonus beginning at 1st level and increases by 1 every four levels thereafter with a maximum of +6 at 17th level. This bonus is derived from both the hardening of his skin and his ability to avoid attacks. If the bruiser wears any type of armor or uses a shield or carrying anything heavier than a light load, this bonus is nullified.

Unarmed Training (Ex): The bruiser gains the **Improved Unarmed Strike** as a bonus feat at 1st level. The bruiser may use his hands, elbows, knees, or feet as an unarmed attack and may make an unarmed attack while his hands are full. This does not grant him the ability to make an unarmed attack while wielding a two handed weapon or two weapons, he must choose to either make unarmed attacks or attack with manufactured weapons if he is holding one or more weapons. If the bruiser may make an off handed attack, his full Strength bonus to the damage from the off handed attack. The bruiser may choose to cause either lethal or nonlethal damage with his unarmed attack, with no penalties to the roll regardless of the type of damage done.

Beginning at 1st level the Bruiser gains a +1 bonus to attacks and damage made with his unarmed attacks. This bonus increases every four levels thereafter to a maximum of +5 at 17th level.

Grapple Training (Ex): The bruiser gains **Improved Grapple** at 2nd level and does not need to meet the prerequisites for this feat. The



Bruiser Progression Table

Saving Throws

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Bruiser's Endurance (+1), Unarmed Training (+1)
2	+2	+3	+3	+0	Grapple Training (+1)
3	+3	+3	+3	+1	Bruiser's Resolve (+1), Bruiser Talent
4	+4	+4	+4	+1	Uncanny Dodge
5	+5	+4	+4	+1	Bruiser's Endurance (+2), Unarmed Training (+2)
6	+6/+1	+5	+5	+2	Bruiser Talent
7	+7/+2	+5	+5	+2	Grapple Training (+2)
8	+8/+3	+6	+6	+2	Bruiser's Resolve (+2), Bruiser's Endurance (+3)
9	+9/+4	+6	+6	+3	Bruiser Talent, Unarmed Training (+3)
10	+10/+5	+7	+7	+3	Improved Uncanny Dodge
11	+11/+6/+1	+7	+7	+3	Bruiser's Endurance (+4)
12	+12/+7/+2	+8	+8	+4	Bruiser Talent, Grapple Training (+3)
13	+13/+8/+3	+8	+8	+4	Bruiser's Resolve (+3), Unarmed Training (+4)
14	+14/+9/+4	+9	+9	+4	Bruiser's Endurance (+5)
15	+15/+10/+5	+9	+9	+5	Bruiser Talent
16	+16/+11/+6/+1	+10	+10	+5	Greater Uncanny Dodge
17	+17/+12/+7/+2	+10	+10	+5	Bruiser's Endurance (+6), Grapple Training (+4), Unarmed Training (+5)
18	+18/+13/+8/+3	+11	+11	+6	Bruiser's Resolve (+4), Bruiser Talent
19	+19/+14/+9/+4	+11	+11	+6	Unarmed Mastery
20	+20/+15/+10/+5	+12	+12	+6	Grapple Mastery

bruise also gains an additional +1 bonus to his **CMB** and **CMD** rolls when grappling against others. This bonus increases every five levels thereafter with a maximum of +4 at 17th level. If the bruise has at least one hand free he does not suffer the -4 penalty on the combat maneuver roll if both hands are not empty. The damage caused by the bruise while grappling another gains the damage bonus from the bruise's Unarmed Training.

Bruiser's Resolve (Ex): Beginning at 3rd level the Bruiser becomes less susceptible to certain debilitating conditions including becoming **dazed**, **fatigued**, **sickened**, or **stunned**. He gains a +1 bonus to any saving throws when subject to any of these conditions. This bonus increases by +1 every five levels thereafter to a maximum of +4 at 18th level.

At 8th level the bruise may apply this bonus when making saving throws against the **exhausted** and **nauseated** conditions. At 13th level the bruise may apply this bonus when making saving throws against the **shaken** and **staggered** conditions, and at 18th level he may apply this bonus when making saving throws against the **frightened** and **stunned** conditions.

Bruiser Talents: Beginning at 3rd level and every three levels thereafter the bruise may choose one of the following bruise talents below. Each talent may only be taken once (unless noted otherwise) and some may have additional requirements before the bruise may select that talent.

Adamantine Blow (Ex): The bruise's unarmed attack damage increases to 2d8 points of bludgeoning damage. The bruise must be at least 18th level and possess both the **Hard Hitter** and **Iron Striker** talents.

Choke Out (Ex): The bruise must have the **Chokehold** feat in order to take this talent. The bruise may attempt to render a **pinned** opponent **unconscious** as a **standard action**. Once declared, the opponent must make a **Fortitude** saving throw with a DC of 10 + ½ the brawler's class level + the brawler's Strength modifier or fall **unconscious** for 1d6 rounds. If the target is successfully rendered **unconscious** it falls prone and may make another **Fort** saving throw during its turn as a **full round action** to gain consciousness or until the chokeout effect wears off. Opponents immune to Critical Hits or nonlethal damage are immune to this ability and if the opponent successfully makes

the initial **Fortitude** saving throw, it is immune to the bruiser's chokeout talent for 24 hours.

The bruiser may perform this talent a number of times per day equal to $\frac{1}{4}$ his class level.

Delibitating Strike (Ex): The bruiser must be at least 9th level and have the **Stunning Fist** feat before he may take this talent. The bruiser may make a precise strike with his punch and effectively diminish the opponent's Strength score by 1d4 points. This functions exactly as **Stunning Fist** allowing the victim to make a **Fortitude** saving throw to avoid the effect. The DC is the same as the **Stunning Fist** strike, and use of this talent expends one use of the **Stunning Fist**. Strength damage caused from this attack cannot be reduced below 3 and it may be regained normally through rest or restoration.

Expanded Combat Training (Ex): The bruiser may select one combat feat as a bonus feat. The bruiser must meet any prerequisites for the feat, though the bruiser is treated as a fighter or a monk of the same level if that is a prerequisite. This talent may be taken more than once, requiring the bruiser to select another feat each time this talent is taken.

Expanded Weapons Training (Ex): The bruiser may select one weapons group as listed in under the Fighter's Weapon Training class ability, he is proficient with all of the weapons within that group. The bruiser may take this talent more than once, selecting a separate weapons group each time.

Hard Hitter (Ex): The bruiser's unarmed attack damage increases to 1d6 points of bludgeoning damage.

Haymaker (Ex): By taking a -2 penalty the attack, the bruiser may strike two adjacent foes within reach as a **standard action**, making a separate attack roll for each using the bruiser's highest base attack bonus. If successful, the bruiser adds the number of points above the roll required to hit the target to the damage caused by the attack. If the attack was a critical hit, this extra damage is not multiplied by the crit multiplier, but applied after the critical damage is calculated. The bruiser must be at least 9th level before he may take this talent.

Iron Striker (Ex): The bruiser's unarmed attack damage increases to 1d10 points of bludgeoning damage. The bruiser must be at least 12th level and have the Hard Hitter talent.

Knockout (Ex): The bruiser must have the **Stunning Fist** feat or bruiser talent and

be at least 6th level before he may take this talent. As a **standard action** with an unarmed attack, the bruiser may attempt to render an opponent **unconscious** by successfully striking and damaging his foe. The bruiser must announce that he is going to use this talent and it consumes two uses of his **Stunning Fist** feat. The victim is allowed a **Fortitude** saving throw with a DC of $10 + \frac{1}{2}$ the brawler's class level + the brawler's Strength modifier or fall **unconscious** for 1d6 rounds. If the target is successfully knocked **unconscious** it falls prone and may make another **Fort** saving throw during its turn as a **full round action** to gain consciousness or until the knockout effect wears off. Opponents immune to Critical Hits or nonlethal damage are immune to this ability.

Limb Breaker (Ex): If the bruiser successfully pins an opponent of the same size or smaller he may attempt to break the opponent's appendage. The bruiser must make a maneuver check against the target's **CMD**, adding the target's Constitution modifier to the **CMD** as well. If successful, the appendage is rendered useless until healed, either naturally or through restorative magic. Limbs damaged in this fashion take 2d4 weeks to regain normal functionality through unless tended by someone providing long-term care, in which case the time is halved.

A victim whose arm is rendered useless may not use it to wield a weapon or shield. If a leg is rendered inoperative, the victim's base speed is reduced by a fraction of the number of legs compromised divided by the total number of legs the victim possesses.

The bruiser may use this talent once per day, plus an additional time at 15th and 18th level. The bruiser must be at least 12th level before he may take this talent.

Prescient Mettle (Ex): The bruiser may add his Wisdom modifier to his **armor class** as long as he is not wearing armor or carrying anything heavier than a light load, **unconscious**, or **helpless**.

Sickening Strike (Ex): The bruiser must be at least 6th level and have the **Stunning Fist** feat before he may take this talent. By successfully striking the opponent in a sensitive location, the bruiser may sicken the opponent for 1d4 minutes. The bruiser must declare that he is using this talent and the victim is allowed a **Fortitude** saving throw to avoid the effect with the same DC as the **Stunning Fist** strike. Use of this talent expends one use of the bruiser's daily **Stunning First** uses.

Stunning Fist (Ex): The bruiser gains **Stunning Fist** as a bonus feat and does not need to meet any prerequisites for the feat. The bruiser may make a stunning fist attack a number of times per day equal to ½ his class level, plus an additional time for every four levels possessed from another class (or an additional time level if the other class is monk). If the bruiser takes **Stunning Fist** as an actual feat rather than this talent, he still gains the daily number of uses per the talent.

Style Training (Ex): The bruiser may select one type of style feat. He must meet any requirements for race, class, or base attack bonus but may ignore prerequisites for other feats when gaining the parent feat for the style. The bruiser must be at least 9th level before he may take this talent.

Uncanny Dodge (Ex): At 4th level the bruiser gains the ability to react to danger at an almost supernatural level. The bruiser may not be caught flat-footed, nor does he lose his Dexterity bonus to **AC** if his opponent is invisible. The bruiser still loses his Dexterity bonus to his **AC** if he is immobilized or successfully **feinted** by his opponent. If the bruiser gained **Uncanny Dodge** from a different class by the time he reached 4th level he gains **Improved Uncanny Dodge** instead.

Improved Uncanny Dodge (Ex): At 10th level the bruiser may no longer be flanked and denies a rogue's ability to sneak attack the bruiser flanking him unless the rogue has at least four more class levels than the bruiser's class level. If the bruiser has **Uncanny Dodge** from another class, the levels of the two classes stack to determine his effective level when determining the minimum opponent level needed to successfully make a sneak attack on the bruiser.

Greater Uncanny Dodge (Ex): At 16th level the bruiser is no longer susceptible to sneak attacks. In addition, if the bruiser is struck by a critical blow from a melee weapon, natural attack, or unarmed attack, he is allowed to make a **Reflex** saving throw to nullify the critical damage. The DC is equal to 10 + half the opponent's level or Hit Dice + the opponent's Strength adjustment.

Unarmed Mastery (Ex): At 19th level the Bruiser may add his Dexterity modifier as an additional **dodge bonus** to his **AC**. He also gains **Damage Reduction 5/piercing** as long as he isn't wearing armor or using a shield. His own unarmed attacks are considered adamantine for purposes of **damage reduction** and bypassing hardness.

Grapple Mastery (Ex): At 20th level the bruiser gains a +6 bonus to his **CMB** and **CMD** for grapple attacks, stacking with the bonus gained for his grapple training. In addition, the bruiser may maintain the **grappled** condition as a **move action** rather than a **standard action** and if he successfully pins his opponent he does not lose his Dexterity bonus to his **AC**.

New Feats

Extra Bruiser Talent

Your knack for new and exiting martial maneuvers astonishes your friend and foe alike.

Prerequisites: Bruiser Talent class feature.

Benefits: You may select a new bruiser talent as long as you meet the requirements for the talent.

Bruiser Equipment

Bruiser Knuckles

Typically a 4 to 6 inches long by 1 inch wide by 2 inches thick slab of iron or lead with finger holes drilled in it and come in pairs. The bruiser wears the knuckles on each hand and the extra weight allows the bruiser's unarmed punches to cause 1d4 points of bludgeoning damage. The bruiser may also carry other items in his hands while wearing the knuckles but any tasks that require precision (such as disabling locks or wielding weapons) suffer a -2 penalty.

Knuckles enhance the wielder's unarmed attack and using them does not change the type of attack the individual makes with them (they are treated as a simple unarmed weapon), though in the hands of a monk, brawler, or bruiser attacks made with the knuckles are considered both natural and manufactured in regards to any spells used to enhance the wearer's attacks. If the wearer's normal unarmed damage is greater than 1d4 points of damage, the knuckles offer no additional benefit other than possibly bypassing **damage reduction** against certain foes if the knuckles are made of a special material.

The knuckles may come in a masterworks version as well as a silvered, cold iron, or even adamantine version. They weigh 1 lb as a paired set.

Bruiser Knuckles

Material	Cost
Adamantine	2,500 gp
Bronze	2 gp
Cold Iron	1,800 gp
Iron or Lead	5 gp
Silver	30 gp
Masterworks	+300 gp

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