



THE
PUGILIST

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Wordcasting
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THE PUGILIST

CLASS AND NPC

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PUGILIST

Not all people of the fist walk the way of enlightenment. Some of the best bare-knuckle fighters are found in your local inn. A pugilist is nothing more than a skilled hand to hand specialist. There are many kinds of pugilist in the world. Some study like monks, other were born in a world that forced them to acquire the skills they need to protect what they have. Some others might just be out there testing their own limits. Stubborn by nature a pugilist is a person who refuses to believe he is outmatched by armed foes. Fighting is their life and pushing past the ability of other of their race is what drives them to become what they are. Socially pugilist fill every roll a fighter would fill. From a knighted guard who protects his city, to a street thug working for the local guild. Each Pugilist devotes himself to a style and that style advances his combat ability.

ROLE:

Pugilist are best at making do with what they do not have. Where others find their ability at the end of their gear a pugilist need only look to his hands for his tools to deal with almost anything. A pugilist has the ability to stand toe to toe with the most deadly of foes to defend his allies.

ALIGNMENT: Any.

HIT DIE: d10

CLASS SKILLS:

The Pugilist's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Knowledge (Local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Swim (Str).

SKILL RANKS PER LEVEL: 4+Int modifier

PUGILIST

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1	0	+2	+2	0	Iron Fist , Thick Skinned, Style, Style Feat
2	1	+3	+3	0	Evasion, Style Feat
3	2	+3	+3	+1	Roll with it (1/--)
4	3	+4	+4	+1	Iron Fist (+1)
5	3	+4	+4	+1	Style Manuver
6	4	+5	+5	+2	Roll with it (2/--)
7	5	+5	+5	+2	Style Feat
8	6/1	+6	+6	+2	Iron Fist (+2)
9	6/1	+6	+6	+3	Roll with it (3/--)
10	7/2	+7	+7	+3	Style Manuver
11	8/3	+7	+7	+3	Tempered
12	9/4	+8	+8	+4	Roll with it (4/--), Iron Fist (+3)
13	9/4	+8	+8	+4	Style Feat
14	10/5	+9	+9	+4	Fast Movement (+5)
15	11/6/1	+9	+9	+5	Roll with it (5/--)
16	12/7/2	+10	+10	+5	Iron Fist (+4), Style Manuver
17	12/7/2	+10	+10	+5	Aggressive Combat Training
18	13/8/3	+11	+11	+6	Fast Movement (+10)
19	14/9/4	+11	+11	+6	
20	15/10/5	+12	+12	+6	Iron Fist (+5), Style Mastery

CLASS FEATURES:

All the following are class features of the pugilist.

Weapon and Armor Proficiency: Pugilists are not proficient with any weapons. Pugilist are proficient with all light armor but cannot use shields. When wearing medium or heavy armor or carrying a medium or heavy load, a pugilist loses his Roll with it, Evasion, Tempered, Fast Movement and Style abilities.

Iron Fist (Su): At first level, a pugilist is considered to be armed even when unarmed. You do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strike always deals lethal damage. Small Pugilist's Iron Fist do 1d6 damage, Medium Pugilist's Iron Fist do 1d8 damage, and Large Pugilist's Iron Fist do 1d10 damage. At 4th level the pugilist's Iron Fist gets a +1 enhancement bonus. This bonus increases by one every four levels (+2 at 8th level, +3 at 12th level). A pugilist uses both hands to fight and gains no benefits from two-weapon fighting feats.

Thick Skinned (Ex): At first level, The physical abuse a pugilist endures in training issues him a resistance to attack from others. A pugilist adds half his constitution modifier (rounded down) to his natural armor class.

Evasion (Ex): At 2nd level or higher a pugilist can avoid damage from many area-effect attacks. If a pugilist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a pugilist is not wearing medium or heavy armor or carrying a medium or heavy load.

Roll with it (Ex): At third level, The aggression placed upon the pugilist forces him to learn to roll with the punches or be killed by his armed foes. The pugilist gains damage reduction 1/- and it increases by +1 every three levels (2/- at 6th level, 3/- at 9th level, maxing out at 5/- at 15th level). A pugilist loses this ability if he wears medium or heavy armor or carrying a medium or heavy load.

Tempered (Ex): At 11th level, a pugilist can use physical resilience to avoid certain attacks. If the pugilist makes a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. Tempered can be used only if a pugilist is not wearing medium or heavy armor or carrying a medium or heavy load.

Fast Movement (Ex): At 14th level pugilist's land speed is faster than the norm for its race by +5 feet this increases to +10 feet at 18th level. This benefit applies only when she is wearing no armor, light armor, and not carrying a medium or heavy load. This bonus stacks with any other bonuses to the pugilist's land speed.

Aggressive Combat Training (Ex): At 17th level a pugilist gains a better understanding of why his attacks work. Treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Bonus.

Style (Ex): Each pugilist fights different depending on how he received his training. This changes the way each pugilist attacks and defends themselves. The Style will give a pugilist bonus feats, additional class skills, and other special abilities. A pugilist must pick one style upon taking her first level of pugilist.

STYLES:

BLOODLUSTER

Some people get the taste for blood and allow it to feed their hate. This is not always a total loss of control but more of a focused control of anger. A Bloodluster uses his hate to give him focus and strength in battle. Sometimes his hate comes at a price and blinds his actions. The bloodluster is like a shark that gets a taste of his victim, focused and angry, attacking with intent to destroy. Their focused determination tends to show in the rest of their actions as well. If they start a task they do their best to finish it. Its said that having a bloodluster as a friend might not be the best idea but it beats having one as an enemy.

STYLE FEATS:

Power attack (1st level), Toughness (2nd level), Blind-Fight (7th level), Strike Back (13th level) a pugilist can use these feats even if he does not have the normal prerequisites

STYLE MANEUVER:

Hatecasting (Ex): Starting at 5th level the anger a bloodluster feels shows when he draws blood on his foe. After he damages a foe with a melee attack he gains a +2 morale bonus to all attack rolls, damage, saves, and AC vs the person he damaged and he in turn gets a -2 to all other foes in combat. This bonus increases to +4 at 10th level but the -2 from other foes stays the same. In addition at the start of every turn after the bloodluster damages a foe he must make a Will save DC = 10 + His pugilist level. If he fails his save he must continue to attack that round. If something stops him from attacking for a round he need not make the save to stop.

Seeing Red (Ex): Starting at 10th level his hate is absolute. Treat the bloodluster as if he was under the effects of mind blank and freedom of movement once he damages a foe. This ability stops as soon as he goes a round without attacking a foe.

Assault (Ex): Starting at 16th level the unrelenting chaos of his attacks come in strange bursts. When a bloodluster uses a full attack action he continues to attack until he misses subtraction four from each attack after the first. This replaces the normal additional strikes from high BAB.

STYLE MASTERY:

Heated (Su): Starting at 20th level his anger reaches a point that it manifest upon his body. Treat his Iron Fist ability as if had the flaming burst special ability.

BOXER

A boxer gains skill through training. Boxers guard themselves and then attack with precision strikes. They often take their time and find the weakness in a foe's fighting ability, and tend to drag a fight out on purpose so that their foe gets tired. Sometimes boxers display their skills socially fighting for sport in rings, cages, or arenas. Boxers tend to take their time with everything they do in life, looking before they leap. Boxers tend to train in schools with other boxers but some gain skill by themselves working to learn where and when to hit their foe.

STYLE FEATS:

Improved Critical (1st level), Stand Still (2nd level), Critical Focus (7th level), Staggering Critical (13th level) a pugilist can use these feats even if he does not have the normal prerequisites.

STYLE MANEUVER:

Guard (Ex): Starting at 5th level a boxer's guard is advanced enough to turn aside the most powerful of blows, treat the boxer as if he has moderate fortification. A boxer retains this ability even if flat footed.

Pick and Choose (Ex): Starting at 10th level a boxer's ability to watch for opening proves to be his most powerful ability. As a standard action a boxer can make one attack if it hits it counts as a critical. You do not need to confirm the critical hit. This ability can not be used in the first round of melee combat with a foe.

Stamina (Ex): Starting at 16th level a boxer's control over the fight reaches a point where his foe finds it tiring to deal with him. At the end of a foe's third consecutive round of melee combat with the boxer and every round after, it must make a Fort save DC = 10 plus half the pugilist's level plus the constitution modifier or become fatigued (if the target is fatigued or fails a second save it then becomes exhausted).

STYLE MASTERY:

Corner (Ex): Starting at 20th level a boxer's ability to control his foe reaches its peak. If an adjacent foe takes a move action he provokes an attack of opportunity. If the boxer successfully damages the foe with this attack, the enemy cannot complete his action. (this does not stop his foe from using another move attempt but doing so will provoke another attack of opportunity).

BRAWLER

All inns have a boss. It's either a man in the back corner picking fights or the bouncer throwing people out the door. Hit them hard and fast is the only rule that really matters to a brawler. Brawlers find the fastest way to finish a fight to get back to the festive night. Brawlers get pegged for being the bad guy but they do not just attack people at random. They often make a display of it to show their dominance in their environment. If a brawler knows what he is doing he likes to brag and show everyone else how he does it.

STYLE FEATS:

Power Attack (1st level), Vital Strike (2nd level), Improved Vital Strike (7th level), Greater Vital Strike (13th level) a pugilist can use these feats even if he does not have the normal prerequisites.

STYLE MANEUVER:

Pummel (Ex): Starting at 5th level a brawler tends to pull people into his punches and has gained the skill in this so much his punches hit harder than normal. Count the brawler's punches as if he were using a two handed weapon.

Karma (Ex): Starting at 10th level a brawler learns that to give you need to take. Once per round, a brawler can make an attack of opportunity against an opponent who has just struck and damaged him in melee combat. This attack counts as an attack of opportunity for that round. Even a brawler with combat reflexes feat can not use the karma ability more then once per round.

Slam (Ex): Starting at 16th level a brawler punches with such force he has the ability to knock a foe from his feet. When a brawler uses power attack feat at its max and hits a foe with his first attack that round he must roll his CMB to see if he knocks his foe prone.

STYLE MASTERY:

Dominate (Ex): Starting at 20th level a brawler hovers over his prone foes offering them little room to move. When attacking treat prone enemys as flat-footed.

BULLY

Some people find it hard to fight at their level so they attack at the emotions of others until its easy to best them physically. These people are known as bulllys and use fear to acheive their goals. Bulllys know how to create fear with little more than a look. When a bully lacks social skills to get a job done he tends to force people to do what he needs. If ever a bully is faced with a person that is beyond his means he tends to swich gears and make them a friend showing respect that almost seems out of place. Bulllys make friends for life and it takes alot to break that bond.

STYLE FEATS:

Intimidating Prowess and Weapon Focus (Iron Fist) (1st level), Dazzling Display (2nd level), Shatter Defenses (7th level), Leadership (13th level) a pugilist can use these feats even if he does not have the normal prerequisites.

STYLE MANEUVER:

Force of Personality (Ex): Starting at 5th level, the cold uncaring look a bully gives a person unsettles them. When a bully attacks a person under a fear effect he does double the damage of his attack. Should a bully score a critical hit with this attack, the extra damage is not multiplied. Also when a bully uses his Intimidate skill the effects last twice as long.

Peer Pressure (Ex): Starting at 10th level a bully is able to unnerve his foe with a hit. When a bully hits a flat-footed foe that is shaken, he must make a Will save DC = 10 + half the pugilist level + his Charisma modifier. If the foe fails his save he is Frightened for one round. This has no effect on already frightened or panicked foes.

Scatter (Ex): Starting at 16th level people just know better than to stand up to a bully. When a bully uses his Dazzling Display feat any foe two hit dice lower than the bully will be frightened instead of shaken. Any foe six hit dice lower than the bully will become panicked instead of shaken.

STYLE MASTERY:

Scary (Su): Starting at 20th level nothing can escape the fear a bully instills. All the bulllys fear effects can be used on any foe even if the foe is normaly immune to fear effects.

DIRTY FIGHTER

Just cause someone looks like he can not fight does not mean he is unable. Dirty fighters know how to hit people where it counts and when they least expect it. When you corner a person like that you never know what is in store for you. Much like a rogue a dirty fighter takes advantage of people every chance they can. With no regard for what is socially acceptable they work every angle to achieve their goals. Thinking outside the box is what they do best and when they get friends that accept their ways they are loyal to them unlike anything else.

STYLE FEATS:

Improved Feint and Weapon Finesse (1st level), Throw Anything (2nd level), Disruptive (7th level), Spellbreaker (13th level) a pugilist can use these feats even if he does not have the normal prerequisites.

STYLE MANEUVER:

Low-Blow (Ex): Starting at 5th level a dirty fighter learns to hit foes where it counts. When a dirty fighter hits a foe that is flat-footed double the damage of his attack. Should a dirty fighter score a critical hit with this attack, the extra damage is not multiplied. Ranged attacks can count as a low-blow only within 20 feet. Also any object thrown by the dirty fighter retains the enhancement bonus from his Iron Fist ability and do lethal damage.

Sucker Punch (Ex): Starting at 10th level a dirty fighter knows just what to do to catch his foes off guard. The first attack on a foe is always flat-footed. This ability will not effect a foe a second time ever. Also he can a bluff check to faint in combat as a swift action once per round.

Discomfort (Ex): Starting at 16th level a dirty fighter can use his surroundings to make it hard for his foes to move. Treat all adjacent squares to the dirty fighter as difficult terrain.

STYLE MASTERY:

Sicken (Ex): Starting at 20th level a dirty fighters low-blow has a chance of nauseating his foe when he hits them flat-footed. If you hit a flat-footed foe and it fails a Fort save DC = 10 + half your pugilist level + Wisdom modifier it becomes nauseated for 1d4 round. This effect happens only once per round and does not stack but it can overlap increasing number of rounds.

GRAPPLER

Some people like to grab hold of someone and pound the fight right out of them. Grapplers can do standing locks or take people to the ground. In any case they try to render the people they fight helpless. Control is what their life is focused on. When things go awry a grappler tends to try and get them back into order as fast as possible. Most people have never dealt with a grappler and are surprised when they first encounter one, handing the grappler a huge advantage in a fight.

STYLE FEATS:

Improved Grapple (1st level), Greater Grapple (2nd level), Defensive Combat Training (7th level), Blind-Fight (13th level) a pugilist can use these feats even if he does not have the normal prerequisites.

STYLE MANEUVER:

Clinch (Ex): Starting at 5th level a grapplers ability to control his grab foes is amazing. A grappler takes no penalty's to his dexterity or attack rolls when grappling and is immune to the pin condition of being grappled. Add +1 to his CMB for grappling per three pugilist levels.

Ground and pound (Ex): Starting at 10th level a grappler gains the ability to hold his foes and still strike with ease. When a grappler has a foe grappled he can make a damage action (as described on page 200 in the Core Rulebook) as a swift action once per round.

Mountian Climber (Ex): Starting at 16th level a grapplers ability to hold onto creature larger then himself is just amazing. He gains a +2 bonus on his CMB per size increass larger than the grappler.

STYLE MASTERY:

Hinder (Ex): Starting at 20th level the grapplers restraint on a foe wears them out fast. At the end of the third consecutive round that a foe is grappled and every round after that, he must make a Fort save DC = 10 + half the pugilist level + constitution modifier or become fatigued (if the target is fatigued or fails a second save it then becomes exhausted).

PHYSICAL ARTIST

Training is key to the physical artist they do what they can to push the natural ability barriers to achieve effects that seems supernatural. Speed and agility are key to the physical artist abilities. Training all the time even when doing mundane tasks, a physical artist has a one track mind. The artist doesn't often push to make friends, but gets into the habit of helping people over and over again, mainly to test their own abilities. Cold and calculating an artist looks past emotions and accounts for the facts.

STYLE FEATS:

Run (1st level), Combat Expertise (2nd level), Deflect Arrows (7th level), Stunning Fist (13th level) a pugilist can use these feats even if he does not have the normal prerequisites

STYLE MANEUVER:

Chain punches (Ex): Starting at 5th level the speed training a physical artist undergoes shows in the speed of his attacks. On a full attack action a physical artist can choose to double the attacks he gets but when doing so he can only add half his strength modifier to the damage.

Insight (Ex): Starting at 10th level a physical artist shows that hitting the right spot counts for more than random bashing. Add half his Wisdom Modifier (rounded down) to the damage of his attacks.

Avoidance (Ex): Starting at 16th level a physical artist the display of speed discourages his foes. Each time a foe misses you with an attack, you gain a +2 dodge bonus to AC. This bonus lasts until the start of your next turn.

STYLE MASTERY:

Footwork (Ex): Starting at 20th level the speed of a physical artist is unmatched replace the 5ft. step action with a move action each round.

VICTOR

Some people know that they are better than the rest. That level of confidence transfers to their ability to fight their foes. A victor is a winner and he goes beyond the normal to prove this. Victors tend to take on more than one foe at a time to prove their self worth. They do not really expect to win every battle but do expect to win every war. If something they partook in seems to have come out bad they only focus on what good came of it and push to point out those facts. Victors tend to jump on the chance to fight so they can prove to themselves how good they really are.

STYLE FEATS:

Power Attack and Cleave (1st level), Great Cleave (2nd level), Whirlwind Attack (7th level), Weapon Specialization (Iron Fist) (13th level) a pugilist can use these feats even if he does not have the normal prerequisites.

STYLE MANEUVER:

Aura of Greatness (Su): Starting at 5th level a victors self confidence creates an aura that inspires his allies abilities. The victor and all allies within 15ft gain the benefits of Heroism (as the spell).

Overcoming Odds (Su): Starting at 10th level a victor's ability to fight against more than one foe becomes his best ability. Add one point of damage to his melee attacks per foe in his Aura of Greatness.

Conviction (Su): Starting at 16th level a victor's allies benefit from his insight. Treat all allies in his aura as if they have the Evasion and Stalwart abilities.

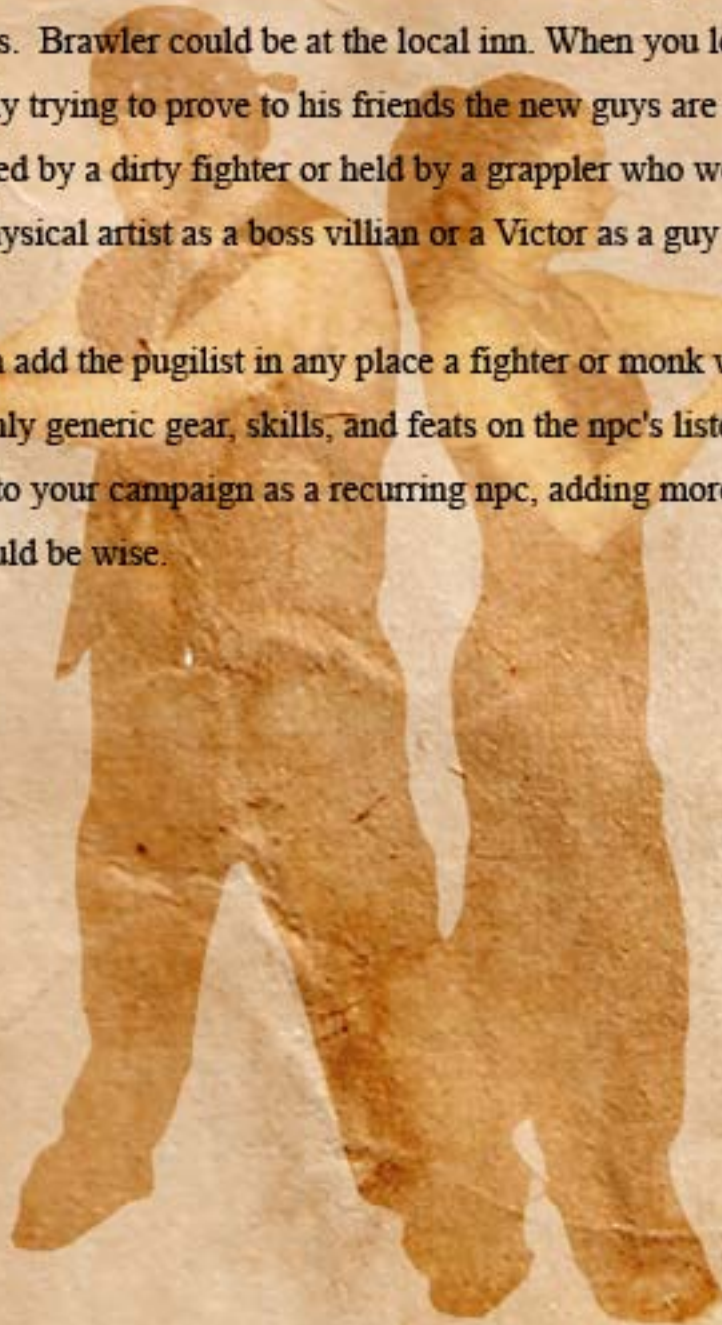
STYLE MASTERY:

Barrage (Ex): Starting at 20th level a victor advances in his ability to attack all his foes. A victor can use his Whirlwind Attack feat as a standard action and if he uses it as a full-round action he can make a second attack on all threatened foes.

NPC PUGILISTS

Let this section be used to bolster any campaign. Pugilist are city folk and can be added in anywhere they are needed. Bloodlusters can be a random lackey. Boxers might be a hired arm for a guild boss. Brawler could be at the local inn. When you least expect you might meet up with a bully trying to prove to his friends the new guys are not better than him. You might be get mugged by a dirty fighter or held by a grappler who works for the town guard. You could add a physical artist as a boss villian or a Victor as a guy who come and helps you out.

At any rate you can add the pugilist in any place a fighter or monk would be added. Please note that there is only generic gear, skills, and feats on the npc's listed below and if you are going to add them to your campaign as a recurring npc, adding more gear and adjusting the skills and feats would be wise.



Bloodluster

Med LVL 5 CR 3

Init +2

AC 17 touch 13 FF 14 (+1NA +3Armor)

HP 58 DR 1/--

Fort +7 Ref +6 Will +0 Evas

Speed 30ft

Melee 1d8+4

Attack 7 CMB 6 CMD 18

Str16 Dex14 Con16 Int8 Wis8 Cha10

Special Attacks

Hatecasting

Special Defense

Hatecasting

Feats

Power Attack, Dodge

Skills

Escape Artist 5 Intimidate 4

Perception +7 Sence Motive 2

Gear

Studded Leather

Med LVL 10 CR 8

Init +2

AC 19 touch 13 FF 16 (+1NA +5Armor)

HP 113 DR 3/--

Fort +10 Ref +9 Will +2 Evas

Speed 30ft

Melee 1d8+5

Attack 12/7 CMB 10 CMD 22

Str17 Dex14 Con16 Int8 Wis8 Cha10

Special Attacks

Hatecasting

Special Defense

Hatecasting, Seeing Red

Feats

Power Attack, Blind-Fight

Dodge, Mobility

Skills

Escape Artist 11 Intimidate 9

Perception +12 Sence Motive 5

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +2

AC 23 touch 15 FF 20 (+2NA +6Armor)

HP 195 DR 5/--

Fort +14 Ref +12 Will +4 Evas, Temp

Speed 35ft

Melee 1d8+8

Attack 20/Specal CMB 16 CMD 28

Str18 Dex14 Con18 Int8 Wis8 Cha10

Special Attacks

Hatecasting, Assault

Special Defense

Hatecasting, Seeing Red

Feats

Power Attack, Blind-Fight, Strike Back

Dodge, Mobility, Run

Skills

Escape Artist 15 Intimidate 14

Perception +17 Sence Motive 9

Gear

Chain Shirt +2, Ring of Prot +2

Hatecasting (Ex): Starting at 5th level the anger a bloodluster feels shows when he draws blood on his foe. After he damages a foe with a melee attack he gains a +2 morale bonus to all attack rolls, damage, saves, and AC vs the person he damaged and he in turn gets a -2 to all other foes in combat. This bonus increases to +4 at 10th level but the -2 from other foes stays the same. In addition at the start of every turn after the bloodluster damages a foe he must make a Will save DC = 10 + His pugilist level. If he fails his save he must continue to attack that round. If something stops him from attacking for a round he need not make the save to stop.

Seeing Red (Ex): Starting at 10th level his hate is absolute. Treat the bloodluster as if he was under the effects of mind blank and freedom of movement once he damages a foe. This ability stops as soon as he goes a round without attacking a foe.

Assault (Ex): Starting at 16th level the unrelenting chaos of his attacks come in strange bursts. When a bloodluster uses a full attack action he continues to attack until he misses subtraction four from each attack after the first. This replaces the normal additional strikes from high BAB.

Boxer

Med LVL 5 CR 3

Init +3

AC 18 touch 14 FF 14 (+1NA +3Armor)

HP 53 DR 1/--

Fort +7 Ref +7 Will +0 Evas

Speed 30ft

Melee 1d8+3

Attack 6 CMB 5 CMD 18

Str14 Dex16 Con16 Int8 Wis8 Cha10

Special Attacks

Special Defense

Guard

Feats

Improved Crit, Dodge

Stand Still

Skills

Escape Artist 5 Intimidate 2

Perception +7 Sence Motive 4

Gear

Studded Leather

Med LVL 10 CR 8

Init +3

AC 20 touch 14 FF 16 (+1NA +5Armor)

HP 103 DR 3/--

Fort +10 Ref +10 Will +2 Evas

Speed 30ft

Melee 1d8+4

Attack 11/6 CMB 9 CMD 22

Str14 Dex16 Con16 Int8 Wis9 Cha10

Special Attacks

Pick and Choose

Special Defense

Guard

Feats

Improved Crit, Dodge, Crit Focus

Dodge, Mobility

Skills

Escape Artist 11 Intimidate 7

Perception +12 Sence Motive 8

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +3

AC 24 touch 16 FF 20 (+2NA +6Armor)

HP 179 DR 5/--

Fort +14 Ref +13 Will +5 Evas, Temp

Speed 35ft

Melee 1d8+6

Attack 18/13/8 CMB 15 CMD 27

Str14 Dex16 Con18 Int8 Wis10 Cha10

Special Attacks

Pick and Choose, Stamina

Special Defense

Guard

Feats

Improved Crit, Dodge, Crit Focus

Staggering Crit, Dodge, Mobility, Run

Skills

Escape Artist 15 Intimidate 10

Perception +18 Sence Motive 13

Gear

Chain Shirt +2, Ring of Prot +2

Guard (Ex): Starting at 5th level a boxer's guard is advanced enough to turn aside the most powerfull of blows, treat the boxer as if he has moderate fortification. A boxer retains this ability even if flat footed.

Pick and Choose (Ex): Starting at 10th level a boxer's ability to watch for opening proves to be his most powerfull ability. As a standard action a boxer can make one attack if it hits it counts as a critical. You do not need to confirm the critical hit. This ability can not be used in the first round of melee combat with a foe.

Stamina (Ex): Starting at 16th level a boxer's control over the fight reaches a point where his foes find it tiring to deal with him. At the end of a foes third consecutive round of melee combat with the boxer and every round after, it must make a Fort save DC = 10 plus half the pugilist's level plus the constitution modifier or become fatigued (if the target is fatigued or fails a second save it then becomes exhausted).

Brawler

Med LVL 5 CR 3

Init + 0

AC15 touch11 FF14 (+1NA+3Armor)

HP53 DR 1/--

Fort +7 Ref +4 Will +1 Evas

Speed 30ft

Melee 1d8+7

Attack 8 CMB 7 CMD 17

Str18 Dex10 Con16 Int8 Wis10 Cha8

Special Attacks

Karma

Special Defense

na

Feats

Power Attack, Vital Strike,

Dodge

Skills

Escape Artist 2 Intimidate 6

Perception 7 Sence Motive 2

Gear

Studded Leather

Med LVL 10 CR 8

Init +0

AC17 touch11 FF16 (+1NA+5Armor)

HP103 DR 3/--

Fort +10 Ref +7 Will +3 Evas

Speed 30ft

Melee 1d8+8

Attack 13/8 CMB 11 CMD 21

Str19 Dex10 Con17 Int8 Wis10 Cha8

Special Attacks

Karma

Special Defense

na

Feats

Power Attack, Imp Vital Strike,

Dodge, Mobility

Skills

Escape Artist 11 Intimidate 12

Perception 12 Sence Motive 5

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init + 0

AC21 touch13 FF20 (+2NA+6Armor)

HP179 DR 5/--

Fort +14 Ref +10 Will +5 Evas, Temp

Speed 35ft

Melee 1d8+11

Attack 21/16/11 CMB 17 CMD 27

Str20 Dex10 Con18 Int8 Wis10 Cha8

Special Attacks

Karma, Slam

Special Defense

na

Feats

Power Attack, Greater Vital Strike,

Dodge, Mobility, Run

Skills

Escape Artist 15 Intimidate 17

Perception 17 Sence Motive 9

Gear

Chain Shirt +2, Ring of Prot +2

Pummel (Ex): Starting at 5th level a brawler tends to pull people into his punches and has gained the skill in this so much his punches hit harder than normal. Count the brawler's punches as if he where using a two handed weapon.

Karma (Ex): Starting at 10th level a brawler learns that to give you need to take. Once per round, a brawler can make an attack of opportunity against an opponent who has just struck and damaged him in melee combat. This attack counts as an attack of opportunity for that round. Even a brawler with combat reflexes feat can not use the karma ability more then once per round.

Slam (Ex): Starting at 16th level a brawler punches with such force he has the ability to knock a foe from his feet. When a bouncer uses power attack feat at its max and hits a foe with his first attack that round he must roll his CMB to see if he knocks his foe prone.

Bully

Med LVL 5 CR 3

Init +2

AC 17 touch 13 FF 14 (+1NA +3Armor)

HP 48 DR 1/--

Fort +6 Ref +6 Will +1 Evas

Speed 30ft

Melee 1d8+3

Attack 7 CMB 5 CMD 17

Str14 Dex14 Con14 Int10 Wis10 Cha14

Special Attacks

Force of Personality

Special Defense

na

Feats

Intimidating Prowess, Weopen Focus,

Dazzling Display, Dodge

Skills

Intimidate 12 Knowledge (Local) 5

Perception 6 Sence Motive 4

Gear

Studded Leather

Med LVL 10 CR 8

Init +2

AC 19 touch 13 FF 16 (+1NA +5Armor)

HP 93 DR 3/--

Fort +9 Ref +9 Will +3 Evas

Speed 30ft

Melee 1d8+4

Attack 12/7 CMB 9 CMD 21

Str15 Dex14 Con14 Int10 Wis10 Cha15

Special Attacks

Force of Personality, Peer Pressure

Special Defense

na

Feats

Intimidating Prowess, Weopen Focus,

Dazzling Display, Dodge, Mobility

Shatter Defenses

Skills

Intimidate 17 Knowledge (Local)10

Perception 11 Sence Motive 8

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +2

AC 22 touch 15 FF 19 (+1NA +6Armor)

HP 147 DR 5/--

Fort +12 Ref +12 Will +5 Evas, Temp

Speed 35ft

Melee 1d8+7

Attack 20/15/10 CMB 15 CMD 27

Str16 Dex14 Con14 Int10 Wis10 Cha16

Special Attacks

Force of Personality, Peer Pressure, Scatter

Special Defense

na

Feats

Intimidating Prowess, Weopen Focus,

Dazzling Display, Dodge, Mobility, Run

Shatter Defenses, Leadership

Skills

Intimidate 25 Knowledge (Local) 15

Perception 14 Sence Motive 11

Gear

Chain Shirt +2, Ring of Prot +2

Force of Personality (Ex): Starting at 5th level, the cold uncaring look a bully gives a person unsettles them. When a bully attacks a person under a fear effect he does double the damage of his attack. Should a bully score a critical hit with this attack, the extra damage is not multiplied. Also when a bully uses his Intimidate skill the effects last twice as long.

Peer Pressure (Ex): Starting at 10th level a bully is able to unnerve his foe with a hit. When a bully hits a flat-footed foe that is shaken, he must make a Will save DC = 10 + half the pugilist level + his Charisma modifier. If the foe fails his save he is Frightened for one round. This has no effect on already frightened or panicked foes.

Scatter (Ex): Starting at 16th level people just know better than to stand up to a bully. When a bully uses his Dazzling Display feat any foe two hit dice lower than the bully will be frightened instead of shaken. Any foe six hit dice lower than the bully will become panicked instead of shaken.

Dirty Fighter

Med LVL 5 CR 3

Init +4

AC 19 touch 15 FF 14 (+1NA +3Armor)

HP 48 DR 1/--

Fort +6 Ref +8 Will +1 Evas

Speed 30ft

Melee 1d8+1

Attack 8 CMB 3 CMD 17

Str10 Dex18 Con14 Int10 Wis10 Cha14

Special Attacks

Low-Blow

Special Defense

na

Feats

Imp. Feint, Weapon Finesse,

Throw Anything, Dodge

Skills

Escape Artist 5 Intimidate 4

Perception 6 Sence Motive 3

Gear

Studded Leather

Med LVL 10 CR 8

Init +4

AC 21 touch 15 FF 16 (+1NA +5Armor)

HP 93 DR 3/--

Fort +9 Ref +11 Will +3 Evas

Speed 30ft

Melee 1d8+2

Attack 13/8 CMB 7 CMD 21

Str10 Dex19 Con14 Int10 Wis10 Cha15

Special Attacks

Low-Blow, Sucker Punch

Special Defense

na

Feats

Imp. Feint, Weapon Finesse,

Throw Anything, Dodge, Mobility

Disruptive

Skills

Escape Artist 10 Intimidate 10

Perception 10 Sence Motive 6

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +5

AC 25 touch 18 FF 19 (+1NA +6Armor)

HP 147 DR 5/--

Fort +12 Ref +15 Will +5 Evas, Temp

Speed 35ft

Melee 1d8+4

Attack 21/16/11 CMB 12 CMD 27

Str10 Dex20 Con14 Int10 Wis10 Cha16

Special Attacks

Low-Blow, Sucker Punch

Special Defense

Discomfort

Feats

Imp. Feint, Weapon Finesse, Run

Throw Anything, Dodge, Mobility,

Disruptive, Spellbreaker

Skills

Escape Artist 16 Intimidate 15

Perception 15 Sence Motive 9

Gear

Chain Shirt +2, Ring of Prot +2

Low-Blow (Ex): Starting at 5th level a dirty fighter learns to hit foes where it counts. When a dirty fighter hits a foe that is flat-footed double the damage of his attack. Should a dirty fighter score a critical hit with this attack, the extra damage is not multiplied. Ranged attacks can count as a low-blow only within 20 feet. Also any object thrown by the dirty fighter retains the enhancement bonus from his Iron Fist ability and do lethal damage.

Sucker Punch (Ex): Starting at 10th level a dirty fighter knows just what to do to catch his foes off guard. The first attack on a foe is always flat-footed. This ability will not effect a foe a second time ever. Also he can a bluff check to faint in combat as a swift action once per round.

Discomfort (Ex): Starting at 16th level a dirty fighter can use his surroundings to make it hard for his foes to move. Treat all adjacent squares to the dirty fighter as difficult terrain.

Grappler

Med LVL 5 CR 3

Init +2

AC 17 touch 13 FF 14 (+1NA +3Armor)

HP 48 DR 1/--

Fort +6 Ref +6 Will +1 Evas

Speed 30ft

Melee 1d8+5

Attack 8 CMB 7(12) CMD 19(21)

Str18 Dex14 Con14 Int8 Wis10 Cha8

Special Attacks

na

Special Defense

Clinch

Feats

Imp. Grapple, Greater Grapple,

Dodge

Skills

Escape Artist 10 Intimidate 2

Perception 4 Sence Motive 4

Gear

Studded Leather

Med LVL 10 CR 8

Init +2

AC 19 touch 13 FF 16 (+1NA +5Armor)

HP 93 DR 3/--

Fort +9 Ref +9 Will +3 Evas

Speed 30ft

Melee 1d8+6

Attack 13/8 CMB 11(18) CMD 26(28)

Str19 Dex15 Con14 Int8 Wis10 Cha8

Special Attacks

Ground and pound

Special Defense

Clinch

Feats

Imp. Grapple, Greater Grapple,

Def. Combat Training, Dodge,

Mobility

Skills

Escape Artist 15 Intimidate 6

Perception 8 Sence Motive 7

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +3

AC 23 touch 16 FF 19 (+1NA +6Armor)

HP 147 DR 5/--

Fort +12 Ref +13 Will +5 Evas, Temp

Speed 35ft

Melee 1d8+9

Attack 21/16/11 CMB 17(26) CMD 34(36)

Str20 Dex16 Con14 Int8 Wis10 Cha8

Special Attacks

Ground and pound, Mtn. Climber

Special Defense

Clinch

Feats

Imp. Grapple, Greater Grapple,

Blind-Fight, Dodge, Mobility, Run

Def. Combat Training

Skills

Escape Artist 22 Intimidate 10

Perception 13 Sence Motive 10

Gear

Chain Shirt +2, Ring of Prot +2

Clinch (Ex): Starting at 5th level a grapplers ability to control his grab foes is amazing. A grappler takes no penalty's to his dexterity or attack rolls when grappling and is immune to the pin condition of being grappled. Add +1 to his CMB for grappling per three pugilist levels.

Ground and pound (Ex): Starting at 10th level a grappler gains the ability to hold his foes and still strike with ease. When a grappler has a foe grappled he can make a damage action (as described on page 200 in the Core Rulebook) as a swift action once per round.

Mountain Climber (Ex): Starting at 16th level a grapplers ability to hold onto creature larger then himself is just amazing. He gains a +2 bonus on his CMB per size increass larger than the grappler.

Physical Artist

Med LVL 5 CR 3

Init +2

AC 17 touch 13 FF 14 (+1NA +3Armor)

HP 48 DR 1/--

Fort +6 Ref +6 Will +3 Evas

Speed 30ft

Melee 1d8+3(2)

Attack 6 CMB 5 CMD 17

Chain 6/6

Str14 Dex14 Con14 Int10 Wis14 Cha10

Special Attacks

Chain Punches

Special Defense

na

Feats

Combat Expertise,

Dodge, Run

Skills

Acrobatics 7 Climb 3

Perception 10 Sence Motive 10

Gear

Studded Leather

Med LVL 10 CR 8

Init +2

AC 19 touch 13 FF 16 (+1NA +5Armor)

HP 93 DR 3/--

Fort +9 Ref +9 Will +5 Evas

Speed 30ft

Melee 1d8+4(4)

Attack 11/6 CMB 9 CMD 21

Chain 11/11/6/6

Str14 Dex15 Con14 Int10 Wis15 Cha10

Special Attacks

Chain Punches, Insight

Special Defense

na

Feats

Combat Expertise, Deflect Arrows,

Dodge, Mobility, Run

Skills

Acrobatics 11 Climb 6

Perception 15 Sence Motive 15

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +3

AC 23 touch 16 FF 19 (+1NA +6Armor)

HP 147 DR 5/--

Fort +12 Ref +13 Will +8 Evas, Temp

Speed 35ft

Melee 1d8+6(6)

Attack 18/13/8 CMB 14 CMD 27

Chain 18/18/13/13/8/8

Str14 Dex16 Con14 Int10 Wis16 Cha10

Special Attacks

Chain Punches, Insight

Special Defense

Avoidance

Feats

Combat Expertise, Deflect Arrows,

Stunning Fist, Dodge, Mobility, Run

Skills

Acrobatics 16 Climb 11

Perception 22 Sence Motive 22

Gear

Chain Shirt +2, Ring of Prot +2

Chain punches (Ex): Starting at 5th level the speed training a physical artist undergoes shows in the speed of his attacks. On a full attack action a physical artist can choose to double the attacks he gets but when doing so he can only add half his strength modifier to the damage.

Insight (Ex): Starting at 10th level a physical artist shows that hitting the right spot counts for more than random bashing. Add half his Wisdom Modifier (rounded down) to the damage of his attacks.

Avoidance (Ex): Starting at 16th level a physical artist the display of speed discourages his foes. Each time a foe misses you with an attack, you gain a +2 dodge bonus to AC. This bonus lasts until the start of your next turn.

Victor

Med LVL 5 CR 3

Init +1

AC 16 touch 12 FF 14 (+1NA +3Armor)

HP 48 DR 1/--

Fort +8 Ref +7 Will +3 Evas

Speed 30ft

Melee 1d8+4

Attack 9 CMB 6 CMD 17

Str16 Dex12 Con14 Int10 Wis10 Cha12

Special Attacks

Aura of Greatness

Special Defense

na

Feats

Power Attack, Great Cleave

Dodge

Skills

Intimidate 2 Knowledge (Local) 5

Perception 6 Sence Motive 6

Gear

Studded Leather

Med LVL 10 CR 8

Init +1

AC 18 touch 12 FF 16 (+1NA +5Armor)

HP 93 DR 3/--

Fort +11 Ref +10 Will +5 Evas

Speed 30ft

Melee 1d8+5(X)

Attack 14/9 CMB 10 CMD 21

Str16 Dex12 Con15 Int10 Wis10 Cha13

Special Attacks

Aura of Greatness, Overcoming Odds

Special Defense

na

Feats

Power Attack, Great Cleave,

Whirlwind, Dodge, Mobility

Skills

Intimidate 8 Knowledge (Local) 10

Perception 12 Sence Motive 12

Gear

Chain Shirt +1

Med LVL 16 CR 14

Init +1

AC 21 touch 14 FF 19 (+1NA +6Armor)

HP 163 DR 5/--

Fort +15 Ref +13 Will +7 Evas, Temp

Speed 35ft

Melee 1d8+7(X)

Attack 21/16/11 CMB 15 CMD 26

Str16 Dex12 Con16 Int10 Wis10 Cha14

Special Attacks

Aura of Greatness, Overcoming Odds

Special Defense

Conviction

Feats

Power Attack, Great Cleave,

Whirlwind, Dodge, Mobility, Run

Skills

Intimidate 12 Knowledge (Local) 15

Perception 17 Sence Motive 17

Gear

Chain Shirt +2, Ring of Prot +2

Aura of Greatness (Su): Starting at 5th level a victors self confidence creates an aura that inspires his allies abilities. The victor and all allies within 15ft gain the benefits of Heroism (as the spell).

Overcoming Odds (Su): Starting at 10th level a victor's ability to fight against more than one foe becomes his best ability. Add one point of damage to his melee attacks per foe in his Aura of Greatness.

Conviction (Su): Starting at 16th level a victor's allies benefit from his insight. Treat all allies in his aura as if they have the Evasion and Staiwart abilities.

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