

# PLAYER Paraphernalia



**THE BRUISER  
(BASE CLASS)**

#45



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Player Paraphernalia #45 The Bruiser (Base Class) ©2015, The Knotty-Works; Author: John Buckley

d20pfsrd.com. Copyright 2010, John Reyst.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.





# 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 1<sup>st</sup> level and increases by 1 every four levels thereafter with a maximum of +6 at 17<sup>th</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> 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 17<sup>th</sup> level.

**Grapple Training (Ex):** The bruiser gains [Improved Grapple](#) at 2<sup>nd</sup> 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 17<sup>th</sup> 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 3<sup>rd</sup> 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 18<sup>th</sup> level.

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

**Bruiser Talents:** Beginning at 3<sup>rd</sup> 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 18<sup>th</sup> 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 9<sup>th</sup> 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 9<sup>th</sup> 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 12<sup>th</sup> level and have the Hard Hitter talent.

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

be at least 6<sup>th</sup> 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 15<sup>th</sup> and 18<sup>th</sup> level. The bruiser must be at least 12<sup>th</sup> 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 6<sup>th</sup> 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 9<sup>th</sup> level before he may take this talent.

**Uncanny Dodge (Ex):** At 4<sup>th</sup> 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 4<sup>th</sup> level he gains **Improved Uncanny Dodge** instead.

**Improved Uncanny Dodge (Ex):** At 10<sup>th</sup> 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 16<sup>th</sup> 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 19<sup>th</sup> 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 20<sup>th</sup> 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



# OTHER KNOTTY WORKS

## PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

