

THE BRAWLER

Level	PB	Features	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Contender, Iron Physique	—	—	—
2nd	+2	Brutal Exploits, Sterner Stuff	2	d6	2
3rd	+2	Brawler Archetype	3	d6	2
4th	+2	Ability Score Improvement	3	d6	3
5th	+3	Combat Superiority	4	d8	3
6th	+3	Resolute Strikes, Archetype feature	4	d8	3
7th	+3	Sturdy Frame	5	d8	3
8th	+3	Ability Score Improvement	5	d8	4
9th	+4	Steel Physique	6	d8	4
10th	+4	Archetype feature	6	d8	4
11th	+4	Prizefighter (1st-degree)	7	d10	4
12th	+4	Ability Score Improvement	7	d10	5
13th	+5	Battle Forged	8	d10	5
14th	+5	Mercurial Mind	8	d10	5
15th	+5	Prizefighter (2nd-degree)	9	d10	5
16th	+5	Ability Score Improvement	9	d10	6
17th	+6	Archetype Feature	10	d12	6
18th	+6	Diamond Physique	10	d12	6
19th	+6	Ability Score Improvement	10	d12	6
20th	+6	Adamantine Fists	10	d12	6

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: Simple weapons, improvised weapons

Tools: One gaming set or thieves' tools

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Deception, Intimidation, Investigation, Perception, and Stealth.

EQUIPMENT

As a Brawler, you start with the following equipment::

- any three simple weapons
- (a) two light hammers or (b) four javelins
- leather armor, one gaming set, and a burglar's pack

Alternately if your group uses the starting wealth rule to purchase equipment, a Brawler starts with 2d4 x 10 gp.

QUICK BUILD

You can make a Brawler by using these suggestions. First, make Strength your highest ability score, followed by your Constitution. Second, choose the Criminal background.

CONTENDER

You fight with whatever is at your disposal, even if that is only your fists. For the purposes of your Brawler abilities, Brawler attacks are your unarmed strikes, grapples, shoves, and any attacks with improvised or simple melee weapons.

Beginning at 1st level, so long as you are not wearing heavy armor or wielding a weapon that has the heavy property, your Brawler attacks gain the benefits listed below:

- Whenever you make a Brawler attack you can roll a d6 in place of the normal damage die for that weapon. As you gain Brawler levels, this damage die increases to match the Exploit Die column on the Brawler table.
- When you take the Attack action on your turn and make only Brawler attacks, you can use a bonus action on that turn to make a grapple, shove, or unarmed strike attack.

Brawlers are known for using brutal weapons like brass knuckles (clubs), blackjacks (maces), and shanks (daggers).

IRON PHYSIQUE

Your checkered history has hardened your body, and you have learned to take a hit better than most creatures. Beginning at 1st level, you can use your Constitution modifier, in place of your Dexterity, whenever you calculate your Armor Class.

Moreover, if you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and gain this benefit.



BRUTAL EXPLOITS

At 2nd level, you have picked up hand-to-hand techniques to enhance your combat skill, both on and off the field of battle.

EXPLOIT DICE

The Brawler table shows how many Exploit Dice you have to perform the Exploits you know. To use an Exploit, you must expend one of these Dice. You can only use one Exploit per attack, ability check, or saving throw, and you regain your expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d6s, and increase in size as you gain levels in this class, as indicated in the Brawler table.

EXPLOITS KNOWN

You know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Brawler table shows when you learn more Exploits of your choice. To learn an Exploit you must meet any prerequisites it may have, like a minimum Ability Score or a minimum Brawler level.

Whenever you gain a Brawler level, you can replace one of the Exploits you know with another Exploit of your choice.

SAVING THROWS

If one of your Exploits requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

STERNER STUFF

You may get knocked down, but you will never give up when a physical contest is on the line. Starting at 2nd level, whenever you fail a Strength or Dexterity ability check or saving throw, you can add your Constitution modifier (minimum of +1) to the result of your roll, possibly turning failure into success.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest. When you have no uses left, you can expend an Exploit Die to use it again.

BRAWLER ARCHETYPE

At 3rd level, choose one of the following Brawler Archetypes that best represents your combat style: Champion, Enforcer, Martial Artist, Pugilist, or Righteous Fist.

The Brawler Archetype you choose grants you features at 3rd level and again when you reach 6th, 10th, and 17th level.

ARCHETYPE EXPLOITS

Most Archetypes have a list of Archetype Exploits you learn at the Brawler levels noted in your Archetype description. They don't count against your total number of Exploits Known and can't be switched out for other Exploits. If you don't meet an Archetype Exploit's prerequisites, you learn it regardless.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

COMBAT SUPERIORITY

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Moreover, you can replace one attack you make as part of your Attack action with a Dash, Disengage, or Dodge action.

RESOLUTE STRIKES

Pure determination empowers your fists. Starting at 6th level, your unarmed strikes are considered magical for overcoming resistance and immunity to nonmagical attacks and damage.

STURDY FRAME

Beginning at 7th level, your resilient frame lets you shrug off the brunt of certain effects, such as a green dragon's poison breath or a *cone of cold* spell. Whenever you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STEEL PHYSIQUE

Your physique has been purified in the fires of battle. Starting at 9th level, when you take damage you can expend one use of Sterner Stuff to gain resistance to that instance of damage.

Also, whenever you make a Strength or a Dexterity ability check, you can use Sterner Stuff without expending a use.

PRIZEFIGHTER

At 11th level, your ruthless style of brawling becomes second nature to you. Once on your turn, you can use one 1st-degree Brutal Exploit you know that can be used as part of an attack, without expending an Exploit Die.

At 15th level, you can use 2nd-degree Brutal Exploits you know in this way, following the same restrictions. Though, you can only use one Brutal Exploit per turn in this way.

BATTLE FORGED

You are always prepared to stand and fight. At 13th level, you gain proficiency in Dexterity saving throws. Also, when you roll initiative you regain one expended use of Sterner Stuff.

MERCURIAL MIND

Beginning at 14th level, if you are frightened, paralyzed, or stunned at the start of your turn, you can expend one use of Sterner Stuff to instantly end one of those conditions.

Moreover, you can use Sterner Stuff whenever you fail an Intelligence, Wisdom, or Charisma saving throw.

DIAMOND PHYSIQUE

Your ruthless determination allows you to survive strikes that would be deadly to weaker warriors. Beginning at 18th level, when you use Steel Physique to gain damage resistance, you gain temporary hit points equal to any damage you took.

ADAMANTINE FISTS

At 20th level, your blows send even the most dauntless of foes reeling. When you hit a creature with a Brawler attack it has disadvantage on the first ability check or saving throw that it is forced to make before the beginning of your next turn.



BRAWLER ARCHETYPE

Choose one of the following Brawler Archetypes: Champion, Enforcer, Martial Artist, Pugilist, or Righteous Fist

CHAMPION

Champions forgo all other forms of improvement to focus on enhancing their raw physical might. These immense figures strive to maintain peak physical condition through relentless training. In battle, Champions perform supernatural feats of athleticism and overwhelm their foes with their raw power.

CHAMPION EXPLOITS

3rd-level Champion Archetype feature

You learn certain Exploits at the Brawler levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Brawler Level	Exploit
3rd	<i>feat of strength, ruthless strike</i>
5th	<i>honor duel, thunderous blow</i>
9th	<i>mythic athleticism</i>

MIGHTY WARRIOR

3rd-level Champion Archetype feature

The raw physical might that you have cultivated has greatly enhanced your prowess in battle. Your Brawler attacks now score a critical hit on a roll of 19 or 20 on the d20.

At 17th level, this range increases again and your Brawler attacks score a critical hit on a roll of 18-20 on the d20.

REMARKABLE STRENGTH

3rd-level Champion Archetype feature

You easily perform feats of might and endurance that seem impossible to most. Whenever you make a Constitution or a Strength ability check or a Strength saving throw you can use *Sterner Stuff* without expending a use of the feature.

PEAK ATHLETE

6th-level Champion Archetype feature

Your physical abilities are peerless. You gain a climbing and swimming speed equal to your walking speed, and whenever you take the Dash action you have advantage on all Strength (Athletics) checks for the remainder of your current turn.

DEVASTATING CRITICAL

10th-level Champion Archetype feature

Whenever you score a critical hit with a Brawler attack you deal additional damage equal to your Brawler level.

At 17th level, when you score a critical hit with a Brawler attack, you can maximize the damage instead of rolling. Once you do you must finish a long rest before you can do so again.

LEGENDARY CHAMPION

17th-level Champion Archetype feature

You are a nearly perfect physical specimen and have become exceedingly hard to kill. If you begin your turn with less than half of your hit points remaining, but at least 1 hit point, you regain hit points equal to 5 + your Constitution modifier.

ENFORCER

Often found in the ranks of thieves' guilds and other criminal organizations, Enforcers are Brawlers who use their physical prowess to control others. To an Enforcer, no tactics are too dirty or dishonorable, all that matters is achieving their goal.

ENFORCER EXPLOITS

3rd-level Enforcer Archetype feature

You learn certain Exploits at the Brawler levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Brawler Level	Exploit
3rd	<i>arresting strike, streetwise</i>
5th	<i>dirty hit, grasp of night</i>
9th	<i>recruit informant</i>

ROUGH 'EM UP

3rd-level Enforcer Archetype feature

You are adept at using your strength to goad and overwhelm others. When you hit a creature with a Brawler attack it has disadvantage on all attacks against creatures other than you until the beginning of your next turn.

THE WRONG CROWD

3rd-level Enforcer Archetype feature

If you spend a night carousing in a settlement of any size, you have advantage on all ability checks to gather information on that settlement, its culture, factions, and important figures.

You also learn to speak, read, write, and decipher Thieves' Cant, the secret code and jargon of thieves and criminals.

INTIMIDATING BLOW

6th-level Enforcer Archetype feature

Your ruthless style of fighting inspires fear in your enemies. Once per turn, if you hit a creature with two or more Brawler attacks on your turn, you can force that creature, or another creature that can see you within 30 feet to make a Wisdom saving throw against your Exploit save DC. On a failed save, it is frightened of you until the end of your next turn.

NERVES OF STEEL

10th-level Enforcer Archetype feature

Fear is a weapon to be used against sniveling cowards and the weak. You gain immunity to the frightened condition.

RUTHLESS PURSUIT

10th-level Enforcer Archetype feature

Once you have a foe in your sights it is rare that they escape your grasp. You have advantage on any Strength (Athletics) checks you make to grapple creatures that are frightened of you, and you have advantage on Brawler attack rolls against creatures that are frightened of you or grappled by you.

NO MERCY

17th-level Enforcer Archetype feature

You have no qualms about exploiting the weaknesses of foes and you make sure to target them whenever you can. When you force a creature that is frightened of you or grappled by you to make a saving throw to resist the effects of a Brutal Exploit, it has disadvantage on its saving throw.



MARTIAL ARTIST

While most Brawlers focus only on their physical perfection, Martial Artists also pursue inner enlightenment. Tempering rigorous training with meditation and study, these wise ones strive for complete mastery over their body, mind, and spirit.

MARTIAL ARTIST EXPLOITS

3rd-level Martial Artist Archetype feature

You learn certain Exploits at the Brawler levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Brawler Level	Exploit
3rd	<i>lightstep, sweeping strike</i>
5th	<i>defensive stance, redirect</i>
9th	<i>armored stance</i>

PRACTICED STRIKES

3rd-level Martial Artist Archetype feature

Practice has made your chosen techniques second nature to you. Once per turn when you hit with a Brawler attack, you can use a Brutal Exploit you know that can be used as part of an attack without expending an Exploit Die.

You can use a Brutal Exploit this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

WARRIOR SAGE

3rd-level Martial Artist Archetype feature

You gain proficiency with one set of artisan's tools and one musical instrument of your choice, and whenever you make an ability check that uses either of the proficiencies you gain a bonus to your roll equal to one roll of your Exploit Die.

EBB AND FLOW

6th-level Martial Artist Archetype feature

You use your foes' momentum against them. When a creature misses you with a melee attack, you can use your reaction to force it to make a Dexterity saving throw against your Exploit Save DC. On a failure, it suffers one of the following effects:

- It is knocked prone and loses its remaining movement.
- You move it 10 feet away from you in a straight line.
- You can make a single Brawler attack against it.

MASTER OF MANY FORMS

10th-level Martial Artist Archetype feature

You are able to master new techniques with ease. Over the course of a short or long rest, you can practice your martial arts and replace one Brutal Exploit you know of 1st or 2nd-degree of with another Brutal Exploit of the same degree.

You also gain proficiency in Wisdom saving throws.

ENLIGHTENED MARTIAL ARTIST

17th-level Martial Artist Archetype feature

You are an unparalleled master of martial arts and strike with both wondrous power and speed. You gain the benefits below:

- When you make an unarmed strike as a bonus action, you can make two unarmed strikes instead of the normal one.
- You gain one additional reaction per round, but it can only be used for Ebb and Flow or an opportunity attack.

PUGILIST

Often considered the purest path a Brawler can pursue, those known as Pugilists value physical perfection and victory over all else. These impressive warriors are found anywhere glory can be won through physical combat or competition.

PUGILIST EXPLOITS

3rd-level Pugilist Archetype feature

You learn certain Exploits at the Brawler levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Brawler Level	Exploit
3rd	<i>brace up, counter</i>
5th	<i>concussive blow, knock out</i>
9th	<i>mythic resilience</i>

DEADLY COMBO

3rd-level Pugilist Archetype feature

Your fists fly quick as lightning. Whenever you use a Brutal Exploit as part of an action on your turn, you can make two Brawler attacks as a bonus action on that turn.

FANCY FOOTWORK

3rd-level Pugilist Archetype feature

You can seamlessly weave strikes and footwork to keep your enemy on their toes. When you hit a creature with a Brawler attack you can immediately move 5 feet without provoking an opportunity attack from the creature you hit.

SOLID STRIKES

6th-level Pugilist Archetype feature

The force of your strikes sends your foes reeling. When you hit a creature with a Brawler attack, you can use *concussive blow* or *knock out* without expending an Exploit Die. When you use *knock out* in this way it is as if you spent one Die.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

FINISHER

10th-level Pugilist Archetype feature

You know the perfect time to strike to end a brawl. When you use *knock out*, you can treat the Exploit Dice you roll as their maximum possible value in place of rolling.

Once you use *knock out* in this way you must finish a long rest before you can do so again.

THICK SKULL

10th-level Pugilist Archetype feature

Your lifestyle has forced you to adapt to being struck in the head. You gain resistance to psychic damage, and you have advantage on saving throws to resist the stunned condition.

DEVASTATING REPRISAL

17th-level Pugilist Archetype feature

You punish even the smallest openings in your foe's defenses. You can use *counter* at will without expending an Exploit Die.

When you use *counter*, you can forgo the bonus damage to make one additional Brawler attack against your attacker.



RIGHTEOUS FIST

While most Brawlers fight only for themselves, those known as Righteous Fists fight for justice. Brawlers of the Righteous Fist stand as paragons of justice and enforce this view of the world with their fists. They can channel divine power through their physical bodies and use their radiant fists to defend the weak and punish those who take advantage of the innocent.

ANOINTED MAGIC

3rd-level Righteous Fist Archetype feature

Fervent devotion to justice grants you the ability to channel Divine Favor to cast holy spells, much like a Paladin does:

Divine Favor. This devotion is represented by a pool of Divine Favor. The Anointed Magic table shows how much Divine Favor you have to cast Paladin spells of 1st-level and higher. To cast a Paladin spell, you must expend Divine Favor equal to the spell's level. You regain all your expended Divine Favor each time you finish a short or long rest.

Divine Limit. Your Brawler level limits the amount of Divine Favor that you can channel at once, and is reflected in the Divine Limit column of the Anointed Magic Table.

Spells Known of 1st-Level and Higher. At 3rd level, you learn two 1st-level spells of your choice from the Paladin spell list. The Spells Known column of the Anointed Magic table shows when you learn more Paladin spells of 1st-level and higher. Any spell you learn must be of a level equal to, or lower than, the Divine Limit for your Brawler level.

Whenever you gain a level, you can choose one Paladin spell you know and replace it with another Paladin spell of your choice of a level equal to your Divine Limit or lower.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells, so you use your Charisma whenever a spell refers to your spellcasting ability, when you set a spell saving throw DC, or when you make a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

CHANNEL DIVINITY

3rd-level Righteous Fist Archetype feature

You can draw upon your fervor for righteousness to produce miraculous effects. You know two Channel Divinity effects, both are listed below. When you Channel Divinity, you choose which option to use. You must then finish a short or long rest before you can use either Channel Divinity option again.

CHANNEL DIVINITY: PEERLESS ATHLETE

As a bonus action, you can draw on your fervor to augment your physical abilities. For 10 minutes, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks; the weight you can carry, push, drag, and lift is doubled; and the distance of your long and high jumps increases by 10 feet.

CHANNEL DIVINITY: RIGHTEOUS FISTS

As a bonus action, you can utter a prayer of power to imbue your fists with divine justice. For 1 minute, or until you are incapacitated, your unarmed strikes deal radiant damage in place of the normal bludgeoning damage, and they score a critical hit on a roll of 19-20 on the d20.

ANOINTED MAGIC

Brawler Level	Spells Known	Divine Favor	Divine Limit
3rd	2	2	1
4th	2	3	1
5th	3	3	1
6th	3	4	1
7th	4	4	2
8th	4	4	2
9th	5	5	2
10th	5	5	2
11th	5	5	2
12th	5	6	2
13th	6	6	3
14th	6	6	3
15th	6	7	3
16th	6	7	3
17th	7	7	3
18th	7	7	3
19th	7	8	4
20th	7	8	4

RIGHTEOUS SMITE

3rd-level Righteous Fist Archetype feature

Whenever you hit a creature with an unarmed strike, you can channel Divine Favor to deal additional radiant damage to the creature. This bonus radiant damage equals two rolls of your Exploit Die for the first point of Divine Favor, plus one roll of your Exploit Die for each point of Divine Favor beyond that.

COMBAT MAGIC

6th-level Righteous Fist Archetype feature

You seamlessly weave minor spells with your strikes. When you expend Divine Favor to cast a spell as an action, you can make two Brawler attacks as a bonus action on that turn.

Also, when you roll initiative you can Channel Divinity to use Peerless Athlete or Righteous Fists.

ENCHANTED STRIKE

10th-level Righteous Fist Archetype feature

Your strikes weaken your enemy's resistance to your divine spells. When you hit a creature with a Brawler attack, it has disadvantage on the first saving throw you force it to make against a Paladin spell before the end of your next turn.

FISTS OF LEGEND

17th-level Righteous Fist Archetype feature

You expertly weave spell and strikes together. When you take the Attack action on your turn, you can cast a Paladin spell with a casting time of one action in place of one attack.

Moreover, you can expend a use of your Channel Divinity as a bonus action to regain expended Divine Favor equal to your Charisma modifier (minimum of 1).



BRUTAL EXPLOITS

Below are the Exploits available to the Brawler. If an Exploit has a prerequisite, like a minimum Ability Score or level, you can learn it at the same time you meet the prerequisites.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by Brawlers with modest training and have no level prerequisite.

ARRESTING STRIKE

When you hit a target with a weapon attack, you can expend one Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bonus damage equal to one roll of your Exploit Die and its speed is 0 until the start of your next turn.

BRACE UP

Prerequisites: Constitution of 11

You steel yourself for combat, preparing yourself to take a hit. As a bonus action, you can expend one Exploit Die and gain temporary hit points equal to 1 + your Constitution modifier.

COMMANDING PRESENCE

Prerequisites: Charisma or Strength of 11

When you make a Charisma (Persuasion) or Charisma (Intimidation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed.

Also, whenever you would make a Charisma (Intimidation) check, you can make a Strength (Intimidation) check instead.

COUNTER

Prerequisites: Dexterity of 11

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and make a single melee weapon attack against your attacker. On hit, you add one roll of your Exploit Die to your damage roll.

CRUSHING GRIP

Prerequisites: Strength of 11

When you grapple a creature, you can expend one Exploit Die to enhance your grip. When you initiate this grapple, and at the start of each of the grappled creature's turns, it takes bludgeoning damage equal to one roll of your Exploit Die.

DAZING BLOW

Prerequisite: Strength of 11

When you hit a creature with an unarmed strike, you can expend an Exploit Die, forcing it to make a Wisdom saving throw. On a failed save, the creature must subtract one roll of your Exploit Die from the first ability check, attack roll, or saving throw it makes before the start of your next turn.

DISARM

When you hit a creature with a weapon attack, you can expend an Exploit Die to force it to make a Strength saving throw. On a failed save, it takes additional damage equal to one roll of your Exploit Die, and it drops one item of your choice that it is currently holding on the ground at its feet.

FEAT OF STRENGTH

Prerequisites: Strength or Constitution of 11

When you make a Strength or Constitution ability check you can expend Exploit Dice (up to your proficiency bonus), roll those dice, and add the result to your ability check. You can do so after you roll the d20, but before you know the result.

FEINT

As a bonus action, you can expend one Exploit Die to feint, forcing a creature that can see you within 15 feet to make a Wisdom saving throw. On a failed save, you have advantage on your attacks against it until the end of your current turn.

FIRST AID

As an action, you can touch a creature that has at least 1 hit point and expend Exploit Dice (up to your proficiency bonus), roll those dice, and that creature regains a number of hit points equal to the total roll + its Constitution modifier.

HURL

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to throw an object that you are holding at a target you can see within 60 feet. The target must succeed on a Dexterity saving throw or both the object and target take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.

At 11th level, the range of this Exploit becomes 120 feet.

INQUISITIVE EYE

Prerequisites: Intelligence or Wisdom of 11

When you make an Intelligence (Investigation) or a Wisdom (Insight) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

LIGHTSTEP

Prerequisites: Dexterity of 11

When you make a Dexterity (Acrobatics) or a Dexterity (Stealth) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

MIGHTY LEAP

Prerequisites: Strength of 11

When you move at least 10 feet immediately before you jump, you can expend Exploit Dice (up to your proficiency bonus) to increase the distance of your jump by 10 feet for each Exploit Die expended, even if this exceeds your remaining speed.

MIGHTY THRUST

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to force a target you touch to make a Strength saving throw. On a failed save, it is knocked back in a straight line number of feet equal to 5 times your Strength modifier. A target that is more than one size larger than you has advantage on its saving throw.

PRECISION STRIKE

Prerequisites: Dexterity of 11

As part of a weapon attack you can expend one Exploit Die, roll it, and add the result to your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.



QUICK QUIP

Prerequisites: Intelligence or Charisma of 11

While speaking, you can expend an Exploit Die to tell a short joke, quip, or another humorous anecdote. Creatures of your choice within 10 feet that can both hear and understand you forget everything you said during the 10 seconds proceeding this Exploit, and instead only remember your quip.

Creatures that are immune to being charmed are immune to this Exploit. Once you use this Exploit on a creature, it is immune to the effects of this Exploit for the next 24 hours.

REPOSITION

As a bonus action, you can expend one Exploit Die to switch places with a conscious and willing creature within 5 feet of you. This movement does not provoke opportunity attacks.

Either you or the creature you switched places with gains temporary hit points equal to one roll of your Exploit Die.

ROGUSH CHARM

Prerequisites: Charisma of 11

As an action, you can expend an Exploit Die and force a creature within 10 feet that can hear and understand you to make a Wisdom saving throw, and it does so with advantage if you or your allies are fighting it. On a failure, it is charmed by you for 1 hour, and regards you as a friendly acquaintance for the duration. Though, it will not risk its life for you.

This effect immediately ends if you or your companions do anything harmful to the creature, and when the effect ends this way, the target realizes that it was deceived by you.

Once a creature succeeds on its saving throw against this Exploit it is immune to this Exploit for the next 24 hours.

RUTHLESS STRIKE

Prerequisites: Strength of 11

When you hit a target with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus), roll the dice, and add them to the damage roll of that attack.

STREETWISE

Prerequisite: Charisma of 11

If you are in a settlement, you can make Charisma (History) and Charisma (Investigation) checks instead of the normal Intelligence (History) or Intelligence (Investigation) checks.

Also, when you make a Charisma (History) or a Charisma (Investigation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bludgeoning damage equal to one roll of your Exploit Die and falls prone. A creature more than one size larger than you has advantage on its saving throw.

WARDING STRIKE

When a creature moves within the reach of a melee weapon you are wielding, you can use a reaction to expend an Exploit Die and make a single attack against it with that weapon. On hit, you add one roll of your Exploit Die to your damage roll.

2ND-DEGREE EXPLOITS

Exploits of the 2nd-degree represent the peak of martial skill achievable by warriors without dedicated training. These can be learned by any Brawler of 5th level or higher.

AGGRESSIVE SPRINT

Prerequisites: 5th level

As a bonus action, you can expend one Exploit Die to move up to your walking speed toward a hostile creature that you can see and make a single melee weapon attack against it.

BLINDING DEBRIS

Prerequisites: 5th level, Dexterity of 13

As a bonus action, you can expend an Exploit Die to attempt to blind a creature with debris. A creature you can see within 10 feet must succeed on a Constitution saving throw or take piercing damage equal to one roll of your Exploit Die and become blinded until the beginning of your next turn.

CONCUSSIVE BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your attack and force it to make a Constitution saving throw. On a failed save, the target suffers the effects below until the beginning of your next turn:

- Its speed becomes 0, and it can speak only falteringly.
- It has disadvantage on attack rolls and ability checks.
- It has disadvantage on Dexterity saving throws.
- Attack rolls against it have advantage.

CRIPPLING STRIKE

Prerequisites: 5th level

When you hit a target with a weapon attack, you can expend an Exploit Die to cripple one of its senses. It must succeed on a Constitution saving throw or it takes additional damage equal to one roll of your Exploit Die and is blinded, deafened, or cannot speak (your choice) until the start of your next turn.

DEFENSIVE STANCE

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die to enter a defensive stance that lasts until the start of your next turn. Each time a creature you can see targets you with an attack while you are in this stance, you can roll your Exploit Die and add the result to your Armor Class against that attack.

DIRTY HIT

Prerequisites: 5th level, Dexterity of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike at a vulnerable area. It must succeed on a Constitution saving throw or it takes additional damage equal to a roll of your Exploit Die, it falls prone, and it can't take reactions until the start of your next turn.

GLANCING BLOW

Prerequisites: 5th level

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.



GRASP OF NIGHT

Prerequisite: 5th level, Wisdom of 13

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) to touch a creature, attempting to knock it out. For each Exploit Die that you spent you roll three Exploit Dice, adding your Wisdom modifier to the total of all the dice. If your total roll meets or exceeds the creature's remaining hit points, it instantly falls unconscious for 10 minutes.

The creature wakes up early if it takes damage or another creature uses its action to shake or slap the creature awake.

HONOR DUEL

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and shout a challenge at a foe. One creature of your choice within 30 feet that can see or hear you must make a Wisdom saving throw. On a failed save, the creature has disadvantage on all attack rolls it makes against targets other than you for 1 minute.

The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. This effect ends early if you attack a creature other than the target.

IMMOVABLE STANCE

Prerequisites: 5th level, Strength or Constitution of 13

As a bonus action, you can expend an Exploit Die to enter an immovable stance that lasts until you move from the space. Each time a creature attempts to grapple, move you against your will, or move through your space while you are in this stance it must first succeed on a Strength saving throw. On a failed save, you can instantly grapple it or knock it prone.

KNOCK OUT

Prerequisite: 5th level, Strength of 13

When you hit a creature with an unarmed strike, you can expend Exploit Dice (up to your proficiency bonus) in an attempt to knock it out. For each Exploit Die that you spend you roll four Exploit Dice, adding your Strength modifier to the total of all the dice. If your total roll meets or exceeds its remaining hit points, it falls unconscious for 1 hour.

It wakes up early if it takes damage or regains hit points.

MARTIAL FOCUS

Prerequisites: 5th level

As part of a weapon attack you can expend an Exploit Die to grant yourself advantage on your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

MENACING SHOUT

Prerequisites: 5th level, Constitution or Charisma of 13

As a bonus action, you can expend one Exploit Die and force one creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn and must use its action to move as far away from you as possible without harming itself.

REDIRECT

Prerequisites: 5th level

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and force it to attack another creature of your choice within range of its attack, adding one roll of your Exploit Die to its attack roll.

RENDING STRIKE

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to rend its armor. It must succeed on a Dexterity saving throw or it takes additional damage equal to one roll of your Exploit Die and its Armor Class is reduced by 1 until the damage is repaired, or it finishes a long rest.

RINGING STRIKE

Prerequisites: 5th level

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to send it reeling. It must succeed on a Wisdom saving throw or it must subtract 1d4 from all ability checks, attack rolls, and saving throws it makes for 1 minute.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

THUNDEROUS BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your attack with immense force. The creature must succeed on a Strength saving throw or take additional damage equal to a roll of your Exploit Die and be knocked back in a straight line number of feet equal to 5 times your Strength modifier. A creature that is more than one size larger than you has advantage on its saving throw.

3RD-DEGREE EXPLOITS

Exploits of the 3rd-degree can only be learned by Brawlers of 9th level and higher. Each 3rd-degree Exploit you know can only be used once per short or long rest.

ADRENALINE RUSH

Prerequisites: 9th level, Strength or Constitution of 15

As a bonus action, you can expend an Exploit Die to increase your speed, if only temporarily. For the next minute, you can take the Dash action as a bonus action on each of your turns, including as part of the bonus action that you use this Exploit.

ARMORED STANCE

Prerequisites: 9th level, Constitution of 15

As a bonus action, you can expend an Exploit Die to enter an armored stance which lasts until you move from your current space. While you are in this stance you resist all bludgeoning, piercing, and slashing damage, and you have advantage on all Strength and Constitution saving throws.

DISORIENTING BLOW

Prerequisites: 9th level, Strength of 15

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with overwhelming force, dealing additional damage equal to two rolls of your Exploit Die and it must succeed on a Wisdom saving throw or suffer the following effects for 1 minute:

- Its speed is halved and it cannot take reactions.
- Its Armor Class is reduced by 2.
- It has disadvantage on Dexterity saving throws.
- On its turn it can only take an action or a bonus action.
- It cannot make more than one attack during its turn.

It can make a Wisdom saving throw at the end of each of its turns, ending these effects on a success.

This Exploit's effects do not stack with the *slow* spell.



INCITE VIOLENCE

Prerequisites: 9th level, Intelligence or Charisma of 15

As an action, you can expend an Exploit Die and whisper words violent words to a creature that can understand you within 5 feet. It must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Exploit Die and instantly use its reaction to make a melee attack against a creature of your choice within its reach. If no other creature is within its reach, the target has disadvantage on the next attack roll it makes before the start of your next turn.

MYTHIC ATHLETICISM

Prerequisites: 9th level, Strength or Constitution of 15

As a bonus action, you can expend Exploit Dice (up to your proficiency bonus) to enter a heightened state of physical performance which you must concentrate on as if you were concentrating on a spell. You gain the benefits listed below:

- Whenever you make a Strength or Constitution check, you can treat a roll of 9 or lower on the d20 as a 10.
- Your walking speed increases by a number of feet equal to 5 times your Strength modifier (minimum of 5 feet).
- You count as one size larger for the purposes of carrying capacity and the size of creatures that you can grapple.
- Both your long and high jump distances double, even if that distance would exceed your remaining movement.

The effects last for 10 minutes for each Exploit Die spent as part of this Exploit, and end early if you are incapacitated.

MYTHIC RESILIENCE

Prerequisites: 9th level, Constitution of 15

When you take damage from a source you can see, you can expend Exploit Dice (up to your proficiency bonus) to reduce the incoming damage. For each Exploit Die you expend you roll three Exploit Dice, adding your Constitution modifier to the total of all the dice. You reduce the damage by the total.

If the total rolled exceeds the amount of damage, you gain temporary hit points equal to the remaining amount.

RECRUIT INFORMANT

Prerequisite: 9th level, Charisma or Intelligence of 15

You can expend an Exploit Die and spend 1 hour to recruit a humanoid Informant from a settlement you currently occupy. For this Exploit to work, there must be a willing humanoid, such as an urchin, criminal, thief, spy, or other rascallions in a settlement of significant size, as determined by the DM.

They won't aid you in combat or risk their life for you, but they will gather information, rumors, news, and secrets in that settlement. During each long rest, they will seek you out and deliver this information if you are in the same settlement.

Your Informant remains in your service until you dismiss them or they die. However, you do not regain the Exploit Die spent on this Exploit until they leave your service.

Having more than one Informant in a settlement increases the accuracy and secrecy of information they gather for you.

RECRUIT MERCENARY

Prerequisites: 9th level, Intelligence or Charisma of 15

You can expend an Exploit Die and spend 1 hour to recruit a humanoid Mercenary from a settlement you currently occupy. For this Exploit to work, there must be a willing humanoid, such as a bounty hunter, adventurer, or other sellsword in a settlement of significant size, as determined by the DM.

You choose to recruit a Brute or Scout, which determines certain traits in their stat block. They use the Mercenary stat block below, and roll their own initiative in combat. On their turn, they do their best to follow any orders you have given. If not, they will defend themselves to the best of their ability.

The Mercenary remains in your service until you dismiss them, they abandon you, or they die. You do not regain the Exploit Die spent on this Exploit until they leave your service.

You can only have one Mercenary in your service at a time. Recruiting another causes others to abandon you.

MERCENARY

Medium Humanoid, any Non-Lawful Alignment

Armor Class (Brute) 18 (scale mail, shield)

Armor Class (Scout) 15 (studded leather)

Hit Points 6 + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +6, Dex +6

Skills Athletics +6 (Brute), Stealth +6 (Scout)

Senses passive Perception 12

Languages common and one other language

Proficiency Bonus +3

Hit Dice. The Mercenary has a number of d10 Hit Dice equal to your level. It also gains all the normal benefits of both short and long rests.

Morale. If you fall to 0 hit points the Mercenary does everything in its power to flee and return home.

Rough & Tumble (Brute). The Mercenary can use a bonus action to attempt a Shove or Grapple.

Cunning Strike (Scout). If the Mercenary makes an attack with advantage, it deals 2d6 bonus damage.

Slippery (Scout). The Mercenary can use a bonus action to take the Disengage or Hide action.

Actions

Battleaxe (Brute). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 +3 slashing damage.

Shortsword (Scout). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6 +3 slashing damage.

Shortbow (Scout). *Ranged Attack:* +6 to hit, range 80/320, one target. *Hit:* 1d6 +3 piercing damage.



SURVEY SETTLEMENT

Prerequisite: 9th level, Dexterity or Charisma of 15

You can expend an Exploit Die and spend 1 hour gathering information on up to 1 square mile of a settlement that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any active factions and faction outposts within the area.
- Prominent buildings, gathering places, and cultural sites.
- Powerful (CR 1 or higher) politicians or military leaders.
- Loyalties, beliefs, rumors, and fears of the local populace.
- Secret alleyways, doors, hideouts, or storefronts.

Once you use this Exploit to survey a settlement you must finish a long rest before you can use it in that location again.

4TH-DEGREE EXPLOITS

Exploits of the 4th-degree are only able to be mastered by the most elite warriors in a kingdom. These can only be learned by Brawlers of 13th level and higher. Each 4th-degree Exploit you know can only be used once per short or long rest.

CLANDESTINE SOURCE

Prerequisites: 13th level, Intelligence or Charisma of 17

While in a settlement of sufficient size, you can expend an Exploit Die and spend 1 hour using the Thieves' Cant found throughout the settlement to track down a significant figure of the criminal underworld to ask questions of.

Should the DM decide that such a figure exists within the settlement, you must approach them alone, and must make a DC 15 Intelligence or Charisma saving throw (your choice) to convince them to grant you an audience. On a failed save, you are reduced to 0 hit points, and your body is left unconscious in an alleyway or gutter somewhere in that settlement.

On a successful save, you have 2 minutes to ask the figure up to five questions. The figure answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if they do not know the answer). If a one-word answer would be misleading, the figure might instead offer a short phrase as an answer to that question.

Once you use this Exploit in a settlement (successfully or unsuccessfully), you cannot use it there again for 7 full days.

MULTICLASSING AND THE BRAWLER

If your group uses the optional multiclassing rule, here's what you need to know when you choose to take your first level in the Brawler class.

Ability Score Minimum. As a multiclass character, you must have at least a Strength score of 13 to take a level in this class, or to take a level in another class if you are already a Brawler.

Proficiencies Gained. If Brawler isn't your initial class, you gain proficiency in light and medium armor, simple weapons, and improvised weapons.

Exploits. If you learn Exploits from more than one of your class, subclass, or other features, follow the rules and table linked below to determine the total number and size of your Exploit Dice, and the total number of Exploits Known from each feature that grants you Exploits: [Alternate Martial Multiclassing](#).

STAGGERING BLOW

Prerequisites: 13th level, Strength of 17

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with near-supernatural power, dealing additional damage equal to three rolls of your Exploit Die. The target must succeed on a Wisdom saving throw, or for the next minute it has disadvantage on all ability checks and attack rolls and it cannot take reactions.

The creature can make a Wisdom saving throw at the start of each of its turns, ending these effects on a success.

SUNDERING STRIKE

Prerequisite: 13th level, Strength of 17

In place of an attack, you can expend an Exploit Die to strike a creature of magical force, such as a *prismatic wall*, *resilient sphere*, or *forcecage* with a melee weapon you are wielding. Any magical creations created with a spell slot of 3rd-level or lower are instantly destroyed by your strike.

If the magical creation was created with a spell of 4th-level or higher, make a Strength check. The DC equals 10 + the level of the spell slot used to create it. On a successful check, the magical creation is instantly destroyed by your strike.

UNBREAKABLE

Prerequisites: 13th level, Constitution of 17

When you take damage that would reduce you to 0 hit points, even if that damage would kill you outright, you can expend Exploit Dice (up to your proficiency bonus) and fall to 1 hit point. For each Exploit Die you spent, roll three Exploit Dice, and you gain temporary hit points equal to the total roll.

5TH-DEGREE EXPLOITS

Exploits of the 5th-degree are techniques and skills that rival demigods and heroes of legend. These can only be learned by Brawlers of 17th level and higher. Each 5th-degree Exploit you know can only be used once per long rest.

BANISHING STRIKE

Prerequisites: 17th level, Strength of 19

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with legendary power, dealing bonus force damage equal to four rolls of your Exploit Die. It must succeed on a Charisma saving throw, or be shunted to a harmless demiplane where it is incapacitated. At the start of your next turn it reappears in the unoccupied space nearest to the last space it occupied when you hit it with this attack.

MORTAL BLOW

Prerequisites: 17th level

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with supernatural accuracy at its most vulnerable point. It must succeed on a Constitution saving throw or it is considered vulnerable to the damage of this attack. If you had advantage on your attack roll, it makes this Constitution save with disadvantage.

Regardless if the creature succeeds or fails on this saving throw, it takes additional damage of your weapon's type equal to four rolls of your Exploit Die. Finally, if the damage of this attack reduces the creature to 50 hit points or fewer, it falls prone and is stunned until the beginning of its next turn. A creature can use a Legendary Resistance to avoid this effect.



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