

THE

BRAVO

FIGHTER + ROGUE

HYBRID CLASS

(BE A JERK & CHEAT)



The Bravo Hybrid Class

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Bravo

A Hybrid Class for the Pathfinder Roleplaying Game

"Jus' fluff they are, not proppah' thieves. If ya' jus' go knock'en about on rooftops an' pinchin' stuff from da' shadows can ya' really call yerself a proppah' thief? Course not. Gotta' get yer' 'ands bloody an' crack a few skulls to let 'em know 'ose boss. They got the pinchin' bit right but nuffin's right 'bout 'ere methods o' doin' it."

Ragamuffin Sam
5th Street Bravos

Rogues steal, fighters fight and folks cry either way when their work's done. A bravo is a bully who skips all the pleasantries and training that a fighter might have and just kicks 'em right in the unmentionables. Sure he's not as nimble or skilled as a rogue, but who is? A bravo is a combat-focused thief who specializes in fighting dirty and sending a message.

Bravos often take work as bandits, brigands, hired muscle, smash-and-grab thieves, enforcers in crime syndicates, and even pirates. They are urban predators, preying on the unwary sheep of the city. Bravos sometimes find themselves outside city walls (on pirate ships, in bandit camps, etc) but always tend to raid settlements.

Hit Dice: D10.

Parent Classes: Fighter / Rogue (Unchained)

Role: A bravo lacks a bit of the fighter's staying power but more than makes up for it with their damage potential as well as capacity for disabling foes. Bravos are creatures without grace and thus Dexterity is something of a foreign concept to them; most invest heavily in Strength and Constitution.



Table 1-1: The Bravo

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Cheat (1/day), sneak attack +1d6
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Rogue talent
4th	+4	+4	+1	+1	Cheat (2/day), rough-up
5th	+5	+4	+1	+1	Sneak attack +2d6
6th	+6/+1	+5	+2	+2	Bluster, bonus feat
7th	+7/+2	+5	+2	+2	Rogue talent
8th	+8/+3	+6	+2	+2	Cheat (2/day)
9th	+9/+4	+6	+3	+3	Sneak attack +3d6
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	Rogue talent
12th	+12/+7/+2	+8	+4	+4	Cheat (3/day)
13th	+13/+8/+3	+8	+4	+4	Sneak attack +4d6
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Rogue talent
16th	+16/+11/+6/+1	+10	+5	+5	Cheat (4/day)
17th	+17/+12/+7/+2	+10	+5	+5	Sneak attack +5d6
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Rogue talent
20th	+20/+15/+10/+5	+12	+6	+6	Below the belt, cheat (5/day)

Alignment: Any Non-Lawful

Bravos are unscrupulous when it comes to the law—no two ways about that. Even more so than a rogue they embrace the “flexible” side of morality. They are frequently required to be cruel so few bravos are actually of good alignment and those that are find it a constant balancing act.

Playing the Bravo: Your Character is a Jerk, You Are Not (...We Hope)

The bravo can potentially be a difficult character to play at a table in the wrong hands or with the wrong group. The bravo allows and encourages the player to bluster and BS while his character does too. This can be played for laughs (“Oh let me try. Ragamuffin Sam has a +23 on disarming traps.” “No way dude! I remember last time you tried. You said you had a +6!” “...Well would you believe me if I told you that

Ragamuffin Sam has gotten significantly better in the last 15 minutes?”) or it could be problematic, as issues of the truth can be difficult to ascertain. We designed this with the intent and hope that you will play this with your friends rather than against your friends. This is designed to be for fun and does not override any sense of social obligation you have and, if asked to stop or be truthful, please comply.

Starting Wealth: 4d6 x 10 gp (average 140 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The bravo's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha),

Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the bravo.

Weapon and Armor Proficiency:

The bravo is proficient with all simple and martial weapons and with light and medium armor but not with heavy armor or any shields.

SIDEBAR: "YOU" VS "THE BRAVO"

"You" refers to actions taken by, you, the player. "The bravo" or "they" refers to your character.



Cheat (Ex):

Who plays fair anyhow? Life sure doesn't. Starting at 1st level a bravo can worm their way into and out of situations they shouldn't have by way of cheating. This, of course, goes double for combat.

At 1st level a bravo can cheat once per day and one additional time per day at 4th level and every 4 levels thereafter. A bravo can cheat in one of several different fashions:

- **Nudge a dice** you rolled so that a number on an adjacent side is facing up. Use this new result. If this results in a number that would be a critical hit, it is not a critical hit (though this can be used to help a critical confirmation roll succeed). If a 20 is rolled this way, it is not treated as a "natural" 20.
- **Use a feat** you don't have but otherwise meet the prerequisites for. If anyone gives you guff about it, yell at them. The bravo only has this feat until the start of their next turn.
- **Reroll a dice.** Since it wasn't *really* what you rolled or it was cocked or something- you better roll it again.
- **Use your sneak attack** for one attack when it would be inappropriate to normally do so. This does not allow the bravo to bypass immunities to precision damage but allows them to use it in a situation that would normally not allow it (a ranged attack from beyond 30 feet, without someone flanking with you, etc).

You should announce to other players at the table that you are using your cheat ability and must explain your actions honestly.

SIDEBAR: ACTUALLY CHEATING VS USING THE CHEAT ABILITY

No, this ability does not let you actually cheat nor does it give you any special license to do so. It only works as described above. If you cheat, that's on you; don't get us involved!

Sneak Attack (Ex):

A bravo gains the sneak attack class feature of the rogue (as described in Pathfinder Unchained).

Unlike the rogue, the bravo's sneak attack damage only increases by 1d6 at 5th level and every 4 levels thereafter (rather than at 3rd level and every odd level).

Bonus Feat:

At 2nd level, the bravo gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. They gain an additional bonus combat feat at 3rd level and every 4 levels thereafter.

Note: As a fighter hybrid class levels in bravo count as levels in fighter for the purpose of meeting prerequisites.

Rogue Talent (Ex):

At 3rd level and every 4 levels thereafter a bravo gains a rogue talent from the list found in the unchained rogue's entry in Pathfinder Unchained.

Note: As a rogue hybrid class levels in bravo count as levels in rogue for the purpose of meeting prerequisites.

Rough-Up (Ex):

At 4th level, whenever a bravo successfully deals sneak attack damage to a foe, they can forgo adding their sneak attack damage to make a free dirty trick, steal, or disarm combat maneuver as a free action. This does not provoke an attack of opportunity (unless the act of making the attack would provoke). Rough up may only be used on a creature who is a valid target for that combat maneuver and only once per round.

Bluster (Ex):

A bravo is 1 part badass and 3 parts bluster. They can make themselves seem really big and dangerous. To this end, at 6th level you may lie through your teeth when describing how skilled your character is, what their bonus on any given check, (etc) but must use your character's actual ability scores. You cannot fake your results, just what you tell everyone (example: you can tell people the result of your roll was a 36 but if you actually had a result of 6 you can't break down the door if its DC was 20). You must be honest with the GM.

Additionally, starting at 6th level the bravo can make an Bluff or Intimidate check as standard action against all creatures who can see and hear them. The DC of this check is equal to the 10 + the HD of the creature (roll once and compare it to each creature). Any creature who fails takes a -2 penalty on attack rolls when attacking the bravo and is considered flat-footed against attacks from the bravo for rounds equal to the bravo's Charisma modifier (minimum 1 round).

Should the creature successfully hit the bravo or the bravo misses that creature the myth of the bravo's skill is broken and they neither suffer the penalty nor are they flat-footed against the bravo's attacks. This is a mind-affecting effect and a given creature can only be affected by this once per day.

Below The Belt (Ex):

A bravo of 20th level's scumbaggery knows no bounds. They'll kick crotches, stink bomb nuns, and they know how to kill a person in the most painful and humiliating way. The bravo treats all targets who are not immune to precision damage as valid targets for their sneak attack.



Bravo Talents

These are talents that can be taken by a bravo in place of rogue talents or bonus combat feats granted by this class.

BULLY

Consult your GM and select 3 of the following skills: Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Knowledge (Local) (Int), Perform (Oratory) (Cha), Sense Motive (Wis), and Use Magic Device (Cha).

The bravo can use their ranks in Intimidate in place of their ranks in that skill, at a -4 penalty. While employing this the bravo comes off as innately hostile and probably more than a little upsetting.

DASTARD'S CHARGE

When they make an unmounted charge attack the bravo counts as if they were mounted for the purpose of dealing extra damage with weapons (for example: lances).

GUTTER-SLIME

The bravo has slept rough, drank contaminated water, taken risks that exposed them to diseases, slummed it, and done all sorts of unsanitary things. As a result they've learned a few tricks of how to not get infected (and they've got a bump to their immune system from somehow surviving). The bravo adds 1/4th their level on saves and checks against mundane diseases, unsanitary conditions, sleeping rough (in exposed conditions), and poisons. In addition, they automatically pass any mundane saves against such things if the DC is 10 or below.

SKULKER

The bravo blends into a crowd or an urban environment more easily. They can make Stealth checks while in a thick crowd and gains a +4 circumstance bonus while doing so. They also gains a +2 circumstance bonus on Stealth checks in urban environments.

SUCKER PUNCH

As a swift action, so long as the bravo has not made an attack on their turn, the bravo can make a single melee attack or dirty trick attempt. If the bravo uses sucker punch, they cannot make another attack on their turn. This attack roll is made at a -4 penalty and cannot trigger sneak attack (though this can be

cheated) and always deals minimum damage (this cannot be cheated on). This attack can only be made with a one-handed weapon or unarmed strike. A bravo must be at least 6th level to select this talent.

STREET FIGHTING

You never learned nuffin' that you couldn't learn brawling on the streets. A bravo's axioms of combat are "come with more people than them", "fight weaker people", "kick 'em while they are down", "seize every opportunity", and/or "always cheat"- because anything less means you're dead. The bravo gains a +2 circumstance bonus on attack rolls so long as at least one of the following conditions are met:

- The target he is attacking is vulnerable to his sneak attack (they are flat-footed, helpless, being flanked by the bravo, the target is unaware of the bravo, you have cheated to gain this advantage, etc).
- The bravo's allies outnumber his enemies in an encounter (swarms count as 1 creature, summoned creatures, non-combatants, and companions do not count).
- The target of the bravo's attack is frightened or panicked.

STREET PIDGIN

Bravos can kind of half-muddle their way though some street languages they've heard. They know a smattering of words from it (mostly swears and insults) but it is enough to get by. They are treated as being semi-proficient in 5 additional languages. When using these languages the bravo takes a -4 penalty on checks where language is important and they can only speak the language (not read or write it). If they become fluent one of their pidgin languages they may select a new one to replace it.

THUD

When wielding a two-handed weapon a bravo is also able to make unarmed strikes without having to put their weapon away or having a free hand.

Pirate

An Archetype for Bravos in the Pathfinder Roleplaying Game

Sea-Legs (Ex):

A pirate never needs to make an Acrobatics check to move at full speed across a rolling ship's deck so long as the DC is 25 or less. In addition they gain a +1/4th level bonus on all Reflex saves to avoid being knocked prone or having their movement speed be reduced. This replaces the bravo's rough up class feature.

Pirate Talents

These are talents that can be taken by a pirate in place of rogue talents or bonus combat feats granted by this class. A pirate cannot select bravo talents.

BLACKBEARD

By setting their beard on fire, using simple stage magic to appear ghastly, and/or giving themselves a frightening and ominous appearance, a pirate can do use the frightful presence ability for 10 minutes once per day by expending one use of their cheat class feature. The ability has a range of 30 feet and a save DC of the ability is $10 + 1/2$ pirate level + Charisma modifier.

DECKHAND

Some people who spent a lot of times switching between the murky lower decks and the bright upper decks would wear an eye patch so they could keep one eye accustomed to darkness and one to light while working. While wearing an eyepatch a pirate can switch the eye it is on as a free action to get rid of any vision-based dazzled condition while in bright light. In addition they can switch sides to their dark-eye and they gain 5 minutes of low-light vision if they did not already have it. This can be reset with 5 minutes of being in the light.

FLY THE BLACK FLAG

When rolling initiative, the pirate may make an Intimidate check to demoralize enemies within 30 feet at a -4 penalty as a free action. The pirate must be flying or prominently displaying a pirate flag to use this ability.

PARROT

The pirate gains a parrot as a familiar (use a raven for the stats). Levels in pirate stack with levels in other classes that grant a familiar, but only if the familiar is a parrot. If the pirate select the Improved Familiar feat their parrot instead simply gains one of the following templates: advanced, celestial, fiendish, or giant.

PROSTHETIC PIRATE

A pirate never takes any penalty when using a prosthetic body part. For example: they'd never take a penalty on Perception for having a glass eye, a penalty on movement for a peg-leg, or a penalty on Climb checks for having a hook hand. In fact, for every equipment slot that is sacrificed and replaced with a prosthetic the pirate gains 1 additional use of their cheat ability per day (maximum +3 daily uses). A pirate must be at least 6th level to select this pirate talent.



RIGGINGS

A pirate with this talent gains a +1/4th bonus on Climb checks, can make Climb checks one-handed at no penalty, and takes no penalty for fighting while climbing.

SHIP'S CAPTAIN

The pirate gains a +1/2 their level bonus on Knowledge (geography) and Profession (sailor) checks relating to the navigation, steering, and management of a ship so long as they are in charge of it (or at least in a senior position).

SHIP STIPEND

The pirate is fashioned with a stipend from a benefactor or organization to which they belong (a pirate fleet, a navy, a trading company, etc). When they take this feat they are gifted with a ship of a certain kind, depending on their pirate level (see Table 1-2: Ship Stipend) and gifted a monthly stipend from their benefactor for the repair, maintenance, staffing, and supplying of the ship. This ship technically belongs to your benefactor and you must use it to fit their ends. The supplies must be mundane in nature (food, water, riggings, canvas, etc). Unused supply money is not carried over month to month. Continued disregard of orders and objectives may result in an organization breaking ties with the pirate and seeking the return of their ship or payment equal to its price. A pirate may gain another ship as soon as they repair their bond or get another benefactor. If the ship or its supplies should be sold, the proceeds are sent to the pirate's benefactor, not the pirate.

Table 1-2: Ship Stipend

SHIP TYPE	PIRATE LEVEL	SHIP'S PRICE	MONTHLY STIPEND
Galley	7th	10,000 gp	500 gp
Keelboat	11th	13,000 gp	750 gp
Longship	7th	10,000 gp	500 gp
Sailing Ship	7th	10,000 gp	500 gp
Warship	15th	25,000 gp	1,000 gp

SIDEBAR: ROGUE TALENTS AND FIGHTER FEATS FOR PIRATES

There are some good options available for pirates from the selection of rogue talents and fighter feats. Things like firearm training from rogue and the Amateur Gunslinger feat from the list of combat feats.

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