



Brawl

With his worn and crumpled clothes and a freshly-swollen face, he could not wait to spend some of the considerable swag that he and his men had just earned, sacking the haunted sanctuary atop Copper Hill. Drain a couple of mugs, taste the seafood specialties of the renowned inn overlooking the lagoon, and finally have a peaceful sleep on a proper bed - these were the thoughts of the Wandering Knight of the Short Breath Band, the first to cross the shabby wind-doors of the Lobster Inn. Unfortunately, even before the alluring aroma of grilled fish ever reached his longing nostrils, a fir-wood stool - missing one leg - whistled across the room.

It hit him hard. He wasn't yet back on his feet when his Knaves stepped over him, drooling, delivering slaps and punches, screaming and shouting, brandishing mugs as swords and hoisting trays as shields.

Without a second thought, the Knight leaped onto a rickety table, whispering a prayer through clenched teeth to Santa Flamma from Fioraccia, and lunged into the void -

With bewildered glances, those beneath him realized too late that they would not see the end of that scuffle.

Branconia has specific mechanics for the management and resolution of non-lethal fights called Brawls.

Said Brawls are carefully thought out to act as boisterous and amusing intervals. They can be used to start an adventure, animate slower moments, enliven a Job with unusual challenges, or simply as a fun alternative to ease the stressful pace of the deadly fights that can put the Band to the test.

The following brawl rules are considered optional in *Branconia*: if players do not intend to use them, they can easily skip them. In the published adventures and campaigns, the brawls' dedicated scenes can be played as non-lethal combats, using more or less unarmed strikes. In order to maintain the low level of violence imagined for such scenes, players could decide to "stun" opponents dropping to 0 hit points instead of killing them.

HOW TO BRAWL

Being non-lethal disputes by definition, *Branconian* brawls are regulated by simple rules that replace the typical cycle of combat. A brawl basically works like combat, but introduces significant differences regarding the actions you can take each turn, and how hit points, damage, and movement are calculated.

Note: *during a brawl, you cannot use class abilities such as Class Spells, Extra Attacks, etc., but you are allowed to take advantage of passive Features such as Unarmored Defense, Sense of Danger, etc.*

MOVEMENT. On their turn during the brawl, participants can move an unspecified distance: this enables them to move as much or as little as they like within the brawl's environment. If the movement of your brawler is 0, they cannot move.

DAMAGE. No hit points are lost in a brawl: beatings, moves, and stage props all deal whacks (see Whacks Levels and Conditions). When using a move or dealing out a beating, if the d20 roll is a 20, the number of whacks dealt is doubled.

WHACKS LEVELS AND CONDITIONS

During a brawl, damage from beatings, moves, and props deal 1 or more whacks. Whacks are measured in 6 levels (see the "Whacks" table).

If an already-whacked creature suffers another whack, its current Level of Whacks increases by the amount specified in the specific effect's description.

Brawl Table

Level	Description	Effect
1	Bruised	-1 AC
2	Beaten	-1 AC
3	Injured	-1 AC
4	Damaged	-1 AC
5	Crushed	-1 AC
6	Unconscious	Flat Out

BRAWL OR COMBAT?

The Kingdom may be savage, but it's certainly not a wild frontier patrolled by sheriffs and overlooking the unknown wilderness; in fact, it's a setting with a cohesive and millennia-old social fabric, where civilization, laws, and justice are well organized. Knaves running around fighting, injuring, robbing, cheating, stealing, or even murdering people, even if dealing with filthy criminals, won't have a smooth nor easy road ahead. Even the system behind Bounty and Misdeeds itself is designed to prevent this from happening, unless the players decide of course - in agreement with the Condottiero - that their characters are despicable criminals, hunted by every single guard of the Kingdom, and regarded as infamous ones by the whole Knaves' brotherhood. The brawl system is also designed to have a non-violent conflict resolution, tolerated by the law, to resolve small conflicts and petty skirmishes of little consequence.

The brawl system and the combat system of the official rules must be considered two parallel but incompatible systems that cannot be combined. If a character draws their weapons during a brawl, or uses natural or improvised weapons to cause real damage, even non-lethal ones, the brawl immediately ends, and a standard combat begins; in this case, all participants start the combat from their initial conditions, as if the brawl never happened.

For similar reasons, it is impossible to use moves and any other brawl option during a standard combat, because the opponents' actual attitude would then be completely different, and the brawl moves would not have a chance.

In Short: no moves and beatings during combat; no weapons and common types of damage during a brawl. Use both the systems in the right way and situation, and nobody gets hurt.

CONDITIONS

Some moves and hits with epic props inflict additional conditions. Conditions imposed by moves and props follow the normal rules for Conditions. All condition effects last until the end of the affected creature's next turn.

BEATINGS

Beatings are the regular attacks that each character can make as an action during a brawl.

Each player character is proficient in beatings (attack roll: Strength bonus + proficiency bonus).

Each time a beating successfully hits, it deals one whack.

MOVES

Moves can have various effects, some of which provide an attack roll based on a specific ability (indicated in brackets) + the character's proficiency bonus. Each character is proficient in every move they know. In order to be used, all moves require the expense of a move slot.

Note: any character with the Spellcasting or Pact Magic class feature, can choose to learn a magic move instead of a general move each time they gain a new move.

MOVE SLOT

Each character has a number of move slots based on their character level, as indicated in the "Brawl Features" table. The move slots are recovered at the end of the brawl.

STAGE PROPS

You can also inflict beatings by using anything you can get hold of within the environment in which the brawl takes place. All objects that can be wielded during the brawl are called stage props (or props) and are divided into common props and epic props. After use, a stage prop is destroyed, lost, or rendered useless.

COMMON PROPS

bottles, pots, cutlery, dishes, candelabras, torches, flasks, stools, pokers...

Picking up a common prop requires a bonus action. Each character can use a common prop in the following ways:

- To make a beating by adding 1d4 to the attack roll.
- To make a beating as a bonus action.
- To increase the Knave's AC by 2, as a reaction to an opponent's attack.

EPIC PROPS

tables, barrels, decorative suits of armor, chests, trunks, chandeliers, other characters ...

Grabbing an epic prop requires an action. Each character can use an epic prop in the following ways:

- To make a beating that deals 1 extra whack.
- To make a beating that additionally inflicts the stunned condition to the target.
- To make a beating that hits two targets (the attack roll must be made against the highest AC).
- To increase the Knave's AC by 5, as a reaction to an opponent's attack.

*Brawl Features*

Level	Features	Move Slot
1	1 General Move, + 1 Class Brawl Feature	2
2	Heroic Ignorance (you can use a characteristic of your choice when you make a beating)	2
3	General Move	3
4	Iron Jaw (you can spend a move slot and use your reaction to remove a condition that affects you)	3
5	General Move	4
6	Ace in the Hole	4

“Every job starts in a dive”

- TYPICAL DIVE SAYING -



GENERAL MOVES

General Moves

BOUNCER. As a reaction, when you're successfully hit by an attack, you can make an attack roll (Strength or Dexterity) against your opponent. If you hit, the target is stunned.

DIVING DROP. As an action, you can make an attack roll (Strength or Constitution). If you hit the target, the move deals 1 whack and the target is stunned. You take 1 whack.

FEINT. As an action, you can make other creatures believe you are unconscious. Until you make an attack, you can't be targeted by other creatures (you are still subjected to Stray Dangers effects).

SLOP IS SERVED. As a bonus action, you can make an attack (Dexterity or Wisdom). If you hit, the target is blinded.

CLOTHESLINE. As an action, you can make an attack (Strength or Dexterity). If you hit, the move deals 1 whack and the target is knocked prone.

HEAD-SMASHER. As an action, you can make an attack (Strength or Constitution) that hits two different targets. The attack roll must be made against the target with the higher AC. If you hit, the move deals 1 whack to both targets.

FOR THE BOUNTY! As an action, every friendly creature in the Brawl gains advantage on their next attack roll related to moves and beatings.

UNDER THE TABLE. As an action, you can benefit from a three-quarters cover. You have +5 bonus to AC and Dexterity saving throws.

TRIPPING. As a bonus action, you can make an attack (Dexterity or Intelligence). If you hit, the target is knocked prone.

DROP THEM PANTS! As a bonus action, you can make an attack (Dexterity or Charisma). If you hit, the target is restrained.

HAMMER SLAM. As an action, you can make an attack (Strength or Constitution). If you hit, the move deals 1 whack and the target is incapacitated.

HEADBUTT. As a reaction, when you're successfully hit by an attack, you can make an attack roll (Strength or Constitution) against your opponent. If you hit, the move deals 1 whack to the target.



MAGIC MOVES

Magic Moves

PROTECTION FROM KICKS AND BLOWS. As an action, choose a willing creature you can see; all beatings and moves made against that creature have disadvantage until the end of its next turn.

FETOR SPRAY. As an action, you can make an attack (Intelligence, Wisdom, Charisma). If you hit, the move deals 1 whack and the target is poisoned.

INSANE SCREAM. As an action, you can choose a creature, that creature becomes frightened of you.

EYES ON ME. As an action, you can choose a creature, that creature is charmed by you.

COOL DOWN. As an action, you can choose a creature, that creature can't take whacks or suffer conditions until the end of its next turn. The target creature can't move and is incapacitated.

MAGIC FIST-FIGHT. As an action, you can make three attacks (Intelligence, Wisdom, Charisma) against three different targets. The magic move deals 1 whack to each target hit.

DOODGEVIOLENCE. When a creature attacks you, you can use your reaction to impose disadvantage on the attack roll.

SPIRITUAL STOOL. As a bonus action, you can transform a common prop into an epic prop.

CLASS BRAWL FEATURES

Class Brawl Features

BARBARIAN - ENRAGED AND FURIOUS. This turn, all your beatings and moves deal 1 extra whack.

BARD - KUNG FUSION. As a reaction, if a creature makes an attack that targets you, you can make an attack (Charisma) against that creature. If you hit, the creature must choose a new target within range to attack. You use this feature before the creature's roll.

CLERIC - SACRUM. As an action, you can make an attack (Wisdom) to deal 1 whack and the target is knocked prone.

DRUID - BEAST SLAP. As an action, you can make an attack (Wisdom) to deal 1 whack and the target becomes frightened of you.

FIGHTER - COUNTERATTACK. As a reaction, if a creature makes an attack that targets you, you can make a strike against that creature. If you hit, the creature makes the attack against you with disadvantage.

MONK - FLURRY OF SLAPS. As a bonus action you can make 2 beatings.

PALADIN - THE WINE SMITE. As a bonus action, you can make one attack (Strength). If you hit the target, you deal 1 whack and the target is blinded.

RANGER - THE CALL OF THE WILD. As an action, you can throw a bait on a target creature and that creature gets hampered by an animal in the area. The creature is restrained until it deals 1 whack to the animal.

ROGUE - SNEAK A WHACK. As a bonus action, you gain advantage on your next attack, and your next move or beating deals 1 extra whack.

SORCERER, WARLOCK, AND WIZARD - ARCANE BLOW. When you make a magic move, you can spend an additional move slot. If you do so, the move deals 1 extra whack.



ACE IN THE HOLE

The ace in the hole is a high-level super secret move, usable only once per brawl.

Ace in the Hole

BARBARIAN – FLOAT LIKE A BUTTERFLY. Until the start of your next turn, you can't take whacks or suffer conditions.

BARD – HEARTBREAKING NOTE. As an action, you hit the most heartbreaking note. Each brawl participant must succeed on a Constitution saving throw or take 1 whack and become incapacitated. All friendly creatures have advantage on the saving throw.

CLERIC – IF YOU'RE LISTENING, HELP! As an action, you summon your Saints and a Stray Danger hits all your enemies.

DRUID – POLLEN DUST. As an action, you spread a cloud of irritating pollen around you. Each brawl participant must succeed on a Constitution saving throw, or suffer 1 whack and become poisoned. All friendly creatures have advantage on the saving throw.

FIGHTER – VORPAL PUNCH. You can make a beating that deals 3 additional whacks.

MONK – KNEEL AND PRAY! You can make a beating that deals 1 additional whack. If you hit, the target must succeed on a Constitution saving throw or fall to the ground as if it reached the whacks' maximum level.

PALADIN – SPECIAL MOUNT. You can summon your mount in the middle of the brawl. Your mount can make two beatings (using your attack bonus), then it leaves.

RANGER – IT'S A TRAP! When a creature moves in combat, you can use your reaction to activate a trap and deal 2 whacks and the condition restrained to that creature.

ROGUE – STING LIKE A BEE! As a reaction, if a creature makes an attack that targets you, you can dodge the attack and make a beating that deals 1 additional whack against the attacker.

SORCERER – SUPREME MISFORTUNE. As an action, you can deliberately activate a negative superstition of immense power (breaking a mirror, walking under a ladder, throwing a black cat into the air). Each brawl participant must succeed on a Wisdom saving throw, or drop whatever object they hold and become frightened. All friendly creatures have advantage on the saving throw.

WARLOCK – REMORSE TOUCH. Until the start of your next turn, whenever an opponent deals 1 whack to you or to a friendly creature, that opponent takes 1 whack.

WIZARD – FIRE BOWL. As an action, you throw a bowl of boiling broth and each brawl participant must succeed on a Dexterity saving throw, or suffer 2 whacks. All friendly creatures have advantage on the saving throw.

Ace in the Hole save DC = 8 + your proficiency bonus + the ability modifier of your choice.

STRAY DANGERS

Stray Dangers are an additional threat that the Condottiero may decide to introduce during the brawl. All brawl participants are affected by Stray Dangers effects. The Condottiero can decide to include up to 3 Stray Dangers for any single brawl; the Condottiero can activate its effects at the start of the round.

d8	Stray Dangers
1	RAIN OF STOOLS. Every brawl participant must succeed on a DC 11 Constitution saving throw, or be stunned.
2	HOUSE OF THE FLYING PUNCHES. Every brawl participant must succeed on a DC 12 Strength saving throw, or take 1 whack.
3	RIVER OF BEER. Every brawl participant must succeed on a DC 13 Dexterity saving throw, or be knocked prone.
4	FLOUR SNOW. Every brawl participant must succeed on a DC 10 Dexterity saving throw, or be blinded.
5	GET OFF ME! Every brawl participant must succeed on a DC 10 Strength saving throw, or be restrained.
6	BARREL IN PERIL. Every brawl participant must roll 1d6. On a result of 1, the participant takes 1 whack and is knocked prone.
7	ANIMAL HOUSE. A small group of farm animals breaks free into the scene and creates havoc. This round, whenever a creature makes an attack or move, it must roll 1d6. On a result of 1, that creature hits an animal instead of the selected target, causing it to run away in fright.
8	IT'S RAINING HAM! All sorts of cured and cold meats suddenly fall down from the ceiling. Every brawl participant must roll 1d6. On a result of 1, the participant takes 1 whack and is stunned.

OPPONENTS AND HOW TO CREATE THEM

Drunk yokels looking for trouble, vicious bands of wranglers, bandits waiting for the right fool on which to toughen their knuckles, tipsy guards on leave looking for a fist-fight. The Kingdom's taverns always overflow with the worst thugs and brawlers, and while some of them will drop like flies under storms of Knaves' slaps, others will hold their own and give them a hard time.

Opponents in a Brawl are divided into two categories, **Heavy-Hitters** and **Mob**.

The Heavy-Hitter is a single powerful individual, usually at the head of a large bunch of brawlers.

The Mob, on the other hand, is a group of individuals who act separately and that can take only a limited number of whacks.

Brawl opponents are NPCs that use the following stats:

MOB

AC: Equal to that of the chosen NPC.

Moves and Beating Attacks: +4

Whacks: Each member of the Mob has 2 to 4 levels of whacks instead of the normal 6

Mosse: 2 General Moves of choice

Move Slot: 2

HEAVY-HITTER

AC: Equal to that of the chosen NPC.

Moves and Beating Attacks: +7

Whacks: 6

Moves: 3 Moves and 1 Ace in the Hole chosen from any list. It also has the Human Shield Special Move

Move Slot: 5

Special: The Heavy-Hitter has the Iron Jaw brawl feature (he can spend a move slot and use his reaction to remove a condition that affects him).

Human Shield. When a Heavy-Hitter is attacked by a creature, it can use its reaction to grab a member of the mob that takes the hit in its place.

"I spent a lot of quatrins on booze, birds, and fast horses. The rest I just squandered."

- SIR GIORGIO DE' MIGLIORI - KNIGHT-ERRANT -



- TO THE BRAWL, WITH HONOR - A HANDBOOK ON HOW TO BE A BRAWLER

The culture, the rules of honor between scoundrels and rogues, and even the legislation in force in the various domains of the Kingdom establish scrupulous practices for tavern rumbles. Here are the three main rules of the brawl:

NEITHER FOR COPPER NOR HUNGER, LET THE BLADES HIT IN ANGER.

A Brawl is a non-lethal fight, and must remain so. If blood were spilled or death brought to the street or into a tavern, the bloody fight would immediately escalate from mere "breach of the peace" (which nobody really cares about), and branded as murder or attempted murder, and Bounties on the heads of Knaves held accountable would rise dramatically. A brawl is a brawl, and there must never be any killing. For this reason, participants must never use their weapons or, more generally, strike to kill.

AS TAUGHT BY GOOD OLE MANNERS, LOSERS PAY DAMAGES TO SHABBY TAVERNS

As also provided by the law, brawl rules sanction the convention by which, at the end of a brawl, anyone found unconscious inside the inn (or similar establishment) or within ten steps of it, may be stripped of their possessions by the landlord, entitled to compensation for damages caused during the brawl.

SINCE THE TIME OF THE COLISEUM'S BIG GAME, WINNERS TAKE TROPHIES, WINE, LOVERS, AND FAME.

According to Draconian Laws regarding the old fights between giants in amphitheatres and arenas, the brawl's winner always has the right to take a "Trophy" of their choice from the defeated (a single trophy per brawl only, whatever the number of losers). Although such an action might be seen as stealing in different circumstances, the legitimate taking of Trophies is never considered a crime, but a fair reward for the victory. A brawl's typical Trophy could be:

- 1 Memorabilia (see page 69).
- 1 single coin, of the winner's choice.
- 1 object of symbolic value equivalent to a Memorabilia, even if unique and precious to its owner (for example: a map, a diary page, a portrait, a souvenir, a family seal).
- 1 Celebratory Slap in the Face: a last, hard slap given to the losers' Heavy-Hitter with all the hubris possible. You don't take any material Trophy, but... what a satisfaction!