Pugilist

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

FIGHT CLUB

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC | INITIATIVE | SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

EXHAUSTION

Used | Total

Fisticuffs

EXHAUSTION

FISTICUFFS — LEVEL 1

You gain the following benefits while you are unarmed or using only pugilist weapons and you are wearing light or no armor and not using a shield:

- You can roll your Fisticuffs die in place of the normal damage of your unarmed strike or pugilist weapon.
- When you use the Attack action with an unarmed strike or a pugilist weapon on your turn, you can make one unarmed strike or grapple as a bonus action.

IRON CHIN — LEVEL 1

While you are wearing light or no armor and not wielding a shield, your AC equals 12 + your Constitution modifier.

MOXIE — LEVEL 2

You can spend moxie points to fuel various moxie features.
You regain all expended moxie points when you finish a short or long rest. You gain the following features:

- Level 2 - Brace Up: Bonus action, 1 moxie point. Roll your fisticuffs die + your pugilist level + your Constitution modifier and gain that many temporary hit points.
- Level 2 - The Old One-Two: Immediately after you take the Attack action on your turn, you can spend 1 moxie point to make two unarmed strikes as a bonus action.
- Level 2 - Stick and Move: You can use a bonus action and expend 1 moxie point to make a shove attack or the Dash action.

STREET SMART — LEVEL 2

Carousing, shadowboxing, and sparring count as light activity for the purposes of resting for you. Once you have caroused in a settlement for 8 hours or more, you know it as if you were born and raised there and cannot be lost by non-magical means there.

FIGHT CLUB FEATURE — LEVEL 3

BLOODIED BUT UNBOWED — LEVEL 3

When you are reduced to less than half of your max HP, you can use your reaction to gain temporary hit points equal to 2 x your Pugilist level and regain all expended moxie points. You can't use this feature again until you complete a short or long rest.

DIG DEEP — LEVEL 4

As a bonus action you gain resistance to bludgeoning, piercing, and slashing damage for one minute. At the end of that minute you gain a level of exhaustion.

EXTRA ATTACK — LEVEL 5

You can attack twice when you take the Attack action.

HAYMAKER — LEVEL 5

When you make an attack, you can declare you are swinging a wild haymaker. When you do, you have disadvantage on the attack roll and, if you hit with a pugilist weapon or unarmed strike, you deal the maximum result of your weapon's damage die instead of rolling.

MOXIE-FUELED FISTS — LEVEL 6

Your unarmed strikes count as magical.

FIGHT CLUB FEATURE — LEVEL 6

SHAKE IT OFF — LEVEL 7

As an action, end a charmed or frightened effect on yourself.

DOWN BUT NOT OUT — LEVEL 9

When you use your Bloodied But Unbowed feature you can choose to also use this feature. You add your proficiency bonus to your damage with unarmed attacks and pugilist weapons for the next minute. You can use this again after you finish a long rest.

SCHOOL OF HARD KNOCKS — LEVEL 10

You have resistance to psychic damage and gain advantage on saving throws against becoming stunned or unconscious.

FIGHT CLUB FEATURE — LEVEL 11

RABBLE ROUSER — LEVEL 13

Once you have taken a long rest by carousing in a settlement you gain advantage on all Charisma (Persuasion) and Charisma (Intimidation) rolls made against the people who live there.

UNBREAKABLE — LEVEL 14

You gain advantage on Strength, Dexterity, and Constitution saving throws. Whenever you make a saving throw and fail, you can spend 1 moxie point to reroll it and take the second result.

HERCULEAN — LEVEL 15

Your carrying capacity, jump height and distance, and damage dealt to inanimate objects is doubled.

FIGHT CLUB FEATURE — LEVEL 17

FIGHTING SPIRIT — LEVEL 18

When you drop to 0 HP, you regain half of your max HP, half your max moxie points, and do not suffer the effects of exhaustion for the next 10 minutes. After 10 minutes, you gain a level of exhaustion. You can't use this feature until you take a long rest.

PEAK PHYSICAL CONDITION — LEVEL 20

Your Strength and Constitution scores increase by 2 to a maximum of 22. Addtionally, you recover 2 levels of exhaustion and regain all your expended hit dice when you take a long rest.

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

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FAILURES

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MOXIE POINTS

Used | Total

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EXHAUSTION

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CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		○
AMULET		○
CLOAK		○
ARMOUR		○
HANDS/ARMS		○
RING		○
RING		○
BELT		○
BOOTS		○

CP	SP	EP	GP	PP

MAGIC ITEMS

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

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LEVEL

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LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
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