

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

# PUGILIST

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

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total

SUCCESSSES FAILURES

d8

NAME	ATK BONUS	DAMAGE/TYPE

MOXIE POINTS EXHAUSTION

Used Total

1 2 3

4 5 6

Fisticuffs

**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

You can add your Constitution modifier instead of your Dexterity modifier to determine your armor class when you are wearing light or no armor and are not using a shield.

**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

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

- BLOODED BUT UNBOWED** LEVEL 3
- When you are reduced to less than half of your maximum hit points you gain your pugilist level + your Constitution modifier in temporary hit points 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
- Before an attack with an unarmed strike or pugilist melee weapon attack that does not already have disadvantage you can declare you are swinging wild haymakers. You make all attack rolls until the end of this turn with disadvantage. When you deal damage you do not roll but use the maximum die result instead.
- MOXIE-FUELED FISTS** LEVEL 6
- Your unarmed strikes count as magical.
- FIGHT CLUB FEATURE** LEVEL 6
- SHAKE IT OFF** LEVEL 7
- 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
- If you have 4 levels of exhaustion or fewer and are reduced to 0 hit points you regain half your maximum hit points, half your maximum moxie points, and gain a level of exhaustion. You cannot use this feature again until you complete a long rest.
- PEAK PHYSICAL CONDITION** LEVEL 20
- Your Strength and Constitution scores increase by 2 to a maximum of 22. Additionally, you recover 2 levels of exhaustion and regain all your expended hit dice when you take a long rest.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned <input type="checkbox"/>
AMULET _____	<input type="checkbox"/>
CLOAK _____	<input type="checkbox"/>
ARMOUR _____	<input type="checkbox"/>
HANDS/ARMS _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
BELT _____	<input type="checkbox"/>
BOOTS _____	<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>