

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

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

Used

Total

d8

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

MOXIE POINTS

Used

Total

Fisticuffs

EXHAUSTION

1

2

3

4

5

6

LEVEL 1

FISTICUFFS

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.

LEVEL 1

IRON CHIN

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.

LEVEL 2

MOXIE

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.

LEVEL 2

STREET SMART

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.

LEVEL 3

FIGHT CLUB FEATURE

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

PUGILIST

FIGHT CLUB

LEVEL 3

BLOODED BUT UNBOWED

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.

LEVEL 4

DIG DEEP

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.

LEVEL 5

EXTRA ATTACK

You can attack twice when you take the Attack action.

LEVEL 5

HAYMAKER

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.

LEVEL 6

MOXIE-FUELED FISTS

Your unarmed strikes count as magical.

LEVEL 6

FIGHT CLUB FEATURE

LEVEL 7

SHAKE IT OFF

Action. End a charmed or frightened effect on yourself.

LEVEL 9

DOWN BUT NOT OUT

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.

LEVEL 10

SCHOOL OF HARD KNOCKS

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

LEVEL 11

FIGHT CLUB FEATURE

LEVEL 13

RABBLE ROUSER

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.

LEVEL 14

UNBREAKABLE

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.

LEVEL 15

HERCULEAN

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

LEVEL 17

FIGHT CLUB FEATURE

LEVEL 18

FIGHTING SPIRIT

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.

LEVEL 20

PEAK PHYSICAL CONDITION

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.