

ADDITIONAL FIGHT CLUBS FOR PUGILIST

THREE NEW FIGHT CLUBS FOR THE PUGILIST CLASS



ADDITIONAL FIGHT CLUBS

Detailed here are three additional Fight Clubs: Arena Royale, Bloodhound Bruisers, and Salt & Vinegar. You may choose one of these Fight Clubs when you reach 3rd level as a pugilist and gain additional features from that Fight Club at 6th, 11th, and 17th level.

Despite the name, fight clubs are not formal fraternities or sororities but collections of pugilists who, by training or happenstance, share a similar style. In some D&D worlds, fight clubs can tell you a lot about where a person comes from while in others there are representatives of many fighting styles in all metropolitan areas.

ARENA ROYALE

Pugilists in the Arena Royale fight club travel the world as equal parts performers and gladiators. Whether performing in staged physical competitions or fighting it out in real brawls, pugilists in the Arena Royale care as much about the theatrics of a fight as they do its outcome. Pugilists in this fight club also care deeply about their reputation and work to build up local and regional legends about their performing alternate personas.

PERSONA LIBRE

Starting when you choose this Fight Club at 3rd level, you create an alternate persona that you can adopt or discard as an action. When you create an alternate persona you should give the persona a striking name as well as some physical signifier (such as a mask or colorful cape) or another prominent idiosyncratic feature.

When you adopt your alternate persona you may make a Charisma (Disguise Kit) ability check with advantage. Creatures whose passive Insight is lower than the result of that roll will not recognize you as the same individual if you encounter them later, or have encountered them earlier, while not in the persona. Additionally, while you have adopted your alternate persona and you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

WORK THE CROWD

At 6th level, while you have adopted your alternate persona you can use your action to inspire fear and adoration in those nearby. When you do, make a Charisma (Performance) ability check and decide whether you are trying to inspire adoration or fear. All creatures within 30 feet who can see you must succeed on a Wisdom saving throw with a difficulty of that ability check result or be charmed if you chose adoration or frightened if you chose fear for the next minute. You can use this feature again after you complete a long rest.

HIGH FLYER

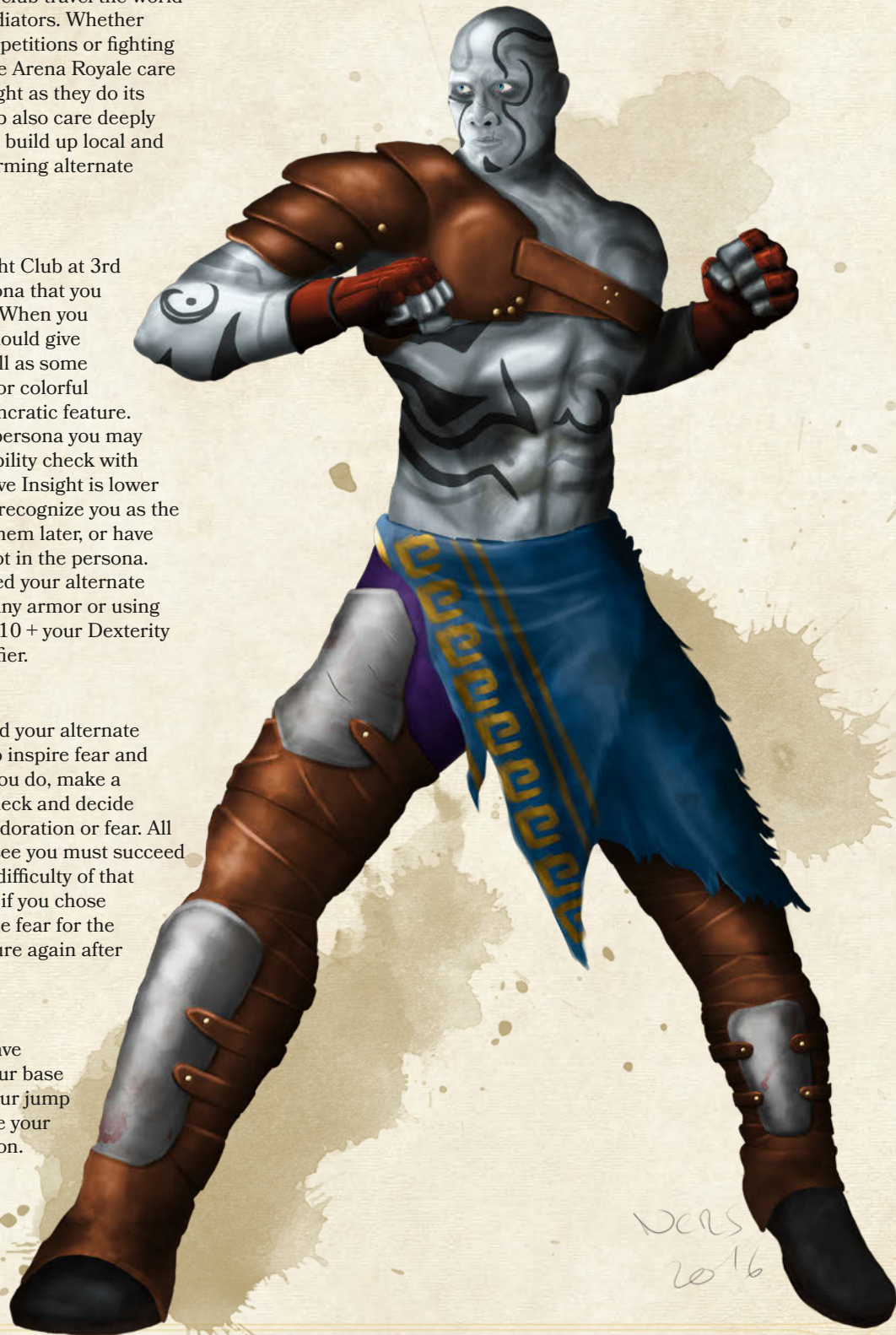
Starting at 11th level, while you have adopted your alternate persona your base movement increases by 10 feet, your jump distance is tripled, and you can use your bonus action to take the Dash action.

SIGNATURE MOVE

Starting at 17th level, you create a signature move that you can use while you have adopted your alternate persona. Give your signature move a name and a description. You can replace one of your unarmed attacks or attacks with a pugilist weapon on your turn with this signature move.

When you use your signature move, you jump 15 feet, make an attack roll against a creature in range of your attack and if you hit the attack is a critical and the creature is stunned until the end of its next turn.

Unless you reduce a creature to 0 hit points with your Signature Move, you must finish a long rest before you can use it again.



BLOODHOUND BRUISERS

Pugilists in the Bloodhound Bruisers fight club are notorious for looking for trouble and finding it every time. Members of this fight club are highly observant of character traits and physical evidence and can form an almost supernatural connection to the cities they live in. Most use these abilities to become urban defenders of the downtrodden but others lend their talents to less savory organizations.

DETECTIVE WORK

Starting at 3rd level, choose two from Insight, Perception and Investigation. You gain proficiency in those skills.

In addition, gain the following Moxie abilities.

Forensic Specialist. When you are examining a scene of violence, you can spend 1 Moxie point to gain advantage on any Intelligence (Investigation) ability check to find physical evidence and make deductions based on evidence.

Keen Observer. When you make a Wisdom (Perception) ability check in a settlement, you can spend 1 Moxie point to gain advantage on that roll.

Living Lie Detector. When you make a Wisdom (Insight) ability check to determine whether a creature is lying, you can spend 1 Moxie point to gain advantage on that roll.



SCRAP LIKE A SLEUTH

Starting at 6th level, you gain the following Moxie abilities.

In Their Head. As a bonus action you can watch an opponent within 30 feet for openings and missteps. When you do, spend 1 moxie point and the creature makes a Wisdom saving throw contested by your Intelligence (Investigation) check. If you succeed you have advantage on all weapon attacks against that creature until the start of your next turn.

Read and React. When a creature hits you with an attack, you can use your reaction and spend 1 moxie point to try to read the opponent's intent and twist out of the way. The creature makes an Intelligence saving throw contested by your Wisdom (Insight) check. If you succeed the attack misses you.

Size 'Em Up. As a bonus action you can observe a creature you can see to discover its strengths and weaknesses. When you do, spend 1 moxie point and the creature makes a Charisma saving throw contested by your Wisdom (Perception) check. If you succeed you can ask the DM three questions that can be answered with a yes or a no regarding the creature's mannerisms, personality, or statistics.

HEART OF THE CITY

Starting at 11th level, when you take a long rest in a settlement you can attune to the settlement as if it were a magical item. Until the attunement ends, you gain the following benefits while in that settlement.

- You cannot be surprised and you add your proficiency bonus to your initiative
- You have darkvision to a range of 120 feet
- When you make an ability check using the Insight, Investigation, or Perception skills and you are proficient in that skill, you add double your proficiency modifier to the ability check
- You cannot be lost by any means
- When you are not in combat, you can travel between any two points in the settlement twice as fast as your speed would normally allow

When you reach 17th level, when you attune to a settlement, you can choose to have it not count toward your limit of attuned magic items. You can be attuned to only one settlement in this manner at a time.

EYES WIDE OPEN

Starting at 17th level, you can enter an alert and watchful state in a single moment of reflection. When you do, use a bonus action and spend 3 moxie points. For the next minute you can use all of the moxie features granted to you by your Detective Work and Scrap Like a Sleuth features without spending moxie.

SALT & VINEGAR

Pugilists in the Salt & Vinegar fight club revel in their reputations as heels. Widely despised for their obscene curses and dirty tricks, these pugilists take pride in their ability to provoke and win at all costs.

SALTY SALUTE

Starting at 3rd level, you gain proficiency with the Intimidation skill.

In addition, you have mastered the art of the enraging insult. You can spend 1 moxie point and use a bonus action on your turn to provoke a creature who can see or hear you within 60 feet. That creature has disadvantage on any attack rolls it makes that do not include you as a target before the start of your next turn. That creature must also succeed on a Wisdom saving throw or take your fisticuffs damage die + your proficiency modifier in psychic damage.

The saving throw DC for all Salt & Vinegar Fight Club features is calculated as follows:

$$\text{Salt \& Vinegar save DC} = 8 + \text{your proficiency modifier} + \text{your Wisdom modifier}$$

PISS & VINEGAR

Starting at 6th level, you have a few tricks up your sleeve to even the odds when the going gets rough. You gain the following moxie abilities.

Blindsider. When you deal damage with an unarmed attack you can spend 1 moxie point to attempt to blind the creature you hit. The creature must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Heelstomper. When you deal damage with an unarmed attack you can spend 1 moxie point to attempt to slow the creature you hit. The creature must succeed on a Dexterity saving throw or halve its movement speed for one minute.

Low Blow. When you deal damage with an unarmed attack you can spend 1 moxie point to hit them below the belt. The creature must succeed on a Strength saving throw or be knocked prone.

MEAN OLD CUSS

Starting at 11th level, you do not need to spend a moxie point to use the Salty Salute feature. In addition, the saving throw DC of your Salt & Vinegar features increases by 2.

THE UNCOUTH ART

Starting at 17th level, your swears are so potent they can move men to madness. As a bonus action you can spend 3 moxie points and swear at one creature who shares a language with you within 60 feet. That creature must pass a Wisdom saving throw or become enraged for one minute. Creatures who are immune to charm and fear effects cannot be enraged. While enraged the creature cannot make attacks against creatures other than you and the creature gains vulnerability to any damage dealt by you.

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