



PRIZEFIGHTER

Dar'Gul was hesitant for a moment as he climbed the steps into the ring. The young Genasi had dreamed of this moment all his life, but now that it was finally here, his mind flitted with all the ways it could go wrong.

But when his first opponent jumped the ropes and landed with a heavy thud on his feet, a cool blue flame of confidence washed over his body, for all to see. The Orc was a big one - almost twice Dar'Gul's size - but that meant he was slow, and there was no way he could keep up with the fiery, young man's speed. All he had to do was duck and doge until the big guy wore himself out. Then the fight was as good as his.

UNMATCHED ATHLETES

Prizefighters are not your standard type of adventurer, even if you could call adventurers standard. Learning their trade through sheer determination and athletic ambition, a Prizefighter enters combat without armor and carrying no weapon other than his fists. But those fists may just be the most powerful thing on the battlefield.

What a Prizefighter lacks in weapon training or magical talent, she makes up for in raw power and skill. Years of training to the physical peak have honed a prizefighter's athletic prowess to unmatched levels, and even the ki-fueled blows of a monk are little match for the full-fisted strike of a prizefighter's punch. At the highest level of prowess, a single punch from a prizefighter is enough to render most creatures unconscious before they even know how to react.

CREATING A PRIZEFIGHTER

Prizefighters aren't born, they are made. Unlike most other adventurous professions, a prizefighter trains with a specific goal in mind, and more often than not, this single minded focus comes in the form of fame or fortune to be won in the ring or coliseum, but this is not always the case. One constant that always holds true is that Prizefighters are concerned with Competition, not Combat. They are not warriors, but athletes, even if they play the role of the warrior when the time comes. Think about what sort of contest your prizefighter may have trained for, or what goal they might have. Do they fight to survive, or are they seeking some specific Glory?

Not all Prizefighters learned their skills in the ring, however. Consider where your character gained honed their skills, and how that might affect their reputation as a prizefighter. Did they grow up on the streets, fighting out of necessity? Or were they taken in by an old has-been and trained in a high-energy montage? Perhaps they grew up with wealth, and could afford to be trained into a champion by the very best?

Whatever the case, Prizefighters have worked hard to reach the level of physical fitness and power that they have, and level of determination has a way of bleeding through into other activities. Does your prizefighter pursue every activity with such fervour, or is their focus so single minded that they put aside less important things such as friends and companions?

PRIZEFIGHTER

Level	Proficiency Bonus	Features	Stamina
1st	+2	Stamina, Unarmed Combatant, Combat Strike	5
2nd	+2	Challenger's Mark	5
3rd	+2	Fighting Style	6
4th	+2	Ability Score Increase	6
5th	+3	Combat Rush	7
6th	+3	Fighting Style Feature	7
7th	+3	Next Challenger	7
8th	+3	Ability Score Increase	8
9th	+4	Remarkable Athlete	8
10th	+4	Studied Combatant	8
11th	+4	Fighting Style Feature	9
12th	+4	Ability Score Increase	9
13th	+5	Unshakable Focus	9
14th	+5	Targeted Blow	10
15th	+5	Fighting Style Feature	10
16th	+5	Ability Score Increase	10
17th	+6	Survivor's Determination	11
18th	+6	Champion's Resolve	11
19th	+6	Ability Score Increase	11
20th	+6	Fighting Style Feature	12

CLASS FEATURES

As a Prizefighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Prizefighter

Hit points at 1st Level: 10 + your Constitution modifier

Hit points at higher Levels: 1d10 (or 6) + your Constitution modifier each level after 1st

PROFICIENCIES

Armor: Gauntlets, Boots

Weapons: Improvised Melee, Unarmed Strikes

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Deception, Insight, Investigation, Intimidation, and Perception

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A Pair of Gauntlets or a pair of Boots
- A dungeoneer's pack, or an explorer's pack
- 150 gp in prize money

STAMINA

Years of training your body has made you capable of extraordinary physical feats, channelling the toughness of your body into a raw stamina that empowers your attacks. Beginning at first level, you have a pool of stamina points that you can use to Push beyond your normal limits. The number of stamina points you have at each level is listed on the prizefighter class table. You may spend a maximum number of stamina points each round equal to your proficiency bonus. You regain all expended stamina points after completing a short or long rest

UNARMED COMBATANT

While not one to use traditional weapons, as a Prizefighter, you have honed your body to its peak, allowing you to deliver powerful blows with nothing but your fists. You roll 1d6 in place of the normal damage for your unarmed strikes. Additionally, while you are wearing no armor and not wielding a shield, you may add your current stamina to your AC.

Boots and or Gloves do not count as armor for the purpose of your class features, and attacks made using spiked gauntlets or similar weapons such as brass knuckles count as unarmed strikes for the purpose of your class features.

COMBAT STRIKE

You have learned how to channel your fighting stamina directly into your strikes. When you take the attack action on your turn, you may spend a number of stamina points to increase the damage of your unarmed strike by 1d6 for each stamina point spent.

CHALLENGER'S MARK

Beginning at second level, your focus in the ring lets you hound a single opponent relentlessly. As a bonus action on your turn, you can place your challenger's mark one target within 5ft. This mark lasts until the target is reduced to 0 hit points, or until you choose to remove it as a free action. While the target is marked, you have advantage on unarmed attacks made against it, and can make opportunity attacks against the target even if you have no reactions remaining. If you defeat the target of your Challenger's mark to 0 hit points, you may choose a new target as a free action. You may only have one challenger's mark active at a time

FIGHTING STYLE

No two fighters are exactly the same. At lvl 3 you choose one of 3 fighting styles that best suits your presence in the ring. The fighting style you choose grants you additional features at 3rd, 6th, 11th, 15th, and 20th level.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

COMBAT RUSH

By 5th level, the thrill of competition gives you a single minded focus. You have advantage on saving throws against being charmed or frightened

NEXT CHALLENGER

A true champion is fuelled by every strike or victory. Beginning at 7th level, whenever you reduce the target of your challenger's mark to 0 hit points, you regain a number of stamina points equal to your proficiency bonus

REMARKABLE ATHLETE

Your body has been trained to it's peak athletic state. Beginning at 9th level, you add twice your proficiency bonus to athletics and acrobatics checks. Additionally, you add 1/2 your proficiency bonus (rounded down) to any strength, dexterity, or constitution check you make which doesn't already include your proficiency bonus.

WATCH AND LEARN

By 10th level, you have learned to study your opponent's fighting style and use it to your advantage. If you have spent at least an hour studying an creature, they have disadvantage on attack rolls which include you as a target.

UNSHAKABLE FOCUS

By 13th level, you have learned to drown out all distractions during a fight. You are Immune to the charmed and frightened conditions, and once per round, you may spend 1 stamina as a bonus action to end one condition affecting you.

TARGETED BLOW

At 14th level, your practiced eye can spot the weak points of an enemy like no other. When you make an attack roll against the target of your challenger's mark you treat rolls of 18-20 as critical hits

SURVIVOR'S DETERMINATION

By 17th level, Your will to survive helps you continue fighting even against insurmountable odds. While you are below half your hit point maximum, you gain resistance to bludgeoning, piercing, and slashing damage.

CHAMPION'S RESOLVE

Beginning at level 18, your iron resolve Allows you to push yourself beyond the limits of your body. As a reaction when an attack made by the target of your champion's mark would reduce you to 0 hit points or fewer, you may spend stamina points and roll a number of hit dice equal to the stamina spent, gaining temporary hit points equal to the result.

Until this temporary hp is reduced to 0, you remain conscious, but continue to make death saving throws as normal. If you fail your final death saving throw while you still have temporary hp from this feature, you remain conscious and continue living for one minute, or until your temporary hit points are reduced to 0 - whichever comes first.



FIGHTING STYLES

Prizefighters are as varied in their technique as any athlete or warrior. Beginning at 3rd level, you choose a Fighting style that defines your presence in the ring. Three examples are listed below

BRAWLER

Brawlers are the heavyweight fighters of the competitive world. You hit hard and stand their ground. What you might lack in speed or agility, you make up for in stamina and power.



IRON CHIN

Your fighting style often leaves you open to attacks, so you have learned how to take a hit. Beginning at 3rd level when you choose this fighting style, you gain temporary hp at the start of each of your turns equal to your current stamina points.

STRONG RIGHT HOOK

A Slugger's Fists are the most devastating weapon in the ring. At 6th level, Whenever you make an attack with your unarmed strike against the target of your challenger's mark, you deal additional damage to the target equal to your proficiency bonus + your current stamina points.

IMMOVABLE OBJECT

At 11th level, you have learned to hold your ground even when others would lose their footing. You count as one size larger than you are for the purposes of grappling and forced movement.

RECKLESS STRIKE

You didn't get this far without taking a few chances. At 15th level, whenever you make an attack with your unarmed strike against the target of your challenger's mark, you may choose to leave yourself open to attacks in order to strike a powerful blow. If you do so all damage you take until the end of your next turn is doubled, however if you hit with the attack, it is considered a critical hit, regardless of the attack roll.

KNOCKOUT BLOW

By 20th level, one blow is all it takes to end most fights. When you attack a creature using your unarmed strike and score a critical hit, the target must make a Constitution saving throw with a DC equal to your current stamina + your strength modifier. On a failure the target is rendered unconscious for one a minute, or until a creature within 5 feet uses an action to rouse the unconscious creature.

SWARMER

Swarmers Hit hard and hit often. With a wider array of punches at their disposal, Swarmers can debilitate and agile foes that might be able to outmanoeuvre other fighters.

THE OL' ONE-TWO

Beginning at level 3 when you choose this fighting style, your fists fly faster than those of other prizefighters. Immediately after you take the Attack action on your turn, you can spend 1 stamina point to make an unarmed strike as a bonus action. At 15th level you may make two unarmed strikes with this feature instead of one.

SKILLED STRIKE

By 6th level, you have learned a variety of unique strikes you can use against your opponent. When you make an attack with your unarmed strike against the target of your challenger's mark, you may choose to spend one stamina point declare your strike as one of the following punches. On a hit, the target must succeed on a constitution saving throw against your $8 + \text{your proficiency bonus} + \text{your strength modifier}$, or suffer one of the following effects:

- **Rabbit-kick** The target is paralysed until the end of your next turn.
- **Gazelle Strike** The target is stunned and Pushed 10 ft in the direction of your punch.
- **Kidney Blow** The target is stunned and Knocked Prone.
- **Sucker Punch** The Target has disadvantage on attacks until the end of your next turn.

BOB AND WEAVE

By 11th Level, You have learned to avoid attacks as you move into position to for your own. You may add your proficiency bonus to your AC if you have not made an attack this round.

RELENTLESS ATTACKER

Beginning at lvl 20, your intense training has made you faster and more agile than most creatures can keep up with. So long as you have at least 1 stamina remaining, you are considered to be under the effect of the Haste Spell





STRATEGIST

Strategists train agility and speed, preferring to keep their distance from an opponent and wear them down with counter-attacks and drawn out fights.

DUCK AND DODGE

Your constant training has taught you how to make best use of your speed and agility. When you choose this fighting style at 3rd level, you gain proficiency in dexterity saving throws. In addition, you can take the dodge action as a bonus action on your turn.

TRAINED MANOEUVRE

You know how to read and react to a fight better than most, and can use your stamina to adapt to any situation. Beginning at 6th level, you gain access to a number of skilful manoeuvres that you may perform by spending stamina points.

DEFT FOOTWORK

When you make an attack against the target of your challenger's mark using your unarmed strike, you may spend a stamina point to move yourself or the target up to 5ft in any direction.

LUNGE

When you make an attack with your unarmed strike against the target of your challenger's mark, you may spend a stamina point to increase your range for that attack by 5ft.

FAKE-OUT

You can spend one stamina point on your turn to make a feint against the target of your Challenger's Mark. Make a bluff check against the target's insight. On a success, the target has disadvantage against attacks until the end of its next turn.

COUNTER-PUNCH

You never stop looking for an opening in your opponent's defences. At 11th level, when an enemy you can see misses you with an attack, you may use your reaction to spend a point of stamina and make an opportunity attack against the attacker.

DANGER SENSE

Beginning at 15th level, you know how to read an opponent and know when they are about to strike. When an attacker that you can see would hit you with an attack, you may spend a point of stamina to add your proficiency bonus to your AC. If this causes the attack to miss you may move your speed in any direction as part of the reaction.

PERFECT REACTION

You have become so skilled in reacting to your opponent's attacks that you do so without even thinking about it. Beginning at lvl 20, you may take an unlimited number of reactions each round.

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AUTHOR'S NOTES

I originally built this class as a commission, and honestly, I'm ashamed to say I sort of phoned it in. I had never done a Melee class before, and my heart wasn't entirely in it at the time, so the finished product turned out somewhat uninspired and full of holes.

After almost a year, and more complaints about the massively over-powered unarmed strikes than I can count, I decided it was finally time to take another look, and do this class justice.

So sitting down with a fresh version, I started by re-tooling the entire way the class used unarmed strikes: rather than making every strike a deadly powerhouse, I gave the player more control over their damage output with each attack, And made sure that more power meant using more resources.

To counter this, I gave the class new features to allow them to regain stamina more quickly, and then tried to focus on re-working the half-dozen or more abilities that I had essentially phoned-in from other classes.

I'm still not the type to play martial characters myself, but I would like to think that this new build is a lot more balanced, and will hopefully be a lot more fun to play. After so long being ignored, the prizefighter really deserved a second chance.