

Lieutenant Sweet

CHARACTER NAME

5th Level Pugilist

LEVEL/CLASS

Human

RACE

Bloodhound Bruisers

FIGHT CLUB

Neutral

ALIGNMENT

Phil

PLAYER NAME

Urchin

BACKGROUND

STRENGTH

17/21

+5

DEXTERITY

13

+1

CONSTITUTION

17

+3

INTELLIGENCE

13

+1

WISDOM

13

+1

CHARISMA

13

+1

INSPIRATION POINTS

+3

PROFICIENCY BONUS

- ☒ +8 Strength
- ☐ +1 Dexterity
- ☒ +6 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +8 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR
CLASS

+1

INITIATIVE

30'

SPEED

HIT POINTS

43

MAXIMUM

TEMPORARY

CURRENT

GRIT POINTS

3

MAX

CURRENT

EXHAUSTION



HIT DICE

5d8

TOTAL

CURRENT

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Unarmed	+8	1d4/1d8 +5 Bludgeon
Handaxe	+8	1d6/1d8 +5 Slashing
Whip	+8	1d4/1d8 +5 Slashing
Hand Crossbow	+4	1D6 +1 Piercing

ATTACKS

11

PASSIVE WISDOM (PERCEPTION)

Urchin Background Feature

City Secrets: When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Proficiencies

Combat: Light Armor, Simple Weapons, Improvised Weapons, Whip, Hand Crossbow

Tools: Disguise Kit, Thieves' Tools

Saving Throws: Strength, Constitution

Languages: Common, Chain Sign

WEAPONS

Hand Axe
Knife
Whip
Hand Crossbow

MAGIC ITEMS

*Belt of Hill
Giants Strength

EQUIPMENT

Backpack
Bedroll
Clothing x2
Mess kit
Tinderbox
Water skin
Hemp rope 50'
Disguise kit
Thieves' tools

10

20 XBow Bolts 10 Days Rations 10 Torches

POSSESSIONS

Bloodhound Bruisers Features

Ever Vigilant: You have advantage on initiative rolls. During the first round of combat, you have advantage on attack rolls against creatures who haven't acted yet.

Detective Work: You gain proficiency with Insight and Perception. In addition, when you make an Insight(Wis) or Perception (Wis) ability check you can spend 1 moxie point to gain advantage on that ability check.

Pugilist Features

Fisticuffs:

- You can roll a d8 in place of the normal damage of your unarmed strike or pugilist weapon.
- When you use the Attack action with an unarmed strike/pugilist weapon on your turn, you can make one unarmed strike or grapple as a bonus action.

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

Brace Up: You can use a bonus action and spend 1 grit point to brace for attacks. Roll your fisticuffs die + your pugilist level + your Constitution modifier and gain that many temporary hit points.

Moxie: You regain all expended grit points when you complete a short or long rest.

The Old One-Two: Immediately after you take the Attack action on your turn, spend 1 grit point to make two unarmed strikes as a bonus action.

Stick and Move: You can use a bonus action and expend 1 grit point to make a shove attack or take the Dash action.

Street Smart: Carousing, shadowboxing, and sparring all count as light activity for the purposes of resting for you. Additionally, once you have caroused in a settlement for 8 hours or more, you know all public locations in the city as if you were born and raised there and you cannot be lost by non-magical means while within the city.

Bloodied but Unbowed: When you take damage that reduces you to half your maximum hit points or less, you can use your reaction to gain temporary hit points equal to your pugilist level + your Constitution modifier and you regain all expended grit points. You cannot use this feature again until you finish a short or long rest.

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.

Extra Attack: You can attack twice, instead of once, whenever you take the Attack action on your turn.

Haymaker: before you make an attack that does not already have disadvantage, you can declare you are swinging wild haymakers. You make all weapon attack rolls until the end of this turn with disadvantage and when you deal damage with a pugilist weapon or an unarmed strike you do not roll for the weapon's damage die, but use the maximum die result instead.