



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 dodge 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 fervor, 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	Unarmed Strike
1st	+2	Unarmored Defence, Fisticuffs, Stamina	Con + 2	1d8
2nd	+2	Challenger's Mark, Jab	Con + 2	1d8
3rd	+2	Fighting Style	Con + 2	1d8
4th	+2	Ability Score Increase	Con + 2	2d8
5th	+3	Will to Survive	Con + 3	2d8
6th	+3	Fighting Style Feature	Con + 3	2d8
7th	+3	Improved Critical	Con + 3	2d8
8th	+3	Ability Score Increase	Con + 3	3d8
9th	+4	Remarkable Athlete	Con + 4	3d8
10th	+4	Eye of the Tiger	Con + 4	3d8
11th	+4	Fighting Style Feature	Con + 4	3d8
12th	+4	Ability Score Increase	Con + 4	4d8
13th	+5	Thrill of the Fight	Con + 5	4d8
14th	+5	Superior Critical	Con + 5	4d8
15th	+5	Fighting Style Feature	Con + 5	5d8
16th	+5	Ability Score Increase	Con + 5	5d8
17th	+6	Last Known Survivor	Con + 6	5d8
18th	+6	Champion's Stamina	Con + 6	5d8
19th	+6	Ability Score Increase	Con + 6	6d8
20th	+6	Fighting Style Feature	Con + 6	6d8

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 taught you to push yourself beyond normal limits, channelling the toughness of your body into a raw stamina that empowers your attacks. Beginning at first level, you have a number of stamina points equal to your proficiency bonus + your constitution modifier that you can use to perform additional actions in combat. You regain all expended stamina points after completing a short or long rest

UNARMED EXPERTISE

While not one to use traditional weapons, as a Prizefighter, you have honed your body to it's peak, allowing you to deliver powerful blows with nothing but your fists. At first level, You roll 1d8 in place of the normal damage for your unarmed strikes. This die changes as you gain prizefighter levels. In addition, you may add the AC bonus of your gauntlets or boots to your damage rolls. An attack you make with a spiked gauntlet or similar weapon counts as an unarmed strike for the purpose of your class abilities. Unarmed attacks made while wearing enchanted or otherwise magical gauntlets count as magical for the sake of overcoming resistances and immunities.

UNARMoured DEFENSE

Your body is hardened against fierce blows, and your time in the ring has taught you how to avoid deadly attacks. Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Constitution Modifier. You may wear gauntlets and still benefit from this feature.

CHALLENGER'S MARK

By 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 defeated, 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

JAB

At second level you understand the benefits of exchanging damage for speed and accuracy. When you take the attack action on your turn, you may choose to make the attack as a jab. If you do so, damage of your attack is reduced by half, but you may double your proficiency bonus when making the attack rolls.

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.

WILL TO SURVIVE

Your will to survive helps you continue fighting even against insurmountable odds. Beginning at level 5, the first time between short or long rests that you are reduced to less than half your hit point maximum, you gain resistance to bludgeoning, piercing, and slashing damage for 1 minute.

IMPROVED CRITICAL

You have taken enough hits that you know right where it hurts. Starting at 7th level, your unarmed attacks score a critical hit on a roll of 19 or 20.

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.

EYE OF THE TIGER

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, you may add your insight bonus to your AC and saving throws against their attacks

THRILL OF THE FIGHT

By level 13, the thrill of competition gives you a single minded focus. You have advantage on saving throws against being charmed or frightened. As an action on your turn, you may spend 2 points of stamina to end one effect on yourself that is causing you to be charmed or frightened.

SUPERIOR CRITICAL

At 14th level, your practiced eye can spot the weak points of an enemy like no other. Your unarmed attacks score a critical hit on a roll of 18 or 20

LAST KNOWN SURVIVOR

Beginning at level 17, your iron determination keep you fighting long after others would have fallen in battle. When an attack would reduce you to 0 hit points or lower, you may spend up to 5 stamina points to roll a number of hit dice equal to the stamina spent, and subtract the result from the damage dealt. If if you reduce the damage to 0, you gain the remainder as temporary hit points. Each time you use this ability, you gain 1 level of exhaustion

CHAMPION'S STAMINA

A true champion is fuelled by every strike or victory. Beginning at 18th level, whenever you score a critical hit or reduce a target to 0 hit points, you regain 1 point of stamina.



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, you deal additional damage 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 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, you may choose to leave yourself open to attacks in order to strike a powerful blow. When you do so, you grant advantage to attack rolls made against you until the end of your next turn, 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 strikes 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 5 ft

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 it's 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 to 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 was honestly somewhat underwhelmed by it's scope. The Client wanted a boxer class, based around the idea of triangle boxing theory. But as anyone who has done much home brewing knows, there are about half-a-thousand unarmed fighter classes available all across the internet, not to mention the Monk in the PHB, which made it a challenge to give the class a unique feel.

Originally, the biggest stipulation I was given was that each sub-class should be the foil of one of the others, just like a game of rock-paper-scissors. And I think that by having each fighting style use stamina points in a different way, i was able to do that.

The Client was interested in a pure boxer class, which I was happy to do, but I always felt that to be a little bit limited. This version of the Prizefighter is designed to reflect a more flexible unarmed fighter, still centered around the competitive spirit.

You will probably notice that half of the class features are named after lines from the song "Eye of the Tiger." As I am in no way an athlete, nor have I ever had much interest in competitive anything, the Rocky films are about as far as my knowledge of competitive fighting extended at the start of this project (and I haven't even seen any of those films all the way through). I did a lot of research to understand how this class might actually work, and I hope it shows