

## FIGHTER: PUGILIST

---

The rough-and-tumble life of the brawler has just as much training as those of the knight and warrior. The slight cues, the footwork, the feints and jabs all contribute to victory for those who know what to pay attention to. Fighters who follow the Pugilist archetype know what to watch for and when to strike.

### Unarmoured Defense

When you choose this archetype at 3<sup>rd</sup> level, you are capable of working your way through a fight unarmoured.

While you are wearing no armour and not wielding a shield, your AC equals 10 + your Strength modifier + your Dexterity modifier.

### Dirty Fighting

Starting at 3<sup>rd</sup> level, you've learned to fight dirty. You have advantage on checks made to grapple or shove creatures.

Additionally, when you attack with an improvised weapon, you can treat the attack as an unarmed attack, changing only the damage type to one of bludgeoning, piercing, or slashing in order to suit the object.

### Pinpoint Accuracy

At 7<sup>th</sup> level, your unarmed strikes are able to pick the weak points in any creature's defenses. They count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### Fancy Footwork

At 10<sup>th</sup> level, you move smartly across the battlefield. Opportunity attacks against you have disadvantage, and you have advantage on opportunity attacks.

Additionally, whenever you take an attack of opportunity, you may then move up to 10 feet without provoking opportunity attacks.

### Choke Hold

Starting at 15<sup>th</sup> level, you are able to debilitate an opponent you are grappling.

When you are grappling a creature, that creature is restrained.

Additionally, you are capable of punching above your weight. You can grapple creatures up to two sizes larger than you, though you must use both hands to do so.

### Knockout Punch

At 18<sup>th</sup> level, you may choose to attack only once as part of your attack action. If you do so, make your attack with advantage. If you hit, the attack is a critical hit, and the target is stunned until the end of your next turn.

## FIGHTING STYLE OPTION

---

### Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.