

The Knuckle Bone Pit

Player Sheet



Universal Brawling Rules

1. An entry fee of one gold per contender is required to enter the competition.
2. No killing blows during the tournament - only aim to knock unconscious.
3. Magical items are prohibited and will be confiscated until after the match.
4. Use of poison is prohibited and results in immediate loss of the tier.
5. One Basic Healing Potion for each contender is supplied between stages.
6. Each tier is won by knocking the opposing side unconscious.
7. Tip the bartender.

Initiative Count

- 20+.
- 20.
- 19.
- 18.
- 17.
- 16.
- 15.
- 14.
- 13.
- 12.
- 11.
- 10.
- 9.
- 8.
- 7.
- 6.
- 5.
- 4.
- 3.
- 2.
- 1.
- 0. Arena Action

Special Player Bonus Actions

- Search tables/bars/barrels for a usable weapon. Roll once on the Pit Weapons Table to pick up an item.
- Attempt to charm the audience on your side of the brawl. Make a DC 15 Charisma check to reverse the arena action and redirect the Arena Action to the opposing brawlers for one round.
- Flip a table over for half-cover to anyone behind it.

Arena Action.

After each round at 0 initiative, each player must make a DC 10 Dexterity Saving Throw. On a failed save, the player takes 1d4 +1 bludgeon damage from thrown steins from the audience.

Pit Weapons Table

*all items act as *Improvised Weapons* unless stated otherwise, and items are taken and replaced after each tier

d10	Items	d10	Items
1	Chair Leg. 50% on hit to break.	6	Split Handaxe. Handaxe. 1d6 slashing damage. Light. Thrown (range 20/60). 25% on hit to break.
2	Nuts and Nails Use a bonus action to toss nails in a 5-foot cube, making the ground become difficult terrain.	7	Rusty Knife. Dagger. 1d4 piercing damage. Finesse. Light. Thrown (range 20/60). 25% on hit to break.
3	Porcelain Plate. 75% on hit to break.	8	Brew of the Brawn. Use a bonus action to drink the brew. The affected creature deals +1d4 damage output until the end of its next turn.
4	Empty Stein. 25% on hit to break.	9	Oaken Greatclub. Greatclub. 1d8 bludgeoning damage. Two-handed.
5	Pouch of Sand. Use a bonus action to target one creature within 10 feet. It must make a DC 12 Constitution Saving Throw or be blinded until the end of its next turn. This is a one-time use.	10	Firewater Fiddle. Use a bonus action to inspire an ally with a d6 Bardic Inspiration die. Within 10 minutes, that ally can add a d6 to one attack roll, ability check, or saving throw it makes. A creature can only have one Bardic Inspiration die at a time. The Fiddle has 3 charges.

Roll a d4 each tier
until there
are three
brawlers

Tier 1

1

Trexzar (human)
AC 13 (natural armor)
HP 19
Speed 30
Str: +2 Dex: -1 Con: +3
Int: -1 Wis: 0 Cha: +1
Drunken Strength
Punch: +3 hit. 1d4 +1 dmg.
Mug Toss: +3 hit. Range 20 ft. 1d4+1 dmg.

2

Slovic (human)
AC 12 (natural armor)
HP 19
Speed 30
Str: +2 Dex: +2 Con: +3
Int: -2 Wis: +1 Cha: 0
Charger
Punch: +3 hit. 1d4 +2 dmg.

3 (choose both)

Barrack (halfling)
AC 12 (natural armor)
HP 17
Speed 30
Str: +2 Dex: +2 Con: +2
Int: -2 Wis: +1 Cha: -2
Leadership
Punch: +3 hit. 1d4 +2 dmg.
Mug Toss: +3 hit. Range 20 ft. 1d4+2 dmg.

Shield (dwarf)
AC 12 (natural armor)
HP 20
Speed 25
Str: +2 Dex: +1 Con: +2
Int: 0 Wis: +1 Cha: +1
Selfless
Punch: +3 hit. 1d4 +2 dmg.

4

Jaeger (dwarf)
AC 13 (natural armor)
HP 18
Speed 25
Str: +2 Dex: -2 Con: +2
Int: 0 Wis: +1 Cha: -1
Drunken Strength
Punch: +4 hit. 1d4 +2 dmg.
Mug Toss: +5 hit. Range 20 ft. 1d4+3 dmg.

Tier 2
(3 to 4
players)

Frisic (halfling)
AC 13 (natural armor)
HP 17
Speed 25
Str: 0 Dex: +3 Con: +1
Int: +3 Wis: +2 Cha: +2
Spellcaster 1 (DC 13)
Punch: +0 hit. 1d4 dmg.

Ney'siv (half-elf)
AC 13 (natural armor)
HP 16
Speed 30
Str: 0 Dex: +3 Con: +1
Int: +3 Wis: +4 Cha: +3
Spellcaster 1 (DC 13)
Charm
Punch: +0 hit. 1d4 dmg.

Skud (gnome)
AC 13 (natural armor)
HP 17
Speed 25
Str: -1 Dex: +3 Con: 0
Int: +3 Wis: +1 Cha: +2
Spellcaster 1 (DC 13)
Cunning Action
Punch: +0 hit. 1d4 dmg.

Kud (mud mephit)
AC 11
HP 27
Speed 20, fly 20
Str: -1 Dex: +1 Con: +1
Int: -1 Wis: 0 Cha: -2
Death Burst
Mud Breath
Punch: +3 hit. 1d6 +1 dmg.

Jah (human)
AC 12 (natural armor)
HP 20
Speed 30
Str: +3 Dex: +1 Con: +1
Int: +3 Wis: +2 Cha: +1
Spellcaster 1 (DC 13)
Leadership
Punch: +3 hit. 1d4 +3 dmg.

Tier 2
(optional)

Slimejack (halfling)
AC 14 (natural armor)
HP 25
Speed 25
Str: 0 Dex: +3 Con: +2
Int: +3 Wis: 0 Cha: +3
Spellcaster 2 (DC 14)
Drunken Strength
Mage Slayer
Punch: +4 hit. 1d4 dmg.

Kabo (human)
AC 15 (natural armor)
HP 21
Speed 30
Str: +3 Dex: +2 Con: +1
Int: +2 Wis: +2 Cha: 0
Spellcaster 1 (DC 12)
Cunning Action
Multiattack
Punch: +5 hit. 1d4 +3 dmg

Virk'ala (dragonborn)
AC 12 (natural armor)
HP 25
Speed 30
Str: +3 Dex: 0 Con: +2
Int: +3 Wis: +1 Cha: +2
Spellcaster 2 (DC 13)
Leadership
Punch: +5 hit. 1d4 +3 dmg.

Chipnet (kobold)
AC 12 (natural armor)
HP 20
Speed 30
Str: -2 Dex: +3 Con: -1
Int: -1 Wis: 0 Cha: 0
Spellcaster 1 (DC 10)
Benign Transposition
Punch: +0 hit. 1d4 dmg.
Mug Toss: +3 hit. Range 20 ft. 1d4 dmg.

Fennis (human)
AC 12 (natural armor)
HP 23
Speed 30
Str: +1 Dex: +2 Con: +1
Int: +3 Wis: +1 Cha: +3
Spellcaster 2 (DC 14)
Charm
Punch: +1 hit. 1d4 +1 dmg.
Mug Toss: +5 hit. Range 20 ft. 1d4+1 dmg.

(skip to Tier 4
if playing with
3 to 4 players)

Tier 3
(5 to 6
players)

Axe (half-orc)
AC 16 (heavy armor)
HP 25
Speed 30
Str: +3 Dex: +1 Con: +3
Int: +1 Wis: 0 Cha: +1
Charger
Reckless Attack
Punch: +5 hit. 1d4 +3 dmg.
Greataxe: +5 hit. 1d12+3 dmg.

Mir (kenku)
AC 15 (light armor)
HP 20
Speed 30
Str: +1 Dex: +3 Con: 0
Int: +1 Wis: +2 Cha: +2
Sneak Attack
Multiattack
Punch: +2 hit. 1d4 +1 dmg.
Dagger: +5 hit. Range 20 ft. 1d4 +3 dmg

Violet (elven twins)
AC 15 (medium armor)
HP 21
Speed 30, climb 10
Str: +1 Dex: +3 Con: 0
Int: +1 Wis: +3 Cha: +2
Sneak Attack
Cunning Action
Multiattack
Dagger: +5 hit. Range 20 ft. 1d4 +3 dmg.

Olive (elven twins)
AC 15 (medium armor)
HP 22
Speed 30, climb 10
Str: +1 Dex: +3 Con: 0
Int: +1 Wis: +3 Cha: +2
Cunning Action
Multiattack
Shortbow: +5 hit. Range 80 ft. 1d4 +3 dmg

Ironbeard (dwarf)
AC 16 (heavy armor)
HP 26
Speed 25
Str: +3 Dex: +3 Con: +3
Int: 0 Wis: 0 Cha: 0
Drunken Strength
Multiattack
Punch: +5 hit. 1d4 +3 dmg.
Handaxe: +5 hit. Range 20 ft. 1d6+3 dmg.

Tier 4
(3-4 players: roll
for 2 brawlers;
5-6 players: roll
for 4 brawlers)

Hugmug (half-ogre)
AC 13 (natural armor)
HP 34
Speed 30
Str: +4 Dex: 0 Con: +4
Int: -2 Wis: 0 Cha: 0
Charger
Multiattack
Dice Flail: +5 hit. 1d4+4 dmg
Rusty Fish Hook: +5 hit.
Range 10 ft. 2d6 +5 dmg

Jax (gnome)
AC 15 (light armor)
HP 24
Speed 25
Str: 0 Dex: +4 Con: +1
Int: +3 Wis: +2 Cha: +2
Spellcaster 3 (DC 13)
Benign Transposition
Dice Flail: +5 hit. 1d8+2 dmg
Conjured Arcane Deck: +5 hit. Range 30ft. 2d6+3 dmg

Drag (goliath)
AC 15 (natural armor)
HP 27
Speed 30
Str: +4 Dex: +2 Con: +4
Int: 0 Wis: +2 Cha: +2
Drunken Strength
Punch: +5 hit. 1d4+4 dmg
Crossbow: +4 hit. Range 100 ft. 1d10 + 2 dmg

Sugar (ape)
AC 12 (natural armor)
HP 25
Speed 30, climb 30
Str: +3 Dex: +2 Con: +2
Int: -2 Wis: +1 Cha: -2
Multiattack
Punch: +5 hit. 1d6 +3 dmg.
Mug Toss: +5 hit. Range 20 ft. 1d4+3 dmg.

Nalak (goliath)
AC 16 (medium armor)
HP 29
Speed 35
Str: +4 Dex: +2 Con: +4
Int: -1 Wis: +1 Cha: 0
Rage
Reckless Attack
Multiattack
Punch: +5 hit. 1d4 +4 dmg.

The Knuckle Bone Pit

Brawler Sheet

Brawler Features

Drunken Strength Use a bonus action to increase any damage output and AC by +1 for 1 minute.

Leadership For 1 minute, the brawler can utter a special command whenever a teammate within 30 feet makes an attack roll or a saving throw. The teammate can add a d4 to its roll. Only one Leadership die can benefit the teammate at a time.

Selfless Whenever a teammate is attacked within 5 feet of the brawler, he may use a reaction to become the target instead.

Charger When the brawler uses an action to Dash, he can use a bonus action to make one melee weapon or punch attack or to shove the target. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Mage Slayer When a creature within 5 feet of the brawler casts a spell, he can use your reaction to make a melee weapon attack against that creature. When he damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration. The brawler has advantage on saving throws against spells cast by creatures within 5 feet of him.

Multiattack The brawler makes two attacks.

Rage Use a bonus action to gain the following benefits: Advantage on Strength checks and saving throws; +2 all damage output; resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack On the first melee attack of the brawler's turn, he may give the attack advantage, in turn of giving attack against you advantage, as well.

Cunning Action On each turn, the brawler can use a bonus action to Dash, Disengage, or Hide.

Sneak Attack Once per turn, the brawler deals an additional 2d6 damage when he it hits a target and has advantage on the attack, or when the target is within 5 feet of the brawler's teammate that isn't incapacitated,

Death Burst When the mephit dies, each medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's turn.

Mud Breath Recharge 5-6 One medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. The creature can repeat the saving at the end of each of its turns, ending the effect prematurely on a success.

Charm 1/Day Target a creature the brawler can see with 30 feet, making them make a DC Wisdom throw. On a failure, the target becomes Charmed.

Benign Transposition 2/Day Use an action to teleport the brawler up to 30 feet away he can see. Alternatively, he can choose a willing target within range and swap positions (teammates are willing).

Spellcaster 1 (+Int Mod or +Wis Mod to hit)

Cantrips (at will): fire bolt, mage hand
1st Level (2 slots): mage armor, magic missile

Spellcaster 2 (+Int Mod or +Wis Mod to hit)

Cantrips (at will): fire bolt, mage hand, vicious mockery
1st Level (4 slots): burning hands, grease, shield
2nd Level (2 slots): blur, shatter

Spellcaster 3 (+Int Mod or +Wis Mod to hit)

Cantrips (at will): fire bolt, mage hand, vicious mockery
1st Level (4 slots): burning hands, grease, shield
2nd Level (3 slots): cloud of daggers, crown of madness, invisibility, mirror image