The Knuckle Bone Pit

Brawler Sheet

Roll a d4 each tier until there are <u>three</u> brawlers

	1	2	3 (choose both)		4
Tier 1	**Trexxar** ***(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.	**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.	**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.	**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** ***(halfing)*** 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) *(skip to Tier 4 if playing with 3 to 4 players)*	**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.
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*** Punch: +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.

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*