

STREET SAINT

A FIGHT CLUB FOR THE PUGILIST CLASS

Pugilists rise above the adversity they face. Those known as Street Saints do so with the aid of their deep and abiding faith in the gods. These pugilists have had their convictions tested and come out the other side with their righteous resolve only strengthened. They fight to make the world a better place. They fight because they believe their god has called them to. They fight because wherever corruption is allowed to exist, justice cannot flourish.

STREET SAINT FEATURES

PUGILIST	
LEVEL	FEATURES
3 rd	Channel Divinity, Lay on Hands
6 th	Hallowed Hands
11 th	Ravaged but Resolute
17 th	Aura of Resilience



CHANNEL DIVINITY

When you choose this fight club at 3rd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Fists of Faith and Grace of the Gods.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals 8 + your proficiency bonus + your Wisdom modifier.

Beginning at 11th level, you can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: FISTS OF FAITH

You use a bonus action and offer up your hands to the will of the divine. For the next minute, your unarmed strikes score a critical hit on a result of 19 or 20.

CHANNEL DIVINITY: GRACE OF THE GODS

As a bonus action, you say a prayer to your god and gain the protection of their divine grace. You gain temporary hit points equal to 1d10 + your pugilist level. While you have any temporary hit points from this ability, you have resistance to all damage. You lose all temporary hit points granted by this ability after 1 minute.

LAY ON HANDS

Also at 3rd level, your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your pugilist level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.



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HALLOWED HANDS

At 6th level, when you deal damage to a creature with an unarmed strike you can expend a number of hit points from your Lay on Hands feature up to your level in this class to deal additional radiant damage equal to the hit points expended. This damage is doubled if the creature is a fiend or undead. Once you use this feature, you can't use it again until the start of your next turn.

RAVAGED BUT RESOLUTE

At 11th level, when you use your Bloodied but Unbowed feature you can choose to also use this feature. If you do, the pool of hit points your Lay on Hands feature grants you is refilled to its maximum.

Once you use this feature, you must finish a long rest before you can use it again.

AURA OF RESILIENCE

Starting at 17th level, when you use your Dig Deep feature your resilience extends to nearby allies. For the next minute, friendly creatures within 30 feet of you have resistance to bludgeoning, piercing, and slashing damage.

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ADDITIONAL CREDITS

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