

# Fighter - Battle Master

CHARACTER NAME

## Fighting Style

LVL 1

You have one, your choice

- Archery:** +2 to attacks with ranged weapons
- Defense:** +1 to AC when wearing armor
- Dueling:** +2 to damage when attacking with only 1 melee weapon
- Great Weapon Fighting:** reroll any 1 or 2 on damage when attacking with a two-handed or versatile melee weapon held in both hands.
- Protection:** can use reaction to give opponent disad. on attacks to targets adjacent to you
- Two-Weapon Fighting:** add ability modifier to damage of off-hand attack

## Second Wind

LVL 1

(1/rest) as a bonus action - regain 1d10 + fighter level HP

## Action Surge

LVL 2, 17

(1/rest) +1 action on your turn  
(2/rest) @ 17th LVL

## Combat Superiority

LVL 3, 7, 10, 15

**Maneuvers:** You get 3, and 2 more at LVL 7, 10 and 15  
**Superiority Dice (d8):** You get 4, and 1 more at LVL 7 and 15. You regain spent superiority dice on a short or long rest.  
**Saving Throws:** DC = 8 + your proficiency bonus + your STR or DEX modifier (your choice)

## Maneuvers

Refer to PHB for full descriptions.

- Commander's Strike:** Skip one attack and give one to friend.
- Disarming Attack:** Disarm opponent.
- Distracting Strike:** Give friend adv. on attack
- Evasive Footwork:** Increase your AC
- Feinting Attack:** Adv. on your next attack
- Goading Attack:** Opponent WIS save or has disad. on attacks if he doesn't attack you.
- Lunging Attack:** Extend weapon reach by 5 ft.
- Maneuvering Attack:** Friend can move 1/2 speed as reaction with no AoO
- Menacing Attack:** Opponent WIS save or is frightened of you.
- Parry:** Reduce damage you take
- Precision Attack:** Add superiority die to attack roll
- Pushing Attack:** Opponent STR save or is pushed 15 ft.
- Rally:** Friend gains temp hit points.
- Riposte:** Attack as reaction if creature misses you.
- Sweeping Attack:** IF you hit one target, may also hit second.
- Trip Attack:** Opponent STR save or knocked pron

## Student of War

LVL 3

You gain proficiency with one type of artisan's tools.

## Ability Score Improvement

LVL 4, 6, 8, 12, 14, 16, 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## Extra Attack

LVL 5, 11, 20

LVL 5: Can attack twice with an attack action  
LVL 11: Can attack three times with an attack action  
LVL 20: Can attack four times with an attack action

## Know Your Enemy

LVL 7

Spend 1 minute studying outside of combat - learn if creature is < = or > than you in two of these:

- Strength score
- Dexterity score
- Constitution score
- Arm or Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

## Indomitable

LVL 9, 13, 17

(1/long rest) can reroll saving throws  
(2/long rest) at 13th LVL  
(3/long rest) at 17th LVL

## Improved Combat Superiority

LVL 10, 18

Superiority dice becomes d10s  
At LVL 18, they become d12s

## Relentless

LVL 15

When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

## Traits - Feats - Features

Name:

Page:

Name:

Page:

Name:

Page:

# Fighter - Champion

CHARACTER NAME

## Traits - Feats - Features

### Fighting Style

LVL 1

You have one, your choice

- Archery:** +2 to attacks with ranged weapons
- Defense:** +1 to AC when wearing armor
- Dueling:** +2 to damage when attacking with only 1 melee weapon
- Great Weapon Fighting:** reroll any 1 or 2 on damage when attacking with a two-handed or versatile melee weapon held in both hands.
- Protection:** can use reaction to give opponent disad. on attacks to targets adjacent to you
- Two-Weapon Fighting:** add ability modifier to damage of off-hand attack

### Second Wind

LVL 1

(1/rest) as a bonus action - regain 1d10 + fighter level HP

### Action Surge

LVL 2, 17

(1/rest) +1 action on your turn  
(2/rest) @ 17th LVL

### Improved Critical

LVL 3

Critical hit with weapon on roll of 19 or 20

### Ability Score Improvement

LVL 4, 6, 8, 12, 14, 16, 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Extra Attack

LVL 5, 11, 20

LVL 5: Can attack twice with an attack action  
LVL 11: Can attack three times with an attack action  
LVL 20: Can attack four times with an attack action

### Remarkable Athlete

LVL 7

Add 1/2 proficiency bonus (rounded up) to any STR, DEX, or CON check unless you already get your proficiency bonus on the check.

Add STR modifier in feet to running long jump distance.

### Indomitable

LVL 9, 13, 17

(1/long rest) can reroll saving throws  
(2/long rest) at 13th LVL  
(3/long rest) at 17th LVL

### Additional Fighting Style

LVL 10

Choose a second Fighting Style

### Superior Critical

LVL 15

Critical hit with weapon on roll of 18 - 20

### Survivor

LVL 18

If between 0 and half your max. hit points, regain 5 + CON modifier HP at the start of each turn.

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page:

# Fighter - Eldritch Knight

CHARACTER NAME

## Traits - Feats - Features

### Fighting Style

LVL 1

You have one, your choice

- Archery:** +2 to attacks with ranged weapons
- Defense:** +1 to AC when wearing armor
- Dueling:** +2 to damage when attacking with only 1 melee weapon
- Great Weapon Fighting:** reroll any 1 or 2 on damage when attacking with a two-handed or versatile melee weapon held in both hands.
- Protection:** can use reaction to give opponent disad. on attacks to targets adjacent to you
- Two-Weapon Fighting:** add ability modifier to damage of off-hand attack

### Second Wind

LVL 1

(1/rest) as a bonus action - regain 1d10 + fighter level HP

### Action Surge

LVL 2, 17

(1/rest) +1 action on your turn  
(2/rest) @ 17th LVL

### Weapon Bond

LVL 3

As a one hour ritual, you can bond to a weapon. Can't be disarmed from it and can summon it to your hand as a bonus action Can bond with up to two weapons.

### Ability Score Improvement

LVL 4, 6, 8, 12, 14, 16, 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Extra Attack

LVL 5, 11,20

LVL 5: Can attack twice with an attack action  
LVL 11: Can attack three times with an attack action  
LVL 20: Can attack four times with an attack action

### War Magic

LVL 7

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

### Indomitable

LVL 9, 13, 17

(1/long rest) can reroll saving throws  
(2/long rest) at 13th LVL  
(3/long rest) at 17th LVL

### Eldritch Strike

LVL 10

When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

### Arcane Charge

LVL 15

You can teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

### Improved War Magic

LVL 18

When you use your action to cast a spell, you can make one weapon attack as a bonus action.

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page: