Fighter - Champion

Fighter Level:

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.

Second Wind

Total HP		Used	Reset
+	=	○	Short or Long Rest
1d10	LVL		

LEGEND: LVL = Fighter Level, HP = Hit Points

Indomitable

Total	Used	Reset
	○ ○ ○	Long Rest

Action Surge

Total	Used	Reset
	○ ○	Short or Long Rest

NOTES: