

Second Wind (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

Menacing Attack: Opponent WIS save or is frightened of you.

Sweeping Attack: IF you hit one target, may also hit second.

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

LVL 5, 11,20

Precision Attack: Add superiority die to attack roll Pushing Attack: Opponent STR save or is pushed 15 ft.

Riposte: Attack as reaction if creature misses you.

Trip Attack: Opponent STR save or knocked pron

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

maximum score of 20. Or select one feat.

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

with no AoO

Parry: Reduce damage you take

Rally: Friend gains temp hit points.

Student of War

Extra Attack

periority dice becomes d10s LVL 18, they become dl2s	
LVL 1	
ce remaining	

Spend 1 minute studying outside of combat - learn if creature

LVL 9, 13, 17

LVL 10, 18

is < = or > than you in two of these:

Strength score

Dexterity score

Constitution score Arm or Class

Current hit points

Indomitable

Total class levels (if any)

(2/long rest) at 13th LVL

(3/long rest) at 17th LVL

Fighter class levels (if any)

(1/long rest) can reroll saving throws

Improved Combat Superiority