

FIGHTER

Fighter Level:

CHARACTER NAME

Archetype:



Second Wind

Total HP

+ =

1d10

LVL

Used

○

Reset

Short or
Long Rest

Total

Indomitable

Used

○ ○ ○

Reset

Long Rest

Action Surge

Total

Used

○ ○

Reset

Short or
Long Rest

LEGEND: LVL = Fighter Level. HP = Hit Points

Fighting Style

Additional Fighting Style (Champion)

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Traits - Feats - Features

CHARACTER NAME

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐

Name:

Page:

☐
☐
☐
☐
☐
☐