

Fighter - Battle Master

CHARACTER NAME

Fighting Style

LVL 1

Select a Fighting Style feat. Defense is recommended.

- Archery, Blind Fighting, Defense, Dueling,
- Great Weapon Fighting, Interception, Protection,
- Thrown Weapon Fighting, Two-Weapon Fighting,
- Unarmed Fighting

At each Fighter level, you can replace it with a different one.

Second Wind

LVL 1, 4, 10

2 uses at LVL 1, 3 at LVL 4, 4 at LVL 10

You regain one use /Short Rest, Resets on a Long Rest.

Bonus Action: Regain HP = 1d10 + your Fighter level.

Weapon Mastery

LVL 1, 4, 10, 16

Choose kinds of Simple or Martial weapons in which to have Weapon Mastery.

3 Weapons at LVL 1, 4 at LVL 4, 5 at LVL 10, 6 at LVL 16

You can change one weapon / Long Rest.

Action Surge

LVL 2, 17

(1/rest) you get one additional action on your turn

(2/rest) @ 17th LVL

Tactical Mind

LVL 2

Can use Second Wind to add 1d10 to an ability check (instead of regaining HP). If the check still fails, Second Wind isn't expended.

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.

- Ambush.** Add to DEX (Stealth) checks and Initiative rolls.
- Bait and Switch.** Switch places with another & increase AC.
- Commander's Strike.** Give your attack to another.
- Commanding Presence.** Add to your CHA check.
- Disarming Attack.** Add to damage and attempt to disarm.
- Distracting Strike.** Add to damage giving another Adv.
- Evasive Footwork.** As a Bonus Action, Disengage & + to AC.
- Feinting Attack.** As a Bonus Action, Adv. & + to damage.
- Goading Attack.** + to damage and try to make it attack you.
- Lunging Attack.** As a Bonus Action, Dash to add damage.
- Maneuvering Attack.** Add to damage and another can move.
- Menacing Attack.** Add to damage and attempt to frighten.
- Parry.** When hit, use Reaction to reduce damage.
- Precision Attack.** When you miss, add to attack roll.
- Pushing Attack.** Add to damage and attempt to push it away.
- Rally.** As a Bonus Action, give Temp. HP to an ally.
- Riposte.** As a Reaction, when missed, attack & + damage.
- Sweeping Attack.** A hit may also hit another creature.
- Tactical Assessment.** Add to INT or WIS check.

Student of War

LVL 3

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

Ability Score Improvement

LVL 4, 6, 8, 12, 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

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

Tactical Shift

LVL 5

Can use **Second Wind** with a Bonus Action to move up to half your Speed without provoking Opportunity Attacks.

Know Your Enemy

LVL 7

1/Long Rest or use a Superiority Dice. Bonus action.

Know Immunities, Resistances, and Vulnerabilities of a creature within 30 ft.

Indomitable

LVL 9, 13, 17

1/Long Rest. Can re-roll a saving throw + bonus = your Fighter level.

1 use at LVL 9, 2 at LVL 13, 3 at LVL 17

Tactical Master

LVL 9

Substitute the Push, Sap, or Slow property for any mastery property.

Studied Attacks

LVL 13

If you miss with an attack you have Adv. on your next attack against it before the end of your next turn.

Ultimate Combat Superiority

LVL 18

Your Superiority Die becomes a d12.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

Traits - Feats - Features

Name:

Page:

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Name:

Page:

--

Name:

Page:

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