

Fighter - Champion

CHARACTER NAME

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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.

Improved Critical

LVL 3

You score a Critical Hit on a roll of 19 or 20 on the d20.

Remarkable Athlete

LVL 3

You have Adv. on Initiative rolls and STR (Athletics) checks.

On a Critical Hit, you can 1/2 your Speed without provoking Opportunity Attacks.

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.

Additional Fighting Style

LVL 7

You gain another Fighting Style feat.

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.

Heroic Warrior

LVL 10

You get **Heroic Inspiration** whenever you start a combat turn without it.

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.

Superior Critical

LVL 15

You score a Critical Hit on a roll of 18-20 on the d20.

Survivor

LVL 18

Defy Death. Adv. on Death Saves, and a Death Save roll of 18-20 counts as a 20.

Heroic Rally. If bloodied and not at 0 HP, you heal 5+your CON mod. at the start of each turn.

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.

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