

# 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.

## Traits - Feats - Features

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