

Fighter - Eldritch Knight

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.

Spellcasting

LVL 3

Refer to the PHB for information regarding this feature.

War Bond

LVL 3

A 1 hour ritual (can be during a Short Rest) to bind to a weapon. You can't be disarmed of it if you're not Incapacitated. You can summon it to teleport to your hand (as a Bonus Action) if it's not on a different plane.

You can be bound to 2 weapons. You can only summon 1 at a time.

You can't bond to a weapon that is already bound to another Fighter or if it is a magic item someone else is attuned to..

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.

War Magic

LVL 7

Can replace 1 Attack action with one of your on action Wizard cantrips.

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.

Eldritch Strike

LVL 10

When you hit with a weapon attack, target has Disadv. on its next save vs. a spell you cast before the end of your next turn.

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.

Arcane Charge

LVL 15

As part of your Action Surge, you can teleport 30 feet to an unoccupied space you can see.

Improved War Magic

LVL 18

Can replace 2 attacks with one of your LVL 1 or LVL 2 Wizard spells with a 1 action casting time.

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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