

# 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.

## Traits - Feats - Features

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