

Fighter - Battle Master

CHARACTER NAME

Fighting Style

LVL 1

You have one, your choice

- Archery:** +2 to attacks with ranged weapons
- Defense:** +1 to AC when wearing armor
- Dueling:** +2 to damage when attacking with only 1 melee weapon
- Great Weapon Fighting:** reroll any 1 or 2 on damage when attacking with a two-handed or versatile melee weapon held in both hands.
- Protection:** can use reaction to give opponent disad. on attacks to targets adjacent to you
- Two-Weapon Fighting:** add ability modifier to damage of off-hand attack

Second Wind

LVL 1

(1/rest) as a bonus action - regain 1d10 + fighter level HP

Action Surge

LVL 2, 17

(1/rest) +1 action on your turn
(2/rest) @ 17th LVL

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.

- Commander's Strike:** Skip one attack and give one to friend.
- Disarming Attack:** Disarm opponent.
- Distracting Strike:** Give friend adv. on attack
- Evasive Footwork:** Increase your AC
- Feinting Attack:** Adv. on your next attack
- Goading Attack:** Opponent WIS save or has disad. on attacks if he doesn't attack you.
- Lunging Attack:** Extend weapon reach by 5 ft.
- Maneuvering Attack:** Friend can move 1/2 speed as reaction with no AoO
- Menacing Attack:** Opponent WIS save or is frightened of you.
- Parry:** Reduce damage you take
- Precision Attack:** Add superiority die to attack roll
- Pushing Attack:** Opponent STR save or is pushed 15 ft.
- Rally:** Friend gains temp hit points.
- Riposte:** Attack as reaction if creature misses you.
- Sweeping Attack:** IF you hit one target, may also hit second.
- Trip Attack:** Opponent STR save or knocked pron

Student of War

LVL 3

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

Ability Score Improvement

LVL 4, 6, 8, 12, 14, 16, 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

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

Know Your Enemy

LVL 7

Spend 1 minute studying outside of combat - learn if creature is < = or > than you in two of these:

- Strength score
- Dexterity score
- Constitution score
- Arm or Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

Indomitable

LVL 9, 13, 17

(1/long rest) can reroll saving throws
(2/long rest) at 13th LVL
(3/long rest) at 17th LVL

Improved Combat Superiority

LVL 10, 18

Superiority dice becomes d10s
At LVL 18, they become d12s

Relentless

LVL 15

When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

Traits - Feats - Features

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