#_____

Fighter - Eldritch Knight

CHARACTER NAME

Fighter Level: ☐

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

Weapon Bond — LVL 3

As a one hour ritual, you can bond to a weapon. Can't be disarmed from it and can summon it to your hand as a bonus action Can bond with up to two weapons.

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

War Magic — LVL 7

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Indomitable — LVL 9, 13, 17

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

Eldritch Strike — LVL 10

When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Arcane Charge — LVL 15

You can teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Improved War Magic — LVL 18

When you use your action to cast a spell, you can make one weapon attack as a bonus action.

Second Wind

☐ (1d10) + (LVL) = Total HP — Used ○ — Reset (Short or Long Rest)

LEGEND: LVL = Fighter Level, HP = Hit Points

Action Surge

Total — Used ○ ○ — Reset (Short or Long Rest)

Indomitable

Total — Used ○ ○ ○ — Reset (Long Rest)

Spell Save DC	Spell Attack Modifier	Cantrips Known	Spells Known
8+☐+☐+☐= (P.B. INT MISC.)	☐+☐+☐= (P.B. INT MISC.)		

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier

Weapon Bond

Weapon 1: _____ Weapon 2: _____

Eldritch Knight's Known Cantrips

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Eldritch Knight's Known Spells

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