

The Fighter - Revised

Fighter Level	Proficiency Bonus	Features	Weapon Masteries	Battle Dice and maneuvers
1st	+2	Fighting Style, Weapon Master, Action Surge	3	—
2nd	+2	Battle Dice, Maneuvers	3	5d8, 5 maneuvers
3rd	+2	Fighter Archetype	3	5d8, 5 maneuvers
4th	+2	Ability Score Improvement or Feat	3	5d8, 5 maneuvers
5th	+3	Extra Attack, Improved Critical, Improved Battle Master	4	6d10, 6 maneuvers
6th	+3	Ability Score Improvement or Feat	4	6d10, 6 maneuvers
7th	+3	Archetype Feature, additional Fighting Style Feat	4	7d10, 7 maneuvers
8th	+3	Ability Score Improvement or Feat	4	7d10, 7 maneuvers,
9th	+4	Improved Maneuvers, Weapon Master	5	8d10, 8 maneuvers
10th	+4	Archetype Feature	5	8d10, 8 maneuvers
11th	+4	Extra Attacks (2)	5	9d10, 9 maneuvers,
12th	+4	Ability Score Improvement or Feat	5	9d10, 9 maneuvers
13th	+5		5	9d10, 9 maneuvers
14th	+5	Ability Score Improvement or Feat	5	9d10, 9 maneuvers
15th	+5	Archetype Feature	5	10d12, 10 maneuvers
16th	+5	Ability Score Improvement or Feat	6	10d12, 10 maneuvers
17th	+6	Paragon of Battle, Action Surge (2)	6	10d12, 10 maneuvers
18th	+6	Archetype Feature	6	10d12, 10 maneuvers
19th	+6	Ability Score Improvement or Feat	6	10d12, 10 maneuvers
20th	+6	Extra Attacks (3), Finishing Blow	6	10d12, 10 maneuvers

Hit Points

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Level 1: Fighting Style

You adopt a particular style of fighting as your specialty. Choose a fighting style feat of your choice. Whenever you gain a fighter level, you may replace one fighting style feat you know with a different one. You know two fighting style feats at level 7.

Level 1: Weapon Mastery

At 1st level, the Fighter may use the Mastery properties of 3 kinds of weapons of your choice. Whenever you finish a long rest, you may practice drills and change one of those weapon choices. You learn more weapon masteries as shown in the weapon master column in the Fighter table.

Level 1: Action Surge

As a Fighter, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except for the Magic action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Level 2: Battle Master

Battle Dice: You gain a pool of dice known as battle dice, consisting of five d8s. A battle dice is expended when you use it. You regain all of your expended battle dice when you take a long rest. When you take a short rest, you regain one battle die, and you may convert any number of your hit dice to battle dice, up to your maximum number of battle dice (battle dice converted in this way become d8s until you attain level 5 as a Fighter, and become d12s upon reaching Fighter level 15). You gain another battle dice at 5th, 7th, 9th, 11th level, and 15th level. Battle dice fuel maneuvers, as described below.

Maneuvers: You learn 5 maneuvers: **Indomitable**, **Parry**, **Precision Attack**, **Second Wind**, (detailed in this section for convenience), and one maneuver of your choice. All maneuvers are detailed at the end of the class description. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. At level 9, you may use two per attack.

You learn one additional maneuver of your choice at 5th, 7th, 9th, 11th, and 15th level. Each time you level up, you can also replace one maneuver you know with a different one.

Saving Throws: Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Indomitable: Whenever you fail a saving throw, or an ability check which uses a fighter ability (at the beginning of the class description) or an ability in which you are proficient, you may expend one battle die and add the number rolled to the ability check or saving throw, potentially turning it into a success.

Parry: As a reaction, when you are hit with an attack, you may expend a battle die and add the number rolled to your AC, potentially turning the hit into a miss.

Precision Attack: When you miss with an attack, you may expend a battle die and add the number rolled to your attack roll, potentially turning the miss into a hit.

Second Wind: During combat, as a bonus action, you may expend one battle die to regain a number of hit points equal to the number rolled plus your fighter level.

Level 3: Fighter Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Brawler, Eldritch Knight, Gladiator, or Tactician, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. As shown on the Fighter table, you gain this feature again at levels 6, 8, 12, 14, 16, and 19.

Level 5: Extra Attack

You may attack twice whenever you take the attack action. This increases to 2 extra attacks at level 11, and 3 extra attacks at level 20.

Level 5: Improved Critical

You now score a critical hit on a roll of 19 or 20. This becomes a roll of 18-20 at level 11, and 17-20 at level 20.

Level 5: Improved Battle Master

Your battle dice become d10s. At level 15, they become d12s.

Level 9: Improved Maneuvers

Beginning at level 9, you may use two maneuvers in the same attack, expending two battle dice when you do so. The maneuvers must be different.

Level 9: Weapon Master

Beginning at level 9, you may know two weapon mastery properties for a single weapon, as long as that weapon meets the prerequisite for that property. For example, if you have a Short Sword, you may know both the Sap and the Vex mastery, and you may choose which mastery to use for each attack.

Level 13: Relentless

Once per turn, when you use a maneuver, you may use a d8 and use the number rolled instead of expending a battle die.

Level 17: Paragon of Battle

Your ability to tear through enemies on the battlefield has reached mythic levels, allowing you to chain together critical hits. Whenever you make a critical hit with a weapon attack or unarmed strike, you may make another attack in addition to the extra attacks granted to you by the Fighter class. If that subsequent attack is a critical hit as well, you may make another attack in the same manner, up to 5 times in a row. The ability to chain critical hits applies to each of the extra attacks granted by your class—as soon as your chain of critical hits is over, you continue to attack as normal with the attacks you have remaining as part of your attack action, with the potential to begin another chain.

Level 20: Finishing Blow

At level 20, you have the chance to destroy enemies with a single powerful blow, like the heroes of myth. When you hit with an attack, you may choose to make it a finishing blow. The target of the attack takes an extra 10d12 force damage. If the target is CR 20 or lower, and if it has less than half of its hit points remaining after the attack, it also must make a constitution saving throw equal to your Battle Master DC. If it fails the saving throw, it dies.

Once you use this ability, you cannot use it again until you finish a long rest.

Maneuvers

Ambush: When you make a Dexterity (Stealth) check or an initiative roll, you can expend one battle die and add the die to the roll, provided you aren't incapacitated.

Bait and Switch: When you're within 5 feet of a creature on your turn, you can expend one battle die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the battle die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Commander's Strike

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one battle die. That creature can immediately use its reaction to make one weapon attack, adding the battle die to the attack's damage roll.

Commanding Presence: When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one battle die and add the battle die to the ability check.

Disarming Attack: When you hit a creature with a weapon attack, you can expend one battle die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the battle die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike: When you hit a creature with a weapon attack, you can expend one battle die to distract the creature, giving your allies an opening. You add the battle die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Evasive Footwork: When you move at least 5 feet on your turn, you can expend one battle die, rolling the die and adding the number rolled to your AC until you stop moving.

Feinting Attack: As a bonus action, you can expend one battle die to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add the battle die to the attack's damage roll.

Goaded Attack: When you hit a creature with a weapon attack, you can expend one battle die to attempt to goad the target into attacking you. You add the battle die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Indomitable: Whenever you fail a saving throw, or an ability check which uses a fighter ability (listed at the beginning of the class description) or an ability in which you are proficient, you may expend one battle die and add the number rolled to the ability check or saving throw, potentially turning it into a success.

Maneuvering Attack: When you hit a creature with a melee attack, you can expend one battle die to maneuver one of your comrades into a more advantageous position. You add the battle die to the attack's damage roll, and you choose a willing creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Menacing Attack: When you hit a creature with a melee attack, you can expend one battle die to attempt to frighten the target. You add the battle die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry: As a reaction, when you are hit with an attack, you may expend a battle die and add the number rolled to your AC, potentially turning the hit into a miss.

Precision Attack: When you miss with an attack, you may expend a battle die and add the number rolled to your attack roll, potentially turning the miss into a hit.

Rally: On your turn, you can use a bonus action and expend one battle die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the battle die roll + your Intelligence, Wisdom, or Charisma modifier (your choice).

Riposte: When a creature misses you with a melee attack, you can use your reaction and expend one battle die to make a melee attack or unarmed strike against the creature. If you hit, you add the battle die to the attack's damage roll.

Second Wind: During combat, as a bonus action, you may expend one battle die to regain a number of hit points equal to the number rolled plus your fighter level.

Sundering Attack: When you make a critical hit, you may reduce the target's Armor Class by 1. A target may have its armor class reduced by this property only up to 3 times.

Sweeping Attack: When you hit a creature with a melee attack, you can expend one battle die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your battle die. The damage is of the same type dealt by the original attack.

Brawler

Level 3: Unarmed Expert

You may roll a d6 plus your strength modifier for your unarmed strikes. If you are not holding a weapon or shield, you may instead roll a d8, and you may make one unarmed strike as a bonus action whenever you take the attack action. In addition, your fists are treated as weapons for the sake of weapon mastery properties, and your fists are capable of using the following weapon mastery properties when you are not holding a weapon or shield: Sap, Push, Topple, Vex.

Level 3: Bob and Weave

When you are not wearing armor or wearing only leather armor, you may add your Strength modifier to your armor class.

Level 3: Improvised Weapon Expert

You are proficient with improvised weapons. The weapon can be treated as Light, Thrown, or Reach, and can be bludgeoning, piercing, or slashing damage as appropriate for whatever object you pick up (the DM has the final say). Whenever you attack with an improvised weapon, you may give it one of the following mastery properties for that attack, depending on if it is being wielded in one hand or two:

One Hand: Sap, Slow, or Vex.

Two Hands: Cleave, Push, or Topple.

Level 7: Grappling Expert

At the beginning of each of your turns, you deal 1d6 damage to any creature grappled by you, and you have advantage on attack rolls using unarmed strikes or improvised weapons on a creature grappled by you.

Level 10: Dirty Fighting

The damage from your unarmed strikes become a d8, and a d10 if you are not holding any weapons or shields. In addition, when you hit with an unarmed strike, you may forgo the damage and instead cause the target to have the blinded condition until the start of your next turn (throwing sand or hitting it in the eyes with your fingers). This does not affect creatures that do not rely on eyes to see, such as oozes.

Level 15: Improvised Specialist

You are a master at making the ordinary deadly. Whenever you hit a creature with an Improvised Weapon, you can add your Proficiency Bonus to the damage roll, and the damage die of your two-handed Improvised Weapons becomes 1d12.

Level 18: Slugger

The damage from your unarmed strikes becomes a d10, and a d12 if you are not holding any weapons or shields. In addition, when you hit with an unarmed strike, you may expend a battle dice to perform a haymaker, a punch of such force that the target must succeed on a constitution saving throw or be stunned until the beginning of your next turn.

Eldritch Knight

Level 3: Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the wizard spell list.

Cantrips

You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots

The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Spells Known of 1st-Level and Higher

You know three 1st-level wizard spells of your choice.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Eldritch Knight Spellcasting

[insert table identical to UA 7]

Level 3: Weapon Bond

You can perform a one-hour ritual, which may be done over a short rest, to bond with one or two weapons of your choice. The weapon must be within your reach, and you must touch it at the end of the ritual. The bonded weapon may be used as a spellcasting focus, and as a bonus

action, you may summon one or both weapons to your hands, causing it to teleport instantly, if it is on the same plane of existence as you.

In addition, you may sheathe the weapon with elemental energy. Rather than bludgeoning, piercing, or slashing damage, the weapon may deal fire, cold, lightning, or acid damage. You determine the damage type for each attack.

Level 7: War Magic

Whenever you take the attack action on your turn, you may replace one attack with a cantrip that has a casting time of one action.

Level 10: Eldritch Strike

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

Level 15: Arcane Surge

Whenever you use action surge, the additional action may be a Magic action. Additionally, when you take the attack action on your turn, you may replace two of the attacks with a casting of a wizard spell that has a casting time of one action. As usual, you may not cast more than one non-cantrip spell per turn.

Level 18: Arcane Paragon

When you use your paragon of battle feature, your chain of critical hits may continue whenever you hit with a spell attack, in addition to the attacks specified in that feature.

Gladiator

Level 3: Athlete

You gain proficiency in Performance, and Athletics, or one other Fighter skill of your choice if you are already proficient in Athletics. You have advantage on Athletics checks and on Initiative rolls.

Level 3: Gladiator Maneuvers

You learn the **Goaded Attack** and **Commanding Presence** maneuvers, and these do not count against the total number of maneuvers you can learn. In addition, you can make a net attack as a bonus action on your turn.

Level 7: Throwing Expert

Your net attack now has a range of 30 feet. Additionally, attacking at long range with a thrown weapon does not impose disadvantage on the attack roll. Once per turn, when you make a ranged attack with a thrown weapon, you may move up to half of your movement speed without provoking opportunity attacks, and this does not count against your movement for that turn.

Level 10: Warrior and Performer

You thrive in front of an audience. As long as at least one non-hostile creature can see you, you get a bonus to your attack rolls for each such creature that can see you, up to a number equal to your Charisma modifier.

Level 15: Hero

The thrill of battle drives you toward victory. During combat, you can give yourself Heroic Advantage whenever you start your turn without it.

Level 18: Death Defier

You have Advantage on death saving throws. Moreover, when you roll 18–20 on a death save, you gain the benefit of rolling a 20 on a death save.

Additionally, at the start of each of your turns, you regain Hit Points equal to 5 + your Charisma modifier if you have no more than half your Hit Points remaining. You don't gain this benefit if you have 0 Hit Points.

Tactician

Level 3: Student of War

You gain proficiency in 2 fighter skills of your choice, one set of artisan's tools, and one gaming set.

Level 3: Tactician Maneuvers

You learn the **Commander's Strike**, **Maneuvering Attack**, and **Rally** maneuvers. These maneuvers do not count against the number of maneuvers you may learn. These maneuvers may not be replaced.

Level 7: Know your enemy

As a bonus action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself: whether that creature has any damage immunities, resistances, or vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you cannot use it again until you finish a long rest. You can also restore a use of the feature by expending a battle dice (no action required).

Level 10: Studied Attacks

By carefully studying your opponent, you can learn from your mistakes. Whenever you miss an attack against a target, you have advantage on your next attack roll against that target before the end of your next turn.

Level 15: The Art of War

Whenever you use one of your Tactician Maneuvers, you can target a number of allies equal to your Intelligence modifier, instead of only one. For Maneuvering Attack and Rally, you expend one battle die as normal. For Commander's Strike, you expend a battle die for each ally that hits with an attack.

Level 18: Ultimate Battle Master

Whenever you roll a battle die, you may roll twice and use the higher roll.