

# Fighter

Character Name

Proficiency Bonus

Heritage

Culture

Background

Destiny

Level

Martial Archetype

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Armor Class

Reactions

Saving throws

Strength

Intelligence

Dexterity

Wisdom

Constitution

Charisma

Initiative: Ability or Skill Check

Speed

Climbing Speed

Swimming Speed

Flying Speed

Used

Hit Dice

Defences

Senses

Max HP

Temp HP

Total

Death Saves

Successes

Failures

Fatigue

Strife

Inspiration

Skills

Passive Stealth

Passive Insight

Passive Perception

Passive

Skill

Expertise die

Skill

Expertise die

Acrobatics

Investigation

Animal Handling

Medicine

Arcana

Nature

Athletics

Perception

Culture

Performance

Deception

Persuasion

Engineering

Religion

History

Sleight of Hand

Insight

Stealth

Intimidation

Survival

Skill Check = d20 + ability modifier + proficiency bonus\* + expertise die\*\*

\*if proficient \*\*for specialties

Specialties

Specialty

Skill

Expertise die

Actions in Combat

Name

Hit

Damage/Type

Range

Notes

Maneuver-Save DC

Exertion Points

Extra Attack

Critical Range

Proficiencies

Armor

Light armor, medium armor, heavy armor, shields

Weapons

Simple weapons, martial weapons

Tools

Vehicles

Languages

Exertion Points

Traditions



Maneuvers  
known



Exertion  
Points



Maneuver  
Save DC

## Maneuvers

Name	Exertion	Activation	Page	Mastery

Name	Exertion	Activation	Page	Mastery

Name	Exertion	Activation	Page	Mastery

Name	Exertion	Activation	Page	Mastery

Name	Exertion	Activation	Page	Mastery

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Name	Exertion	Activation	Page	Mastery

Maneuver Specialization: Choose a maneuver to master of which the exertion cost is reduced by 1 (minimum of 1), the DC is increased by 1, and attacks using it deal 2 additional damage

Lvl 3, Lvl 7, Lvl 11, Lvl 15, Lvl 19

Reserves: Your exertion pool increases by 1

Lvl 4, Lvl 8, Lvl 12, Lvl 16

Marital Legacy: You can teach a willing creature a maneuver you have mastered by spending 8 hours of sparring, it can only learn maneuvers of a degree it knows at least one maneuver from and it counts towards its number of maneuvers known.

Lvl 18

## *Soldiering Knacks*

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Lvl 1

Fighting Style:

Lvl 5, Lvl 11

Extra Attack: You can make 1 additional attack when taking the attack action on your turn

Lvl 9, Lvl 13, Lvl 17

Indomitable: Per long rest, as a reaction; either reroll a failed saving throw and use the new roll, reduce the damage from a single source or attack by 2d8+half your fighter level, or make a single attack against a creature that just completed an attack against you



## *Miscellaneous*

Lvl 2

Steely Mien:

Lvl 6

Martial Lore:

Lvl 10

Reputation:

Lvl 14

War's Toll:

## *Warmaster*

Lvl 20

Master of Combat: You master all maneuvers you know. Choose one 3rd or lower degree maneuver, you can use it without spending exertion points

Lvl 20

Finishing Blow: Once per short or long rest; choose to transform a miss into a hit, a hit into a critical hit or deal maximum damage with a critical hit. All hostile creatures who see your Finishing Blow need to make a Wisdom save against your maneuver DC or become frightened for 1 minute.



Prestige

Archetype

Level

3

Level

7

Level

10

Level

15

Level

18

Prestige Centre

Followers

Name	Type	Tier
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Name	Type	Tier
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Name	Type	Tier
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Name	Type	Tier
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Stronghold

Type	
Size	
Grade	
Quality	
Features	
Total Cost	
Prestige Bonus	
Staff	

Other Features

	Age	Height	Weight
<i>Character Name</i>	Eyes	Skin	Hair

*Heritage:*

Traits

Gift

Paragon Gift

*Culture:*

Traits

*Background:*

Feature

Connection

Memento

*Allies and Organizations*

*Destiny:*

Source of Inspiration

Inspiration Feature

Fulfillment Feature

*Notable enemies*



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