

FIGHTER

Level	Prof. Bonus	Class Features	Second Wind	Second Wind Dice	Weapon Mastery	Weapon Expert
1 st	+2	Fighting Style, Second Wind, Weapon Mastery	2	1d10	2	-
2 nd	+2	Action Surge, Weapon Expert	2	1d10	2	2
3 rd	+2	Fighter Subclass	2	1d10	2	2
4 th	+2	Feat	2	1d10	2	2
5 th	+3	Extra Attack, Feat	3	2d10	3	3
6 th	+3	Subclass Feature	3	2d10	3	3
7 th	+3	Remarkable Athlete	3	2d10	3	3
8 th	+3	Feat	3	2d10	3	3
9 th	+4	Indomitable	4	2d10	4	4
10 th	+4	Subclass Feature	4	2d10	4	4
11 th	+4	Two Extra Attacks	4	3d10	4	4
12 th	+4	Feat	4	3d10	4	4
13 th	+5	Fighting Experience	5	3d10	5	5
14 th	+5	Subclass Feature	5	3d10	5	5
15 th	+5	Feat	5	3d10	5	5
16 th	+5	Feat	5	3d10	5	5
17 th	+6	Three Extra Attacks	6	4d10	6	6
18 th	+6	Legendary Resistance	6	4d10	6	6
19 th	+6	Feat	6	4d10	6	6
20 th	+6	Epic Boon	6	4d10	6	6

1st level: Fighting Style

You have honed your martial prowess and gain the Fighting Style: Defense feat, or you gain another Fighting Style feat of your choice.

1st level: Second Wind

You have a limited well of stamina that you can draw on to recover from harm. As a Bonus Action, you can regain Hit Points equal to 1d10 + your Fighter level.

You can use this feature twice, and you regain all expended uses when you finish a Long Rest.

When you reach certain Fighter levels, you gain more uses of this feature and dice increases, as shown in the Second Wind columns of the Fighter table.

1st level: Weapon Mastery

Your training with weapons allows you to use the Mastery property of three

kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change the kinds of weapons you chose.

When you reach certain Fighter levels, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter table.

2nd level: Action Surge

You can push yourself beyond your normal limits for a moment. Once per combat, on your turn, you can take one additional action, chosen from the following action options: Attack, Dash, Disengage, or Dodge. At level 11 of the Fighter's class, you can use Action Surge twice per combat.

2nd level: Weapon Expert

Whenever you make an Initiative Roll, you can

choose up to two of the kinds of Mastery weapons you're using and replace its Mastery property with another Mastery property. The chosen kind of weapon must qualify for the new property.

In addition, you can give that kind of weapon up to two properties rather than one, but you then use only one property at a time; whenever you make an attack roll against a target with that kind of weapon, you decide which of the two properties applies to that attack. You make this decision before the attack hits or misses.

When you reach certain Fighter levels, you can choose more Mastery weapons and Mastery property, as shown in the Weapon Expert column of the Fighter table.

3rd level: Fighter Subclass

4th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

5th level: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

5th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

6th level: Subclass Feature

7th level: Remarkable Athlete

You gain the following benefits:

Athlete. You gain proficiency in Athletics. If you already have it, you can choose another skill of your choice from the list of skills available to Fighter at 1st level.

Acrobat. You gain proficiency in Acrobatics. If you already have it, you can choose another skill of your choice from the list of skills available to Fighter at 1st level. Whenever you make an ability check using this skill, you can make it as a Strength check even if it normally uses a different ability.

Versatile Initiative. Whenever you make an Initiative Roll, you can choose between Strength or Dexterity modifier to add to the roll.

8th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

9th level: Indomitable

If you fail an ability check or a saving throw, you can expend a use of your Second Wind to cause yourself to succeed instead, which also heals you.

10th level: Subclass Feature

11th level: Two Extra Attacks

Your Extra Attack feature now confers two extra attacks rather than one.

12th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

13th level: Fighting Experience

Superior Fighting Technique. You can Grapple, Shove and Push targets up to two Sizes larger than you. At level 17 of the Fighter's class, you can Grapple, Shove and Push targets up to three Sizes larger rather than two.

Superior Fighting Movement. On your turn, you can take one of the following Actions as a Bonus

Action: Dash, Disengage or Dodge. At level 17 of the Fighter's class, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

14th level: Subclass Feature

15th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

16th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

17th level: Three Extra Attacks

Your Extra Attack feature now confers three extra attacks rather than two.

18th level: Legendary Resistance

Whenever you make an Initiative Roll, you regain up to three expended uses of Second Wind.

19th level: Feat

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

20th Epic Boon

You gain the following benefits:

Ability Score Increase. Choose your Strength or Dexterity score. That score increases by 2, and its maximum is now 30.

Epic Boon Feat. You gain the Epic Boon of Recovery or another Epic Boon feat of your choice.