

THE FIGHTER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind, Campaigner, Weapon Mastery
2nd	+2	Action Surge
3rd	+2	Martial Archetype, Weapon Proficiency
4th	+3	Ability Score Improvement or Feat, Weapon Mastery, Martial Versatility
5th	+3	Extra Attack, Tactical Shift
6th	+3	Martial Archetype Feature, Weapon Improvement (2)
7th	+4	Veteran Campaigner, Indomitable
8th	+4	Ability Score Improvement or Feat, Martial Archetype Feature
9th	+4	Weapon Mastery, Studied Attack, Weapon Improvement (3)
10th	+5	Extra Attack (2), Martial Archetype Feature

FIGHTER

[Insert Class Description Here]

HIT POINTS

Hit Dice: 1d10 per fighter level

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

Hit Points at Higher Levels: 1d10 (or 5) + your

Constitution modifier per fighter level after 1st

PROFICIENCIES

Armor: Light armor, Heavy armor, Shields.

Weapons Training

Proficient: All simple and martial weapons.

Specializations: Choose 4 weapons.

Tools: None

Saving Throws: Strength, Constitution

Skills (choose two): Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival.

Skills Specialties: Choose one Skill Specialty from among your skill proficiencies.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background. Choose a or b from each row

- (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

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Strength 13 or Dexterity 13

When you gain a level in fighter for the first time after already having another class, you gain only some of that

class's starting proficiencies and none of its starting equipment.

Armor: light armor, medium armor, shields

Weapons:

Proficiency: All simple weapons and 2 martial weapons.

Specialization: Up to any four weapons

(If your previous class grants starting specializations, subtract that number from 4. This is how many specializations you gain.)

CLASS FEATURES

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again. Every time you gain a new level you may replace a chosen fighting style with another one.

- *Archery.* You gain a +1 bonus to attack rolls you make with bows and crossbows.
- *Defense.* While you are wearing armor, you gain a +1 bonus to AC.
- *Dueling.* When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- *Great Weapon Fighting.* When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and choose whichever result is better. The weapon must have the two-handed or versatile property for you to gain this benefit.
- *Interception.* When a creature you can see hits an adjacent target with an attack, you can use your Reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial melee weapon to use this reaction.

- *Protection.* When a creature you can see attacks a target adjacent to you, you can use your Reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- *Thrown Weapon Fighting.* When you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll. In addition, you can draw a weapon that has the thrown property as part of the attack you make with the weapon (allowing you to use the Extra Attack feature)
- *Two-Weapon Fighting.* When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- *Unarmed Fighting.* Your unarmed strikes can deal bludgeoning damage equal to 1d4 + your Strength modifier on a hit. On your turn when grappling a creature your size or smaller, you can use your Action to force an opposed grapple check, dealing 1d4 + your Strength modifier bludgeoning damage to the grappled creature if you win.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, if you have at least 1 hit point, you can use a bonus action to regain hit points equal to 1d10 + your fighter level + your Constitution modifier. Once you use this feature, you must finish a short or long rest before you can use it again.

CAMPAIGNER

Fighters know how to carry a weapon so that it doesn't weigh them down as much. Choose a weapon in which you are proficient, it costs 1 less encumbrance slot for you (minimum 0). This benefit can only be used in regard to one weapon at a time.

WEAPON MASTERY

Fighters may unlock weapon masteries, accessing abilities with weapons in which they are specialized. At first level, you gain an additional weapon proficiency that can only be used to gain weapon mastery in a weapon in which you are specialized. You may use that weapon's mastery feature.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE

At 3rd level you choose a fighter subclass: champion, mage-knight, or battlemaster. You gain additional features based on your choice at 6th, 8th and 10th level.

WEAPON PROFICIENCY

At 3rd level, you gain an additional weapon proficiency. You may use this to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 6th and 9th levels.

ABILITY SCORE INCREASE OR FEAT

At 4th level, fighters (and all classes) may choose one of the following two options:

- *Ability Score Increase.* You may increase one ability score by +2 or two different scores by +1 each (to a maximum of 18) each.
- *Feat.* Choose a feat from the available feat list for which you meet the prerequisites.

You gain this benefit (choosing again) at 8th level (with your ability score maximum raising to 20).

MARTIAL VERSATILITY

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to fighters. This replacement represents a shift of focus in your martial practice.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You gain an additional extra attack upon achieving 10th level.

TACTICAL SHIFT

Beginning at 5th level, you may expend a use of your Second Wind ability to add 15 feet to your Speed and not provoke opportunity attacks when you move until the end of your turn.

INDOMITABLE

At 7th level you may expend a use of your Second Wind ability to gain a bonus equal to your fighter level to any saving throw or a Strength, Dexterity, or Constitution based ability check. You can choose to use this feature after you have made your roll.

VETERAN CAMPAIGNER.

Starting at 7th level, your ability to carry weapons so they are not as encumbering improves. Choose a second weapon in which you are proficient, it costs 1 less encumbrance slot for you (minimum 0). This benefit can only be used in regard to one weapon at a time.

STUDIED ATTACK

Starting at 9th level, when you miss a target with an attack, you may use your Reaction to gain advantage on any other attacks you make on the same target in the same turn.

MARTIAL ARCHETYPES

CHAMPION

A hero of the people, a symbol for a kingdom, a protector of the weak, champions come from all walks of life, their dedication to embodying excellence in combat driven perhaps by their desire for renown others by duty to do good, and still others driven by causes bound for infamy.

THE CHAMPION

Level	Proficiency Bonus	Features
3rd	+2	Keen
4th	+3	
5th	+3	
6th	+3	Remarkable Heroics
7th	+4	
8th	+4	Resilient Fighter
9th	+4	
10th	+5	Survivor

KEEN

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20 and you gain Weapon Mastery in a weapon in which you are specialized.

REMARKABLE HEROICS

Starting at 6th level, you gain three abilities:

- You can add an expertise die (+1d4) to any Strength, Dexterity, or Constitution ability check you make that doesn't already use your proficiency bonus.
- When you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.
- Your Hero Dice become exploding dice when used to modify weapon damage.

RESILIENT FIGHTER

At 8th level, you can choose a second option from the Fighting Style class feature, and every time you finish a Short or Long rest you gain a number of temporary hit points equal to twice your Strength modifier.

SURVIVOR

At 10th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, if you are Bloodied, you regain hit points equal to 1 + your Constitution modifier. You don't gain this benefit if you have 0 hit points. Once this ability manifests, it lasts for 1 minute or you are no longer Bloodied and cannot be used again until you take a Short or Long Rest.

MAGE-KNIGHT

The archetypal Mage-Knight combines the martial mastery common to all fighters with a knack for magic enhanced by rote practice common to the study of

fighting. Some Mage-Knights have always known they had the spark of the arcane within them but chose to focus on martial pursuits nonetheless. Others are fighters surprised to find that their strange dreams and the way fate seems to bend around them might have to do with some heretofore unknown innate arcane talent. Similar to a specialist wizard, but without their studied acumen, mage-knights focus their study on two of the eight schools of magic—abjuration and evocation. Abjuration spells grant a Mage-Knight additional protection in battle, and evocation spells deal damage to many foes at once, extending the fighter's reach in combat. These knights learn a comparatively small number of spells, committing them to memory and incorporating them into their martial forms.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

CANTRIPS

You learn two cantrips of your choice from the mage spell list. You learn an additional mage cantrip of your choice at 6th level and 10th level.

While cantrips are a potentially limitless resource, casting the same cantrip over and over grows increasingly difficult. Every time you cast a mage cantrip make an Intelligence-based spell check against DC 11. While the cantrip is still cast successfully if you fail, it is no longer available to you to cast until after a long rest. Finally, while cantrips cannot be upcast, if you spend a spell slot to cast a cantrip you can forgo the spellcheck (though the cantrip is still unavailable if you failed a check with it previously).

SPELL SLOTS

The Mage-Knight Spellcasting table shows how many spell slots you have to cast your mage spells of 1st level and 2nd level. 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 two 1st-level mage spells of your choice, both of which you must choose from the abjuration or evocation spells on the wizard spell list.

The Spells Known column of the Mage-Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 6th level in this class, you can learn one new spell of 1st or 2nd level.

THE MAGE-KNIGHT

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots Per Spell Level —		
					1st	2nd	3rd
3rd	+2	Spellcasting, Weapon Bond	2	3	2	—	—
4th	+3		2	4	3	—	—
5th	+3		2	4	3	—	—
6th	+3	Arcane Combination	3	6	3	2	—
7th	+4		3	6	4	2	—
8th	+4	Open the Path	3	7	4	2	1
9th	+4		3	7	4	3	2
10th	+5	Arcane Flourish	4	9	4	3	3

Whenever you gain a level in this class, you can replace one of the mage spells you know with another spell of your choice from the mage spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Mage spells, since you learn your spells through study and practice. 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 mage 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

WEAPON BOND

At 3rd level, upon choosing this archetype, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 20 minutes, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a Bonus Action on your turn, causing it to teleport instantly to your hand. You may use a bonded weapon as spell focus and may perform somatic components while wielding it even if the weapon is two-handed.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

ARCANE COMBINATION

Beginning at 6th level, when you use your action to cast a cantrip, you can make one weapon attack as a Bonus Action.

OPEN THE PATH

At 8th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. 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 that targets it before the end of your next turn.

ARCANE FLOURISH

At 10th level, as a Reaction to striking a target with a bonded melee weapon you spend a spell slot to have the weapon burst with aura of magical energy. Choose one: cold, fire, or lightning. The weapon momentarily sheds bright light in a 20-foot radius and counts as magical weapon for the purposes of creatures struck only by them. In addition to the normal weapon damage, on a successful attack with the enchanted weapon, the target must make a Dexterity saving throw or take an additional 1d8 + 1d8 per spell level of the chosen energy type from the aura and suffer a secondary effect based on the damage type. On a successful save, they only take half damage and suffer no additional effects.

ARCANE FLOURISH DAMAGE TYPES

Damage Type	Secondary Effect
Cold	Frozen 1d6
Fire	Burning 1d4
Lightning	<i>Dazed</i> until end of their next turn.

This feature does not function with a weapon that already bears an enchantment dealing energy damage.

BATTELMASTER

Battle Masters employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

THE BATTLEMASTER

Level	Proficiency		Maneuvers	Superiority
	Bonus	Features		Dice
3rd	+2	Student of war	3	3 (d6)
4th	+3	Combat Superiority	3	3 (d6)
5th	+3		3	3 (d6)
6th	+3	Increased Tactical Knowledge	4	4 (d8)
7th	+4		4	4 (d8)
8th	+4	Art of War	6	5 (d8)
9th	+4		6	5 (d8)
10th	+5	Relentless	8	6 (d10)

STUDENT OF WAR

When you choose this archetype, you gain proficiency with one type of artisan's tools of your choice.

COMBAT SUPERIORITY.

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 8th level and one more at 10th level.

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)

Maneuvers. You learn three maneuvers of your choice, which are listed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn an additional maneuver of your choice at 6th, and two more at 8th and 10th levels. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one. The maneuvers are presented in alphabetical order.

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

- *Bait and Switch.* When you're within 5 feet of an ally on your turn, you can expend one superiority 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 superiority 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.
- *Brace.* When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your Reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.
- *Commanding Presence.* When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one superiority die and add the superiority die to the ability check.
- *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 superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
- *Disarming Attack.* When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority 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 superiority die to distract the creature, giving your allies an opening. You add the superiority 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, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.
- *Feinting Attack.* You can expend one superiority die and use a bonus action on your turn 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 superiority die to the attack's damage roll.

- **Goading Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority 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.
- **Lunging Attack.** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.
- **Maneuvering Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly 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 weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority 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.** When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.
- **Precision Attack.** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
- **Pushing Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
- **Rally.** On your turn, you can use a bonus action and expend one superiority 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 superiority die roll + your Charisma modifier.
- **Riposte.** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.
- **Sweeping Attack.** When you hit a creature with a melee weapon attack, you can expend one superiority 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 superiority die. The damage is of the same type dealt by the original attack.
- **Trip Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.
- **Quick Toss.** As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.
- **Tactical Assessment.** When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

INCREASED TACTICAL KNOWLEDGE

At 6th level you can choose an additional maneuver, gain an additional superiority die, and all your superiority dice become d8s.

Furthermore, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

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

ART OF WAR

At 8th level you can choose two more maneuvers and gain another superiority die.

RELENTLESS

At 10th level, you can choose two more maneuvers, gain one more superiority die, and your superiority dice become d10s. In addition, if you ever roll initiative and have no superiority dice left in your pool, you regain 2 superiority dice.