

CHARACTER NAME

RACE BACKGROUND  
ALIGNMENT EXPERIENCE POINTS

# FIGHTER

MARTIAL ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION  
INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED  
Hit Point Maximum Temporary Hit Points  
HIT DICE DEATH SAVES  
Used Total SUCCESSES FAILURES

FIGHTING STYLE LEVEL 1

SECOND WIND LEVEL 1  
On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE LEVEL 2  
On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.  
**At 17th level**, you can use it twice before a rest, but only once on the same turn.

**STRENGTH**  
◆ — SAVING THROWS  
○ — ATHLETICS

**DEXTERITY**  
◆ — SAVING THROWS  
○ — ACROBATICS  
○ — SLEIGHT OF HAND  
○ — STEALTH

**CONSTITUTION**  
◆ — SAVING THROWS

**INTELLIGENCE**  
◆ — SAVING THROWS  
○ — ARCANA  
○ — HISTORY  
○ — INVESTIGATION  
○ — NATURE  
○ — RELIGION

**WISDOM**  
◆ — SAVING THROWS  
○ — ANIMAL HANDLING  
○ — INSIGHT  
○ — MEDICINE  
○ — PERCEPTION  
○ — SURVIVAL

**CHARISMA**  
◆ — SAVING THROWS  
○ — DECEPTION  
○ — INTIMIDATION  
○ — PERFORMANCE  
○ — PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

ELDRITCH KNIGHT FEATURE LEVEL 3

EXTRA ATTACK LEVEL 5  
You can attack twice, instead of once, whenever you take the Attack action on your turn.  
  
The number of attacks increases to three when you reach **11th level** in this class and to four when you reach **20th level**.

ACTION SURGE EXTRA ATTACK INDOMITABLE

ELDRITCH KNIGHT FEATURE LEVEL 7

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS  
1st 2nd 3rd 4th

INDOMITABLE LEVEL 9  
You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.  
  
You can use this feature twice between long rests starting at **13th level** and three times between long rests starting at **17th level**.

RACIAL TRAITS

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

ELDRITCH KNIGHT FEATURE LEVEL 10

PROFICIENCIES LANGUAGES TOOLS & OTHER PROFICIENCIES

LIGHT ARMOUR	SIMPLE WEAPONS
MEDIUM ARMOUR	MARTIAL WEAPONS
HEAVY ARMOUR	SHIELDS

Level (R) CANTRIPS & SPELLS KNOWN


ELDRITCH KNIGHT FEATURE LEVEL 15

ELDRITCH KNIGHT FEATURE LEVEL 18