

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 SUCCESSIONS FAILURES

d10

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

ACTION SURGE EXTRA ATTACK INDOMITABLE

SUPERIORITY DICE MANEUVER SAVE DC

Used Total Die

ADDITIONAL COMBAT FEATURES

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.

BATTLE MASTER 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.

BATTLE MASTER FEATURE LEVEL 7

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.

BATTLE MASTER FEATURE LEVEL 10

BATTLE MASTER FEATURE LEVEL 15

BATTLE MASTER FEATURE LEVEL 18

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES