

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

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

**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.

**MARTIAL ARCHETYPE 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.

**MARTIAL ARCHETYPE 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.

**MARTIAL ARCHETYPE FEATURE** LEVEL 10

**MARTIAL ARCHETYPE FEATURE** LEVEL 15

**MARTIAL ARCHETYPE FEATURE** LEVEL 18



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="checkbox"/>
AMULET _____		<input type="checkbox"/>
CLOAK _____		<input type="checkbox"/>
ARMOUR _____		<input type="checkbox"/>
HANDS/ARMS _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
BELT _____		<input type="checkbox"/>
BOOTS _____		<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>