

FIGHTER

THE FIGHTER		
	Proficiency	
Level	Bonus	Features
1	+2	Fighting Style, Second Wind
2	+2	Action Surge (one use)
3	+2	Martial Archetype feature
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Ability Score Improvement
7	+3	Martial Archetype feature
8	+3	Ability Score Improvement
9	+4	Indomitable (one use)
10	+4	Martial Archetype feature
11	+4	Extra Attack (2)
12	+4	Ability Score Improvement
13	+5	Indomitable (two uses)
14	+5	Ability Score Improvement
15	+5	Martial Archetype feature
16	+5	Ability Score Improvement
17	+6	Action Surge (two uses), Indomitable (three uses)
18	+6	Martial Archetype feature
19	+6	Ability Score Improvement
20	+6	Extra Attack (3)

WELL-ROUNDED SPECIALISTS

Fighters learn the basics of all combat styles. Every fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, use a bow, and even trap foes in a net with some degree of skill. Likewise, a fighter is adept with shields and every form of armour. Beyond that basic degree of familiarity, each fighter specializes in a certain style of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes fighters superior combatants on battlefields and in dungeons alike.

TRAINED FOR DANGER

Not every member of the city watch, the village militia, or the queen's army is a fighter. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are fighters.

Some fighters feel drawn to use their training as adventurers. The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter, not all that different from the life they left behind. There are greater risks, perhaps, but also much greater rewards—few fighters in the city

watch have the opportunity to discover a magic flame tongue sword, for example.

CREATING A FIGHTER

As you build your fighter, think about two related elements of your character's background: Where did you get your combat training, and what set you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? A threat to your homeland, a thirst for revenge, or a need to prove yourself might all have been factors.

You might have enjoyed formal training in a noble's army or in a local militia. Perhaps you trained in a war academy, learning strategy, tactics, and military history. Or you might be self-taught—unpolished but well tested. Did you take up the sword as a way to escape the limits of life on a farm, or are you following a proud family tradition? Where did you acquire your weapons and armour? They might have been military issue or family heirlooms, or perhaps you scrimped and saved for years to buy them. Your armaments are now among your most important possessions—the only things that stand between you and death's embrace.

QUICK BUILD

You can make a fighter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Constitution. Second, choose the soldier background.

CLASS FEATURES

As a fighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

PROFICIENCIES

Armour: All armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather, 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

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armour, 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 must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. 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

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Reaver, or Templar, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, 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 in this class.

INDOMITABLE

Beginning at 9th level, 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 ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CHAMPION

Champions are defenders and protectors, and when a warrior trains in the champion's tradition, they become unstoppable. Champions use their armour, weapon and awareness to shrug off incoming attacks while holding critical positions on the battlefield and protecting allies in the process.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Improved Proficiency

At 3rd level when you choose this archetype, you gain proficiency with an additional skill of your choice.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

REAVER

As the battle gets bloodier, these vicious and deadly warriors get even more brutal. Hurting them just makes them mad, a mistake most enemies don't live to repeat. Reavers benefit from an unrefined form of blood magic.

Reckless Attack

Starting at 3rd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Devour

Starting at 3rd level, you gain power from the enemies you slay. Whenever you reduce a hostile creature to 0 hit points, you gain a number of temporary hit points equal to 5 x their Challenge rating (minimum 1). These last for 1 hour or until 'used up'. Undead or construct enemies do not grant this benefit.

Aura of Pain

From 7th level, you can radiate an aura of psychic pain, inflicting your constant agony on others around you.

You can activate or deactivate this aura as a bonus action, and you and all creatures within 10 feet of you take 3 (1d6) psychic damage at the start of their turns or when they enter the aura.

This damage increases to 7 (2d6) psychic damage at 15th level.

Brutal Critical

Beginning at 10th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Retaliation

Starting at 15th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Blood Frenzy

Starting at 18th level, your surging power can drive you to amazing feats of strength and endurance. You can activate your blood frenzy as an action, or as a bonus action any time you inflict a critical hit. While your blood frenzy is active, you deal an additional 2d6 necrotic damage on your melee attacks, and have advantage on any Strength, Dexterity, or Constitution checks. Your blood frenzy lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your blood frenzy on your turn as a bonus action.

Once you have used this ability, you can't use it again until you have completed a short rest or a long rest.

TEMPLAR

These unrelenting warriors specialize in fighting mages and demons. No enemy's magic can withstand them,

and they inspire and protect their allies with their righteous power.

Chantry Authority

A Templar must swear loyalty to the Chantry and to its earthly authority. They in turn act with the authority of the Chantry, granting them legal powers to hunt and eliminate mages or demons. However, if you break these oaths, you will likely be hunted down by other agents of the Chantry, eager to see their reputation preserved.

Lyrium Points

You have three Lyrium points. A Lyrium point is expended when you use it. You regain all your expended Lyrium points when you finish a short or long rest.

You gain another two Lyrium points at 7th level and two more at 15th level.

Righteous Strike

Starting at 3rd level, when you hit a creature with a melee weapon attack, you can choose to make it a righteous strike, infusing the weapon with holy power, in addition to the weapon's damage. This additional damage is 1d8 radiant damage per Lyrium point spent, up to 3 points per strike. The damage increases by 1d8 if the target is a spellcaster or a fiend.

Spell Purge

Starting at 7th level, you can spend a minimum of 2 Lyrium points to use *Counterspell* or *Dispel Magic*. The spell's slot level equals 1 + the number of Lyrium points spent.

Cleansing Smiter

Starting at 10th level, when you hit a spellcaster or fiend with a righteous strike, you can trigger a spell purge at 3rd level spell slot on the target at the cost of one Lyrium point.

Resistance

Starting at 15th level, you have advantage on any saving throws against magic spells and effects.

Annulment

Starting at 18th level, you have resistance to damage from any magical spells or effects.