

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

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

AC

INITIATIVE

SPEED

Hit Point

Maximum

Temporary

Hit Points

HIT DICE

Used

Total

d10

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SUPERIORITY DICE

Used

Total

Die

MANEUVER

SAVE DC

ADDITIONAL COMBAT FEATURES

FIGHTER

MARTIAL ARCHETYPE

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

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Name

Name

Name

Name

BACKPACK/STORAGE