

CHAMPION



A FIGHTER WHO FOCUSES ON THE DEVELOPMENT OF
RAW PHYSICAL POWER HONED TO DEADLY PERFECTION

HIT DIE:

1d10

At first level, you have
10 hit points, plus your
Constitution modifier.



PROFICIENCIES

+2

Armor

You can effectively wear **any armor** and wield **shields**. You suffer none of the disadvantages that those without these proficiencies experience.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple** or **martial weapons**. You can expertly wield any weapon you pick up.

Saving Throws

Add your proficiency bonus when making a Strength or Constitution saving throws.

FEATURE

Second Wind (PHB 72): Take a second to catch your breath and regain some of your hit points. That way, there's still time to attack or perform another action on your turn.

1ST LEVEL



Ability Scores

Strength or **Dexterity** should be your highest score to strengthen your swing or improve your aim. **Constitution** should be your second-highest score to keep you in the fight longer.

Skills

You have special training or a certain knack in two skills. Consider choosing **Intimidation** and either **Acrobatics** or **Athletics**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a greatsword or (b) a rapier and a shield
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) two handaxes or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a dungeoneer's pack

Fighting Style

(PHB 72)

If you wield a bow, choose **Archery** to improve your aim. If you prefer the rapier, choose **Dueling** for more damage. Otherwise, pick up **Great Weapon Fighting** so your hits always pack a punch.

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge

(PHB 72)

Once between rests, push yourself to perform one additional action on your turn.

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Improved Critical Double your chances of a critical hit. (PHB 72)

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do and you're a ranged or finesse fighter, consider taking Athlete, Crossbow Expert, Mobile, or Sharpshooter. If you're a strength-based fighter, consider Charger, Heavy Armor Master, Orcish Fury (if half-orc), Sentinel, or Shield Master.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn. (PHB 72)

WHERE ARE THE OTHER ARCHETYPES AND LEVELS?

FIGHTER

A MASTER OF MARTIAL COMBAT, SKILLED WITH A VARIETY OF WEAPONS AND ARMOR

HIT DIE:	PROFICIENCIES	FEATURE
1d10 At first level, you have 10 hit points, plus your Constitution modifier.	Armor You can effectively wear any armor and wield shields. You suffer none of the disadvantages that those without these proficiencies experience. Weapons Add your proficiency bonus to the attack roll for any attack you make with simple or martial weapons. You can expertly wield any weapon you pick up. Saving Throws Add your proficiency bonus when making a Strength or Constitution saving throw.	+2 Second Wind (PHB 72): Take a second to catch your breath and regain some of your hit points. That way, there's still time to attack or perform another action on your turn.
CHOOSE ARCANE ARCHER IF YOU WANT TO IMBUE YOUR ARROWS WITH MAGICAL EFFECTS	CHOOSE BANNERET IF YOU WANT TO INSPIRE YOUR ALLIES AND STRENGTHEN THEIR RESOLVE	
CHOOSE BATTLE MASTER IF YOU WANT TO SPECIALIZE IN STRATEGY AND ADVANCED COMBAT MANEUVERS	CHOOSE CAVALIER IF YOU WANT TO EXCEL IN MOUNTED COMBAT AND SAFEGUARDING OTHERS	
CHOOSE CHAMPION IF YOU WANT TO FOCUS ON RAW PHYSICAL POWER	CHOOSE ELDRITCH KNIGHT IF YOU WANT BOTH ARMOR AND ARCANIC WARD, BOTH ARMS AND MAGICAL EXPLOSIVES	
CHOOSE SAMURAI IF YOU WANT TO FIGHT TO THE LAST BREATH WITH IMPLACABLE RESOLVE		

FIGHTER TRAINING GROUND

CHOOSE YOUR WEAPON

More so than any other class, a fighter is defined by the weapon he or she wields. Each fighter archetype can choose any type of weapon, except Arcane Archers who should strictly stick to bows.

Sword and Board. You're an iconic fighter, wielding a one-handed melee weapon, such as a longsword, in one hand and a shield in the other. Your highest ability score should be Strength, and your fighting style should be Defense, Dueling, or Protection. Wear the best heavy armor you can afford, up to plate when you've saved up 1,500 gold pieces.

Heavy Hitter. You are sometimes mistaken for a barbarian because you heft the largest, heaviest-hitting weapon you can get. That usually means a greataxe or greatsword, which must be wielded with two hands. Obviously, Strength is your most important ability score. Choose the Defense or Great Weapon Fighting style. Like the sword-and-board build, purchase the best armor your money can buy, topping out at plate armor. Small races, such as gnomes and halflings are ineffective in this role.

Pikeman. Much like the heavy hitter, this fighter uses a weapon that requires two hands. But yours has the reach property, such as the glaive, lance, or pike. Invest in heavy armor because you are going to draw enemies' attacks. Your job is to wade into the horde and pin them all down, raining pain down on anyone trying to escape. Strength should be your highest ability score. The Sentinel feat is a good fit, as is the Great Weapon Fighting or Defense fighting style. Small races, such as gnomes and halflings are ineffective in this role.

Two-Weapon Finesse Fighter. You wield two light weapons, one in each hand. Dexterity should be your highest score. Choose weapons with the finesse property, such as a pair of scimitars or shortswords. Pick up the Two-Weapon Fighting style at 1st level. Because your highest score is Dexterity, purchase light armor. Consider medium armor only if you get the Medium Armor Master feat.

Two-Weapon Strength Fighter. You're like a two-weapon finesse fighter, except Strength is your highest ability score, you wield handaxes or light hammers, and you go for heavy armor.

Archer. Arcane Archers should always choose this build, but any fighter can be an archer. Your Dexterity is your highest ability score, you wear light armor only, and you use ranged weapons. Choose Archery as your fighting style.

Finesse Fighter. You wield a shield, but you're quick on your feet and your weapon is a light, slender weapon. Make Dexterity your highest ability score and pick up a rapier. Your armor should be light, so your Dexterity can contribute to your Armor Class. Take the Defense, Dueling, or Protection fighting style.

HIT 'EM AGAIN

Starting at 5th level, the fighter can attack more than once with the Attack action. This simple feature is your greatest strength. It means you get more attacks per round than any other character class, making you a reliable damage-dealer.

TAKE A BREATH

Your Second Wind feature is powerful when timed right. Use it no later than the moment you suspect that suffering a critical hit might lay you out. Otherwise, it can be frustrating dropping to 0 hit points without having used your Second Breath feature.

MIGHTY FEATS OF VALOR

Most fighter archetypes are single-ability dependent. That means that their features and role only depend on a single ability score, such as Strength or Dexterity. On top of that, fighters get more Ability Score Increases than any other class. It's entirely possible to build a fighter using Point Buy that maxes out Strength or Dexterity at 6th level and Constitution too at 12th level. After that there are still three Ability Score increases to go.

If your Dungeon Master allows the optional feat rule, invest in feats. Look at the recommendations for your archetype in the preceding level-up cards and round out your fighter's abilities with feats.

If feats aren't an option, you can diversify your character. Boosting Wisdom makes your fighter more observant and discerning. A higher Charisma can make your fighter more capable in social situations, perhaps even taking on a leadership or negotiator role.

ARMOR UPGRADE

No matter your build, whether Strength or Dexterity, there is better armor out there than what you probably started with.

Dexterity-based fighters should, as soon as they acquire 45 gold pieces, upgrade their armor to studded leather. It has a higher AC than the leather armor they probably started with and no disadvantages to Stealth checks.

Strength-based fighters should go all the way to plate armor. It costs a small fortune: 1,500 gold pieces. But short of magical armor, it's the best.

I would avoid medium armor unless you have no more than a +2 Dexterity modifier (or a +3 Dexterity modifier and the Medium Armor Master feat). In that case, a breastplate or half plate is best.

ODDS ARE BETTER THAN EVEN

When a new level calls for an Ability Score Increase, look at your two most important ability scores. If both are an odd number, consider boosting both scores by 1. By so doing, you can increase both ability score modifiers!

HALF-ELF FIGHTER 1

"I do whatever I need to do to help others. Even if it means skirting the law and thumbing my nose at those in power."

You came from a city caught in the vice grip of a tyrannical leader. You turned to smuggling weapons and money into and out of the city to arm and assist resistance fighters. After a hard-fought victory, the resistance prevailed. But the city's new leaders turned their back on the resistance and threw out those who hadn't obeyed the rule of law in the past. Now in exile, you have pledged your talents to work for those who still struggle under the thumb of tyranny and fear.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the regulations of society.

Your expertise is smuggling. You are unmatched at getting illegal goods in and out of cities.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are always calm, no matter what the situation. You never raise your voice or let your emotions control you. And you would rather make a new friend than a new enemy.

Ideal. You're loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. Someone you loved died because of a mistake you made. That will never happen again.

Flaw. You have a "tell" that reveals when you're lying.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: 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.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), chaotic good

Armor Class 16 (leather, shield)

Hit Points 12 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	14 (+2)

Proficiencies (+2 proficiency bonus)

Armor all, shields

Saving Throws Str +1, Con +4; advantage on saves against being charmed

Skills Athletics +1, Deception +4, Intimidation +4, Perception +3, Sleight of Hand +5, Stealth +5

Tools dice set, thieves' tools +5

Weapons simple, martial

Senses darkvision, passive Perception 13

Languages Common, Elvish, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 1d8 + 3 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Fey Ancestry. Half-elf trait

EQUIPMENT

Backpack, bedroll, crowbar, dark common clothes with hood, hempen rope (50 feet), leather armor, light crossbow and case with 20 bolts, longbow and quiver with 20 arrows, mess kit, rapier, rations (10 days), shield, tinderbox, torches (10), waterskin, pouch with money (15 gp).

HALF-ELF FIGHTER 5

"I do whatever I need to do to help others. Even if it means skirting the law and thumbing my nose at those in power."

You came from a city caught in the vice grip of a tyrannical leader. You turned to smuggling weapons and money into and out of the city to arm and assist resistance fighters. After a hard-fought victory, the resistance prevailed. But the city's new leaders turned their back on the resistance and threw out those who hadn't obeyed the rule of law in the past. Now in exile, you have pledged your talents to work for those who still struggle under the thumb of tyranny and fear.

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Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: 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.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Medium humanoid (half-elf), chaotic good

Armor Class 18 (studded leather, shield)

Hit Points 44 (Hit Dice 5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	10 (+0)	13 (+1)	14 (+2)

Proficiencies (+3 proficiency bonus)

Armor all, shields

Saving Throws Str +2, Con +5; advantage on saves against being charmed

Skills Athletics +2, Deception +5, Intimidation +5, Perception +4, Sleight of Hand +7, Stealth +7

Tools dice set, thieves' tools +7

Weapons simple, martial

Senses darkvision, passive Perception 14

Languages Common, Elvish, Halfling

ACTIONS

Attack. You can attack twice when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 6 piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target.

Hit: 1d8 + 4 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 5 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Fey Ancestry. Half-elf trait

Improved Critical. Champion feature.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

EQUIPMENT

Backpack, *bag of holding*, bedroll, crowbar, dark common clothes with hood, dice set, hempen rope (50 feet), longbow and quiver with 20 arrows, mess kit, rapier, rations (10 days), shield, studded leather armor, thieves' tools, tinderbox, torches (10), waterskin, pouch with money (33 gp and 5 sp).