

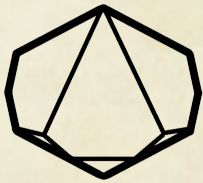
FIGHTER

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

HIT DIE:

1d10

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



CHOOSE

ARCANE ARCHER

IF YOU WANT TO IMBUE YOUR ARROWS WITH
MAGICAL EFFECTS



CHOOSE

BATTLE MASTER

IF YOU WANT TO SPECIALIZE IN STRATEGY AND
ADVANCED COMBAT MANEUVERS



CHOOSE

CHAMPION

IF YOU WANT TO FOCUS ON RAW PHYSICAL
POWER



PROFICIENCIES

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.

+2

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.

CHOOSE

BANNERET

IF YOU WANT TO INSPIRE YOUR ALLIES AND
STRENGTHEN THEIR RESOLVE



CHOOSE

CAVALIER

IF YOU WANT TO EXCEL IN MOUNTED COMBAT
AND SAFEGUARDING OTHERS



CHOOSE

ELDRITCH KNIGHT

IF YOU WANT BOTH ARMOR AND ARCANE WARDS,
BOTH ARMS AND MAGICAL EXPLOSIVES



CHOOSE

SAMURAI

IF YOU WANT TO FIGHT TO THE LAST BREATH
WITH IMPLACABLE RESOLVE



1ST LEVEL



Ability Scores

Dexterity should be your highest score in order to improve your aim and Armor Class. **Constitution** should be your next highest score to keep you in the fight longer. Don't neglect **Intelligence** since some arcane shots depend on it.

Skills

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

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

- (a) a rapier and a shield, (b) two scimitars, or (c) two shortswords
- (a) a dungeoneer's pack or (b) an explorer's pack
- leather armor, a longbow and 20 arrows, and a light crossbow and 20 bolts.

Fighting Style

Your specialty should definitely be the bow and arrow. Choose **Archery** as your fighting style.

(PHB 72) Doing so improves your aim with ranged weapons.

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).

Arcane Shot

(XGtE 28)

This feature is the bread and butter of the arcane archer archetype. Twice between rests, when wielding a longbow or shortbow, you imbue your arrows with magic. You choose two magical effects from a list of eight. Consider starting with two of the following: shadow arrow, banishing arrow, enfeebling arrow, or grasping arrow.

Arcane Archer Lore

(XGtE 28)

You choose to gain proficiency in either the **Arcana** or the **Nature** skill, and you choose to learn either the *prestidigitation* or the *druidcraft* cantrip.

4TH LEVEL



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

Ability Score Increase

(PHB 72)

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 **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elven Accuracy (if elf or half-elf), Magic Initiate, Medium Armor Master, or Sharpshooter.

1ST LEVEL



Ability Scores

Strength or **Dexterity** should be your highest score in order to strengthen your swing or improve your aim. **Constitution** should be your second-highest score to keep you in the fight longer. Since your role is that of natural-born leader, don't neglect your **Charisma** score.

Skills

You have special training or a certain knack in two skills. Consider choosing **Insight** and **Intimidation**. 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 longsword or (b) a rapier
- (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
- a shield

Fighting Style

(PHB 72)

You are a warlord, so choose **Defense** to take the hits or **Protection** to defend your warriors.

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).

Rallying Cry

(SCAG 128)

When you heal yourself with the Second Wind feature, you also heal up to three allies a bit.

4TH LEVEL



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

Ability Score Increase

(PHB 72)

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, consider taking Charger, Heavy Armor Master, Inspiring Leader, Orcish Fury (if half-orc), Sentinel, or Shield Master.

1ST LEVEL



Ability Scores

Strength or **Dexterity** should be your highest score in order to strengthen your swing or improve your aim. **Constitution** should be your second-highest score to keep you in the fight longer. For role-playing purposes, you might not want to neglect your **Intelligence** score.

Skills

You have special training or a certain knack in two skills. Consider choosing **History** 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 longsword or (b) a rapier
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) an explorer's pack or (b) a dungeoneer's pack
- a shield

Fighting Style (PHB 72) If you primarily use ranged weapons, choose **Archery** to improve your aim. Otherwise, choose **Defense** or **Dueling**.

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).

Combat Superiority (PHB 73)

This feature is the heart of the Battle Master archetype. You have studied and trained to learn combat maneuvers, which usually provide a tactical advantage while delivering extra damage. You start with four superiority dice, d8s, that fuel the maneuvers.

If you are a melee fighter, consider the following:

- **Trip Attack**, to give you advantage on subsequent attacks.
- **Disarming Attack**. Don't forget to kick away the enemy's weapon.
- **Precision Attack**, for when you miss but really don't wanna.

If you are a ranged fighter, consider switching Disarming Attack out for **Parry**. It's a nice option to bolster your lighter defenses.

4TH LEVEL



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

Ability Score Increase (PHB 72)

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 fighter, consider taking **Athlete**, **Crossbow Expert**, **Mobile**, or **Sharpshooter**. If you're a melee fighter, consider **Charger**, **Heavy Armor Master**, **Orcish Fury** (if half-orc), **Sentinel**, or **Shield Master**. Any battle master benefits from **Martial Adept**.

1ST LEVEL



Ability Scores Cavaliers can be jousters or horsebowmen and women. Make **Strength** or **Dexterity** your highest score. **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 **Animal Handling** 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 lance or (b) a rapier
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) an explorer's pack or (b) a dungeoneer's pack
- a shield

Fighting Style If you're a horsebowman or woman, choose **Archery** to improve your aim. Otherwise, choose **Defense** or **Protection**. (PHB 72)

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 Once between rests, push yourself to perform one additional action on your turn. (PHB 72)

3RD LEVEL



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

Bonus Proficiency Grab proficiency in **Insight** or **Persuasion** or learn a new language. (XGtE 30)

Born to the Saddle You never fall off your mount. You land on your feet and hit the ground running. (XGtE 30)

Unwavering Mark Harry and harass a single opponent, drawing their attention and attacks and punishing them when they harm anyone else. (XGtE 30)

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 consider taking Athlete, Charger, Mobile, Mounted Combatant, Polearm Master, or Sentinel. (PHB 72)

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

4TH LEVEL



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

Ability Score Increase (PHB 72) 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.

1ST LEVEL



Ability Scores **Strength** or **Dexterity** should be your highest score to strengthen your swing or improve your aim. Your second-highest should be **Intelligence** for your spellcasting, followed by **Constitution** to keep you in the fight longer.

Skills You have special training or a certain knack in two skills. Consider choosing **Insight** and **Perception**. 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 longsword, (b) a battleaxe, or (c) a rapier
- (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
- a shield

Fighting Style Choose **Defense** to improve your Armor Class or **Dueling** to deal more damage per hit. (PHB 72)

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).

Spells (PHB 75) You can cast wizard spells. You learn two cantrips and three 1st-level spells, two of which must be abjuration or evocation spells. You can cast only two 1st-level wizard spells of your choice between rests and cantrips as often as you want.

For your cantrips, consider *booming blade*, *green-flame blade*, or *lightning lure*. For your 1st-level spells, consider *absorb elements*, *shield*, and *Tasha's hideous laughter*.

Weapon Bond (PHB 75) Bond with up to two weapons. After bonding, you cannot be disarmed and can summon your weapons to your hand.

4TH LEVEL



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

Ability Score Increase (PHB 72) 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 fighter, consider taking Athlete, Crossbow Expert, Mobile, or Sharpshooter. If you're a melee fighter, consider Charger, Heavy Armor Master, Orcish Fury (if half-orc), Sentinel, or Shield Master. Any eldritch knight benefits from Ritual Caster or War Caster.

Spells You learn another 1st-level abjuration or evocation spell from the wizard spell list. You also gain an extra 1st-level spell slot.

1ST LEVEL



Ability Scores **Strength** or **Dexterity** should be your highest score to strengthen your swing or improve your aim. Your second-highest should be **Constitution** to keep you in the fight longer. Don't neglect **Wisdom**, which will help in social situations once you reach 7th level.

Skills You have special training or a certain knack in two skills. Consider choosing **Athletics** and **Intimidation**. 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 (*nodachi*) and longsword (*katana*) or (b) two scimitars (*wakizashi*)
- (a) chain mail or (b) leather armor, longbow (*daikyu*), and 20 arrows
- (a) two handaxes (*ono*) or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a dungeoneer's pack

Fighting Style Choose **Great Weapon Fighting** if you wield a greatsword. **Archery** or **Dueling** if you have a higher Dexterity score. (PHB 72)

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).

Fighting Spirit (XGtE 31) Three times between long rests, boost your stamina and your fighting prowess. Your increased stamina is represented in game terms as temporary hit points.

4TH LEVEL



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

Ability Score Increase (PHB 72) 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 fighter, consider taking Athlete, Crossbow Expert, Elven Accuracy (if elf or half-elf), Mobile, or Sharpshooter. If you're a melee 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
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

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 **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Magic Arrow
(XGtE 28)

Creatures resistant or immune to nonmagical weapons still take the full brunt of your arrows' damage.

Curving Shot
(XGtE 28)

If you miss your intended target, you can redirect your arrow to target a different creature or object.

Arcane Shot

You gain an additional Arcane Shot option of your choice.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

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 cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Royal Envoy
(SCAG 128)

People trust you and listen to you. Gain proficiency in Persuasion and double your proficiency bonus whenever you use it. If you already are proficient in this skill, choose one from the list of four alternate skills.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

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 cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Know Your Enemy
(PHB 73)

You can quickly size up another creature, deducing whether it is superior or inferior to you.

Combat Superiority

Learn two additional combat maneuvers and you gain another superiority die.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

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 cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Warding Maneuver
(XGtE 30)

As a reaction, protect your mount and other allies from oncoming attacks.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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**
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

**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 cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

**Remark-
able
Athlete**
(PHB 72)

You can better perform mighty deeds of physical prowess. Your running long jump is incredible.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

**Ability
Score
Increase**

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

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**, **Dexterity**, or **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

War Magic
(PHB 75)

Cast a cantrip *and* attack in the same turn.

Spells

You gain two 2nd-level spell slots and one additional 1st-level spell slot. You also learn one new abjuration or evocation wizard spell. Consider learning one of the following 2nd-level spells: *darkness*, *scorching ray*, or *shatter*.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You learn one new 1st- or 2nd-level wizard spell from any school of magic. Consider learning one of the following 2nd-level spells: *blindness/deafness*, *mirror image*, or *misty step*.

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
(PHB 72)

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

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

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 cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Elegant Courtier
(XGtE 31)

Your experience has made you wise. And your wisdom helps in social situations.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Arcane Shot

You gain an additional Arcane Shot option of your choice.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Inspiring Surge
(SCAG 128)

Once between rests, push not only yourself, but also a nearby ally, to perform an extra action on your turn.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Improved Combat Superiority
(PHB 74)
Learn two additional combat maneuvers and your superiority dice turn into d10s.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase
Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Hold the Line
(XGtE 30)

Any foe standing next to you will find it has no room to maneuver.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Additional Fighting Style You're a more well-rounded fighter now. You can choose a second option from the Fighting Style class feature.
(PHB 73)

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable (PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Eldritch Strike (PHB 75)

Your weapon attacks make enemies more susceptible to your spell attacks.

Spells

You learn another abjuration or evocation wizard spell and another cantrip. You gain another 2nd-level spell slot.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

Spells

You learn another abjuration or evocation spell from the wizard spell list.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Tireless Spirit
(XGtE 31)

You always have some fighting spirit as battle begins. Also, the temporary hit points you receive when using the Fighting Spirit class feature increases.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Arcane Shot

You gain an additional Arcane Shot option of your choice.

Ever-Ready Shot
(XGtE 29)

You always have at least one magic-infused arrow in your quiver when battle begins.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Bulwark
(SCAG 128)

Share your Indomitable feature with a nearby ally. It's what friends do.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Relentless You always have at least one combat maneuver up (PHB 74) your sleeve when battle begins.

Combat Superiority

Learn two additional combat maneuvers and you gain another superiority die.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Ferocious Charger (XGtE 30) Run or ride up to enemies and knock them flat on their backs.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Superior Critical
(PHB 73)

You just keep getting better and better. Increase your chance of a critical hit.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

Spells

You gain two 3rd-level spell slots. You also learn another abjuration or evocation wizard spell. Consider learning one of the following 3rd-level spells: *counterspell*, *fireball*, or *Melf's minute meteors*.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 3rd-level spells: *fly* or *haste*.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Arcane Charge (PHB 75)

Stab, stab, bamf. Now you can take two actions and teleport when you use your Action Surge class feature.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain another 3rd-level spell slot. You also learn another abjuration or evocation wizard spell.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Fighting Spirit

The temporary hit points you receive when using the Fighting Spirit class feature increases.

Rapid Strike (XGtE 31)

Turn advantage into an extra attack.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Arcane Shot

You gain an additional Arcane Shot option of your choice. Also, all of your arcane shots become more powerful.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Inspiring Surge Another nearby ally can be spurred to action.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Improved Combat Superiority Your superiority dice turn into d12s.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Vigilant Defender Punish several enemies in the same round should they try to move away from you.
(XGtE 30)

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Survivor (PHB 73) You could do this all day. Take a beating and still stay on your feet.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Improved War Magic Cast a spell and attack in the same turn. (PHB 75)

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one 4th-level spell slot. You also learn another abjuration or evocation wizard spell. Consider learning one of the following 4th-level spells: *fire shield*, *storm sphere*, or *wall of fire*.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 4th-level spells: *greater invisibility* or *polymorph*.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Strength before Death Even at death's door, you are still plenty dangerous.
(XGtE 31)

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

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.

READS HIS SCROLLS UPSIDE DOWN

It's possible to create an effective Eldritch Knight that has lower Intelligence. Simply choose spells that do not rely on a spell saving save DC or spell attack modifier. Naturally, this limits the spells you may choose. So you sacrifice spell diversity in order to free up ability scores and Ability Score Improvements that can be used elsewhere or traded for feats.

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.

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 + 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).

HALF-ELF FIGHTER 11

"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)

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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 + 11 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 19 (studded leather, shield)

Hit Points 103 (Hit Dice 11d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	17 (+3)	10 (+0)	13 (+1)	14 (+2)

Proficiencies (+4 proficiency bonus)

Armor all, shields

Saving Throws Str +3, Con +7; advantage on saves against being charmed

Skills Athletics +3, Deception +6, Intimidation +6, Perception +5, Sleight of Hand +9, Stealth +9

Tools dice set, thieves' tools +9

Weapons simple, martial

Senses darkvision, passive Perception 15

Languages Common, Elvish, Halfling

ACTIONS

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

+1 Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 1d8 + 8 piercing damage.

Longbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target.

Hit: 1d8 + 5 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 11 hit points.

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

OPTIONS

Fey Ancestry. Half-elf trait.

Improved Critical. Champion feature.

Remarkable Athlete. Champion feature.

Indomitable. Fighter feature.

Indomitable. 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.

MARTIAL ARCHETYPE: CHAMPION

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

Remarkable Athlete. 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.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

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, *potions of healing* (3), +1 rapier, rations (10 days), shield, studded leather armor, thieves' tools, tinderbox, torches (10), waterskin, pouch with money (33 gp and 5 sp).

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

HALF-ELF FIGHTER 17

"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)

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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 + 17 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 twice, 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 21 (+2 studded leather, shield)

Hit Points 191 (Hit Dice 17d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Proficiencies (+6 proficiency bonus)

Armor all, shields

Saving Throws Str +5, Con +11; advantage on saves against being charmed

Skills Athletics +5, Deception +9, Intimidation +9, Perception +8, Sleight of Hand +11, Stealth +11

Tools dice set, thieves' tools +11

Weapons simple, martial

Senses darkvision, passive Perception 18

Languages Common, Elvish, Halfling

ACTIONS

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

+1 Rapier. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

Hit: 1d8 + 8 piercing damage.

Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target.

Hit: 1d8 + 5 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 17 hit points.

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

OPTIONS

Fey Ancestry. Half-elf trait.

Superior Critical. Champion feature.

Remarkable Athlete. Champion feature.

Indomitable. Fighter feature.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll. Once you use this feature three times, you must finish a long rest before you can use it again.

MARTIAL ARCHETYPE: CHAMPION

Superior Critical. Your weapon attacks score a critical hit on a roll of 18-20.

Remarkable Athlete. 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.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

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, *potions of healing* (3), +1 rapier, rations (10 days), shield, +2 studded leather armor, thieves' tools, tinderbox, torches (10), waterskin, pouch with money (33 gp and 5 sp).

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.