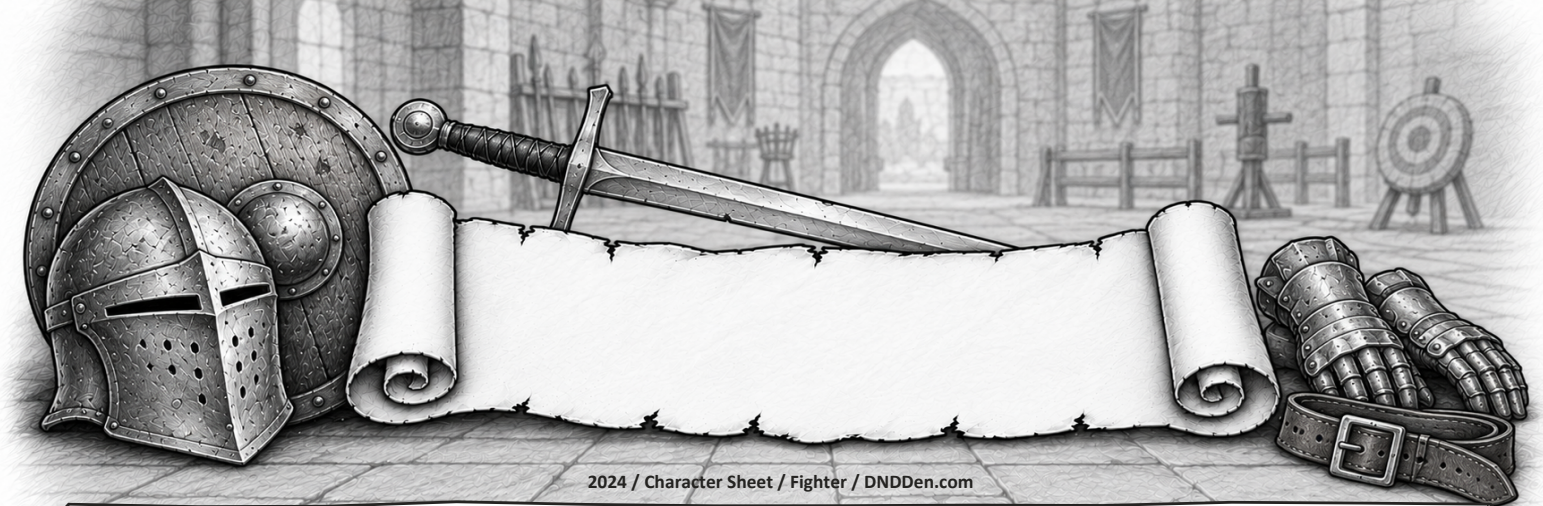




2024 / Character Sheet / Fighter / DNDDen.com

CHARACTER NAME / ALIAS		SPECIES	BACKGROUND	
SUBCLASS (CHOOSE AT FIGHTER 3)	FTR. LV.	TOTAL LV.	PLAYER	XP / MILESTONE

STR	DEX	CON	INT	WIS	CHA
SCORE	SCORE	SCORE	SCORE	SCORE	SCORE
MOD	MOD	MOD	MOD	MOD	MOD
☐ SAVE	☐ SAVE	☐ SAVE	☐ SAVE	☐ SAVE	☐ SAVE

Skills & discipline

P	E	TOTAL	SKILL	
☐	☐		Acrobatics	DEX
☐	☐		Animal Handling	WIS
☐	☐		Arcana	INT
☐	☐		Athletics	STR
☐	☐		Deception	CHA
☐	☐		History	INT
☐	☐		Insight	WIS
☐	☐		Intimidation	CHA
☐	☐		Investigation	INT
☐	☐		Medicine	WIS
☐	☐		Nature	INT
☐	☐		Perception	WIS
☐	☐		Performance	CHA
☐	☐		Persuasion	CHA
☐	☐		Religion	INT
☐	☐		Sleight of Hand	DEX
☐	☐		Stealth	DEX
☐	☐		Survival	WIS

P = proficiency | E = Expertise (2 x PB)

☐ **PASSIVE PERCEPTION**

Armor, vitality & resolve

AC	INITIATIVE	SPEED	PROF. BONUS
MAX HP	CURRENT HP	TEMP HP	D10 REMAIN
D10 TOTAL			

DEATH SAVES	PASS	☐	☐	☐	☐ HEROIC INSPIRATION
	FAIL	☐	☐	☐	Immediately after rolling a die, spend to reroll that die. You must use the new roll.

Weapons & practiced strikes

NAME	HIT / SAVE	DAMAGE / TYPE	RANGE / MASTERY

Mastery choices: page 3. Progression and mastery effects: page 4.

Languages & tools

Resolve in reserve

SECOND WIND L/MAX	ACTION SURGE L/MAX	INDOMITABLE L/MAX	ATKS / ATTACK ACTION
LV. 13+ / STUDIED ATTACKS TARGET / EXPIRES END OF YOUR NEXT TURN			

Second Wind heals 1d10 + Fighter level. Rest recovery details: page 2.

THE ART OF BATTLE

Use Fighter level for class features. Short Rest = SR; Long Rest = LR.

Second Wind / Lv. 1

Bonus Action: regain **1d10 + Fighter level HP**. Uses: 2 at Lv. 1, 3 at Lv. 4, 4 at Lv. 10. Regain **one spent use per SR** and **all uses per LR**.

Lv. 2 / Tactical Mind. When you fail an ability check, spend a Second Wind use to add **1d10** to the check instead of healing. If it still fails, the use **is not spent**.

Lv. 5 / Tactical Shift. When activating Second Wind as a Bonus Action, move up to half your Speed without provoking Opportunity Attacks.

Action Surge / Lv. 2

On your turn, take **one additional action, except the Magic action**. One use per SR or LR. At **Lv. 17**, two uses per rest, but still only **once per turn**.

Extra Attack: when taking the Attack action on your turn, make **2 attacks at Lv. 5, 3 at Lv. 11, and 4 at Lv. 20**. Each Attack action benefits; this does not increase attacks from a Bonus Action or Reaction.

An extra action does not grant another Bonus Action.

Stand firm & fight your way

Lv. 9 / Indomitable. Reroll a failed saving throw and add a bonus equal to your **Fighter level**. You must use the new roll. Uses per LR: **1 at Lv. 9, 2 at Lv. 13, 3 at Lv. 17**.

Lv. 1 / Fighting Style. Gain one Fighting Style feat of your choice. You may replace this feat with another Fighting Style feat whenever you gain a Fighter level.

CHOSEN FIGHTING STYLE / EFFECT

Master every opening

Lv. 1 / Weapon Mastery. Choose 3 Simple or Martial weapon kinds. Gain more choices as shown on page 4. Change **one** choice after a LR.

Lv. 9 / Tactical Master. When attacking with a weapon whose mastery you can use, replace its property with **Push, Sap or Slow** for that attack.

Lv. 13 / Studied Attacks. After you miss a creature with an attack roll, your next attack roll against it before the end of your next turn has Advantage.

Begin your legend

First class: Fighter. STR or DEX is your primary ability. D10 Hit Point Die; STR and CON save proficiency. Simple and Martial weapons; Light, Medium and Heavy armor, and Shields.

Choose **2 skills**: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception or Survival.

Character level 1 HP: **10 + CON mod**. Later Fighter levels: **1d10 (or 6) + CON mod**, minimum 1.

Multiclass entry: STR 13+ or DEX 13+, plus your other classes' prerequisites. Gain the Fighter Hit Point Die, Martial weapon proficiency, Light and Medium armor and Shields, and level 1 features. No automatic Heavy armor training, save or skill proficiencies, or starting gear.

Starting gear: choose one package below, or **155 GP**. Background equipment is separate.

A: Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack and 4 GP.

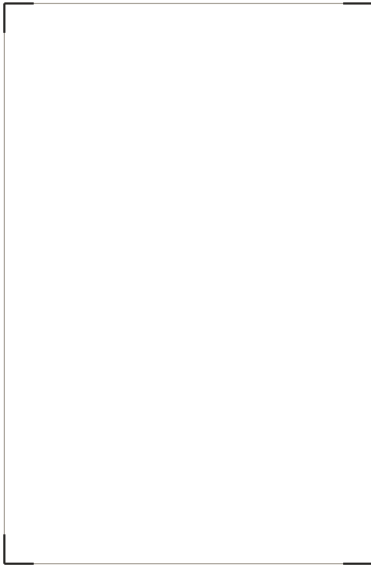
B: Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack and 11 GP.

/// Use your chosen subclass rules for maneuvers, spellcasting or other additional resources.

THE STEELBOUND DOSSIER

Your training, your allies, your story. Fill the fields that apply to your character.

Portrait



CHARACTER PORTRAIT

The warrior behind the armor

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Comrades, rivals & unfinished battles

Subclass & chosen talents

Subclass features arrive at Fighter 3, 7, 10, 15 and 18.

LEVEL 3 / FEATURE / USES

LEVEL 7 / FEATURE / USES

LEVEL 10 / FEATURE / USES

LEVEL 15 / FEATURE / USES

LEVEL 18 / FEATURE / USES

Feats, origins & resources

CONDITIONS / ONGOING EFFECTS

Weapon mastery choices

WEAPON KIND / MASTERY PROPERTY 1

WEAPON KIND / MASTERY PROPERTY 2

WEAPON KIND / MASTERY PROPERTY 3

WEAPON KIND / MASTERY PROPERTY 4

WEAPON KIND / MASTERY PROPERTY 5

WEAPON KIND / MASTERY PROPERTY 6

3 choices at Lv. 1; 4 at Lv. 4; 5 at Lv. 10; 6 at Lv. 16.

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

A LIFETIME OF MARTIAL MASTERY

Progression and weapon mastery reminders. Use only properties your features unlock.

From first drill to master of arms

LV.	PB	SW	AS	IND.	ATK	MAST.	FEATURE / CHOICE
1	+2	2	-	-	1	3	Style; Second Wind; mastery
2	+2	2	1	-	1	3	Action Surge; Tactical Mind
3	+2	2	1	-	1	3	Subclass
4	+2	3	1	-	1	4	ASI / eligible feat
5	+3	3	1	-	2	4	Extra Attack; Tactical Shift
6	+3	3	1	-	2	4	ASI / eligible feat
7	+3	3	1	-	2	4	Subclass feature
8	+3	3	1	-	2	4	ASI / eligible feat
9	+4	3	1	1	2	4	Indomitable; Tactical Master
10	+4	4	1	1	2	5	Subclass feature
11	+4	4	1	1	3	5	Two Extra Attacks
12	+4	4	1	1	3	5	ASI / eligible feat
13	+5	4	1	2	3	5	Studied Attacks
14	+5	4	1	2	3	5	ASI / eligible feat
15	+5	4	1	2	3	5	Subclass feature
16	+5	4	1	2	3	6	ASI / eligible feat
17	+6	4	2	3	3	6	Action Surge / Indomitable improve
18	+6	4	2	3	3	6	Subclass feature
19	+6	4	2	3	3	6	Epic Boon / eligible feat
20	+6	4	2	3	4	6	Three Extra Attacks

SW = Second Wind uses; AS = Action Surge uses; IND. = Indomitable uses; ATK = attacks per Attack action on your turn; MAST. = mastery choices. PB uses total character level; other columns use Fighter level.

Weapon mastery / quick reference

Use a weapon's listed mastery only if you have unlocked it. **Tactical Master (Lv. 9)** replaces an available mastery with Push, Sap or Slow for that attack. Weapon properties such as Light, Loading and Two-Handed still apply.

Cleave

On a melee hit, make a melee attack with the same weapon against a second creature within 5 ft. of the first and within your reach. On a hit, deal weapon damage without your ability modifier unless negative.
Once per turn.

Nick

Make the extra attack from the Light property as part of the Attack action instead of a Bonus Action. **Once per turn.** The Light property's different-weapon and damage-modifier rules still apply.

Sap

On a hit, the creature has Disadvantage on its next attack roll before the **start of your next turn.**

Topple

On a hit, force a **CON save**: DC = 8 + PB + the ability modifier used for the attack roll. On failure, the creature is **Prone.**

Graze

On a miss against a creature, deal damage equal to the ability modifier used for the attack, of the weapon's damage type. This damage increases only by increasing that modifier.

Push

On a hit, push a **Large or smaller** creature up to **10 ft. straight away** from you.

Slow

On a hit that deals damage, reduce the creature's Speed by **10 ft.** until the start of your next turn. Multiple Slow hits do not reduce Speed by more than 10 ft.

Vex

On a hit that deals damage, you have Advantage on your next attack roll against that creature before the **end of your next turn.**

/// Rules: SRD 5.2.1, Fighter pp. 47-48; mastery properties p. 90. All fields are manual.