



Character name
Player name

Level	XP
Race	Alignment

STRENGTH	SAVING THROW ATHLETICS
DEXTERITY	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH
CONSTITUTION	SAVING THROW
INTELLIGENCE	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION
WISDOM	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
CHARISMA	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION
Proficiency Bonus	
Passive Perception	

AC	CONDITIONS	
INITIATIVE	Maximum Temporary	
SPEED	HIT POINTS	
HIT DICE		
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.		
Dice size	Max. dice	Dice left
DEATH SAVING THROWS		
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.		
Successes	Failures	
Weapon		
To hit	Range	
To hit		
Damage		
Weapon		
To hit	Range	
To hit		
Damage		
Weapon		
To hit	Range	
To hit		
Damage		
Ammunition		
Ammunition	Count	
Number of attacks per attack action		
Currently Equipped		

FIGHTING STYLE @ Level 1 and 10

Select one Fighting Style at level 1 and another at level 10.

Level 1 fighting style
Level 10 fighting style

SECOND WIND @ Level 1

You can use your Bonus action to regain HP equal to $1d10 + \text{your fighter level}$. Regain after short or long rest.

Number of times used

ACTION SURGE @ Level 2 and 7

Take one extra action and possible bonus action on your turn. You can only use this feature once per turn. Regain after short or long rest.

Number of times used

SUPERIORITY DICE @ Level 3, 7 and 15

Abbreviated SD. Regain after short or long rest.

Maneuver DC	Die size
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Max. dice	Dice used
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MANEUVERS @ Level 3, 7, 10 and 15

Learn 3 maneuvers at level 3. Learn 2 maneuvers at levels 7, 10 and 15. You can only use 1 maneuver per attack.

Commander's Strike

Use 1 SD, forgo one attack and use a bonus action to choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack. Add the SD to the damage.

Disarming Attack

When you hit a creature with a weapon attack, use 1 SD, choose an item the creature is holding. The creature must make a STR save or drop the object. Add the SD to the damage.

Distracting Strike

When you hit a creature with an attack, use 1 SD, and the next attack against the creature, by anyone other than you, before the start of your next turn, has adv. Add the SD to the damage.

Evasive Footwork

When you move, use 1 SD, roll the dice and add result to your AC until you stop moving (does not last until your next turn).

Feinting Attack

Use 1 SD and use a bonus action to choose one creature within 5 ft. of you. You have adv. on your next attack roll against that creature. Add the SD to the damage if the attack hits.

Goading Attack

When you hit a creature with a weapon attack, use 1 SD and it must make a WIS save or have disadv. on all attack rolls against targets other than you until the end of your next turn. Add the SD to the damage.

Lunging Attack

Use 1 SD to increase the reach of a melee attack by 5 ft. Add the SD to the damage.

Maneuvering Attack

When you hit a creature with a weapon attack, use 1 SD to choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack. Add the SD to the damage.

Menacing Attack

When you hit a creature with a weapon attack, use 1 SD and it must make a WIS save or be frightened until the end of your next turn. Add the SD to the damage.

Parry

When you are hit by a melee attack, use your reaction and use 1 SD to reduce the damage by SD + your DEX.

Precision Attack

When you make a weapon attack, add 1 SD to the roll. You can use this after making the attack, but before result is announced.

Pushing Attack

When you hit a creature with a weapon attack, use 1 SD and, if large or smaller, the creature must make a STR save or be pushed up to 15 ft. away from you. Add the SD to the damage.

Rally

Use a bonus action and 1 SD to grant a friendly creature who can see or hear you temporary HP equal to SD + your CHA.

Riposte

When missed by a melee attack, use your reaction and 1 SD to make a melee attack against that creature. Add the SD to the damage.

Sweeping Attack

When you hit a creature with a melee attack, use 1 SD and pick another creature within 5 ft. of the original target and within reach. If the original attack would hit the second creature, it takes damage equal to SD.

Trip Attack

When you hit a creature with a weapon attack, use 1 SD and if large or smaller, the creature must make a STR save or be knocked prone. Add the SD to the damage.

KNOW YOUR ENEMY @ Level 7

Spend 1 min. observing or interacting with a creature outside of combat. You get to learn if you are equal, superior or inferior to 2 of the following:

- STR score
- DEX score
- CON score
- Armor class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

INDOMITABLE @ Level 9, 13 and 17

Reroll a failed saving throw. Must use new roll. Regain after long rest.

Number of times used

RELENTLESS @ Level 15

If you have no SD when rolling initiative, you gain 1 SD.

Notes

Currency	Amount

Item	Count
Item	Count
Item	Count