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Starting equipment 5e fighter

Fighters share unparalleled craftsmanship with weapons and armor, as well as a thorough knowledge of combat skills. They are well acquainted with death, both meeting it and staring it defiantly in the face. You must have a dexterity score or power of 13 or higher in order to multiclass in or outside this class. Fighter Skill Level Bonus Features 1st +2 Fighting Style, Second Wind 2 +2 Action Surge (x1) Third +2 Martial Archetype 4th +2 Ability Score Improvement, Martial Versatility (optional) 5a +3 Extra Attack (x1) 6a +3 Ability Score Improvement, Martial Versatility (Optional) 7a +3 Martial Archetype Feature 8a +3 Ability Score Improvement, Martial Versatility (Optional) 9a +4 Indomitable (x1) 10th +4 Martial Archetype Feature 11 +4 Extra Attack (x2) 12 +4 Ability Score Improvement, Martial Versatility (optional) 13 +5 Indomitable (x2) 14th +5 Improving skill score, Martial Versatility (optional) 15 +5 Martial Archetype Feature 16th +5 Ability Score Improvement, Martial Versatility (Optional) 17 +6 Surge Action (x2), Indomitable (x3) 18 +6 Martial Archetype Feature 19 +6 Ability Score Improvement, Martial Versatility Optional () 20 +6 Extra Attack (x3) As a fighter, you will get the following class features. Hit Points Hit Dice: 1d10 per level of Fighter Hit Points at level 1: 10 + Your Constitution Modifier Hit Points at higher levels: 1d10 (or 6) + Constitution modifier on fighter level after 1st Proficiencies Armor: All Armor, Shields Weapons: Simple Weapons, Martial Weapons Tools: None Saving Throws: Power, Constitution Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival Equipment (a) chain mail or (b) leather, longbow, and 20 arrows (a) a martial weapon and a shield or (b) two martial weapons (a) a light crossbow and 20 screws or (b) two handaxes (a) a dungeoneer package or (b) a Combat Package Explorer Style Adopt a special style of combat as a specialty. Choose one of the following options. You can't take a fighting style option multiple times, even if later you can choose again. Bow. You will get a bonus of +2 to attack the rollers you do with radius weapons. Blind fights. You have a blind light with a range of 3 meters. During this time, you can effectively see anything that is not behind the total coverage, even if you are blinded or in the dark. Moreover, you can see an invisible creature within that radius, unless the creature successfully hides from you. Defense. While wearing armor, you will get a bonus of +1 at AC. Dueling. When you are wielding a hand-to-hand weapon in one hand and not other weapons, you will get a +2 to roller damage with this weapon. The great gun fight. When you roll a 1 or 2 on a die injury for an attack you do with a hand-to-hand weapon that you wield with two hands, you can reroll die and you have to new roll, even if the new roll is a 1 or a 2. The weapon must have two-handed or versatile property for you to get this benefit. Interception. When a creature that you can see hits a target other than you, less than 5 feet from you with an attack, you can use the reaction to reduce the damage that the target takes by 1d10+ competency bonus (to a minimum of 0 damage). You must handle a simple or martial shield or weapon to use this reaction. Protection. When a creature you can see attacks a target other than you, which is less than 1.5 metres from you, you can use your reaction to impose a disadvantage on the attack roll. You need to wield a shield. Superior Technique Learn a maneuver of your choice from those available for the Battle Master archetype. If a maneuver you are using requires the target to make a saving throw to withstand the effects of the maneuver, saving the DC throw equals 8+ skill bonus + power or modifier dexterity (your choice.) You get a die superiority, which is a d6 (this die adds to any superiority dice you have from another source). This mold is used to power your maneuvers. A higher death is spent when you use it. You get your superior dice back when you finish a short or long rest. You can shoot a gun that has the property thrown as part of the attack you do with the gun. In addition, when struck with a remote attack using a discarded weapon, you will get a bonus of +2 to roll the damage. Fight with two weapons. When you engage in two-weapon combat, you can add the skill modifier to the damage to the second attack. Unarmed fighting. Your unarmed strikes can do damage equal to your 1d6+ power modifier on a hit. If you are not wielding any weapons or a shield when making the attack roll, the D6 becomes a D8. At the beginning of each of your turns, you can damage 1d4 to a creature you're dealing with. Close Quarters Shooter (UA). When making a remote attack while you are within 5 meters of a hostile creature, you have no disadvantage on the attack roll. Your remote attacks ignore half coverage and three-quarters of coverage against targets within 10 metres of you. You have a +1 bonus for attacking rollers on remote attacks. Mariner (UA). As long as you don't wear heavy armor or using a shield, you have a swimming speed and a climb speed equal to normal speed and get a +1 bonus in armor class. Tunnel Fighter (UA). As a bonus action, you can enter a defensive position that lasts until the beginning of the next turn. While in your defensive position, you can make attacks of opportunity without using the reaction and you can use your reaction to make a melee attack against a creature that moves more than 5 meters while at your fingertips. Second Wind You have a limited strength fountain that you can pull on to protect yourself from harm. It's you. Your. You can use a bonus action to regain hit points equal to 1d10+ fighter level. After using this feature, you must complete a short or long rest before you can use it again. Surge Action Starting at Level 2, you can push yourself beyond normal limits for a moment. In turn, you can take additional action. After using this feature, you must complete a short or long rest before you can use it again. Starting at level 17, you can use it twice before rest, but only once on the same turn. Martial Archetype At Level 3, choose an archetype that you strive to imitate in battle styles and techniques. The archetype you choose gives you features on level 3 and again on level 7, 10, 15, and 18. Improving skill score When you reach level 4, and again at level 6, 8, 12, 14, 16 and 19, you can increase a capacity score of your choice by 2, or you can increase two capacity scores of your choice by 1. As usual, you can't increase a capacity score above 20 using this feature. Martial Versatility (optional) Whenever you reach a level in this class, which grants the skill score improvement feature, you can do one of the following, as you move your focus to martial practice: Replace a fighting style you know with another fighting style available to fighters. If you know any maneuvers from the battle master archetype, you can replace a maneuver you know with a different maneuver. Additional attack Starting at level 5, you can attack twice, instead of once, whenever you take the attack action from your turn. The number of attacks increases to three when you reach level 11 in this class and to four when you reach level 20 in that class. Indomitable Starting at level 9, you can rerun a saving throw that you don't. If you do this, you must use the new reel and you cannot use this feature again until you finish a long rest. You can use this feature twice between long rests starting at level 13 and three times between long based starting at level 17. Contents[show] As a fighter, you get the following class features. Hit Points Hit Dice: 1d10 per fighter level on level 1: 10 + your modifier constitution Hit Points at higher levels: 1d10 (or 6) + Constitution modifier on fighter level after first level deound point advance: High Proficiencies Edit Armor: All armor, Shields Weapons: Simple Weapons, Martial Weapons Tools: None Saving Throws: High Prolificaton: Strength, Constitution Low Proficiency : Dexterity, Intelligence Wisdom, Charisma. Skills: Choose average proficiency in a skill, and low proficiency in two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival Equipment Edit Start with the following equipment, in addition to the equipment granted by the background: (a) chain mail or (b) leather armor, longbow, and 20 20 (a) a martial weapon and a shield or (b) two martial weapons (a) a light crossbow and 20 screws or (b) two hand accessories (a) a dungeoneer package or (b) an explorer package Attack Level Competence Spellcasting Competence Feature 1st +2 +0 Battle Style, Second Wind Two +2 +0 Surge Action (one use) third +2 +0 Martial Archetype 4th +3 +0 Ability Score Improvement 5a +3 +1 Extra Attack 6a +3 +1 Weapon Specialization 7th +4 +1 Martial Archetype feature 8 +4 +1 Ability Score Improvement 9 -4 +1 Indomitable (one use) 10th +5 +2 Martial Archetype feature 11th +5 +2 Extra Attack (2) 12 +5 +2 Ability Score Improvement 13 +6 +2 Indomitable (two uses) 14 -6 +2 Weapon Specialization 15 +6 +3 Feature Martial Archetype 16th +7 +3 Ability Score Improvement 17 +7 +3 Surge Action (two Uses), Indomitable (three uses) 18 +7 +3 Martial Archetype feature 19 +8 +3 Ability Score Improvement 20th +8 +4 Extra Attack (3) Fighter Class Feature Edit Fighting Style Edit Adopt a certain fighting style as a specialty. Choose one of the following options. You can't take a fighting style option multiple times, even if later you can choose again. Archery Edit You will earn a bonus of +2 to attack the rollers you do with ray guns. Defense Edit While wearing armor, you'll get a +1 bonus at AC. Duelling Edit When you're handling a melee weapon in one hand and not other weapons, you'll get a +2 bonus to damage the rollers with that weapon. Great Gun Fight Edit When you roll a 1 or 2 on a die injury for an attack you do with a hand-to-hand weapon that you are wielding with two hands, you can re-roll die and you must use the new roll, even if the new roll is a 1 or a 2. The weapon must have two-handed or versatile property for you to get this benefit. Edit Protection When a creature you can see attacks a target other than you, which is less than 1.5 meters from you, you can use your reaction to impose a disadvantage on the attack roll. You need to wield a shield. Two Weapons Fight Edit When you engage in two combat weapons, you can add the modifier of your ability to damage the second attack. Second Wind Edit You have a limited strength fountain that you can pull on to protect yourself from harm. In turn, you can use a bonus action to regain hitting points equal to 1d10+ your fighter level. After using this feature, you must complete a short or long rest before you can use it again. Action Surge Edit Starting at level 2, you can push yourself beyond normal limits for a moment. In turn, you can take extra action in 2019, plus 2019, plus 2019. After you use this you need to finish a short or long rest before you can use it again. Starting at level 17, you can use it twice before rest, but only once on the same turn. Martial Archetype Edit On level 3, choose an archetype that you strive to imitate in fighting styles and techniques, would be Champion. The archetype you choose gives you features on level 3 and again on level 7, 10, 15, and 18. Ability Score Improvement Edit When you reach level 4, and again at 6, 8, 12, 14, 16, and 19 level, you can increase a capacity score of your choice by 2, or you can increase two capacity scores of your choice of 1. As usual, you can't increase a capacity score above 20 using this feature. Edit from level 5, you can attack twice, instead of once, whenever you take the attack action from your turn. The number of attacks increases to three when you reach level 11 in this class and to four when you reach level 20 in that class. Choose a weapon with which you are profiting and apply one of the following skills when attacking with that weapon: +1 to attack +2 rollers to damage +3 rolls to initiative rolls +25% increment range plus dice damage on critical hits. When you win this feature again at level 14, you can choose to apply bonuses to the same, or a different weapon, and if you choose the same ability on the same weapon, stack features. Indompable editing Starting at level 9, you can re-roll a saving throw that you don't. If you do this, you must use the new reel and you cannot use this feature again until you finish a long rest. You can use this feature twice between long rests starting at level 13 and three times between long based starting at level 17. Martial Archetypes Edit different fighters choose different approaches to perfect their fighting skills. The martial archetype you choose to emulate reflects your approach. Champion Edit The archetypal champion focuses on developing raw physical power perfected to deadly perfection. Those who model themselves on this archetype combine rigorous preparation with physical excellence to cope with devastating blows. Improved Critical Edit Beginning when you choose this archetype at level 3, weapons attacks score a critical hit on a roll of 19 or 20. Edit Starting at level 7, you can add half of the competency bonus (round) to any power, dexterity, or constitution check that you do not already use the competency bonus. In addition, when you make a jump in length, the distance you can cover increases with a number of feet equal to the resistance modifier. Edit Additional or Enhanced Battle Style At Level 10, you can choose a second option from the Battle Style class feature, or an improved version of the one you chose at Level 1. Archery Edit burning while an enemy is adjacent to you no longer imposes disadvantage on the attack roll. Defense You will also earn 2 resistance to damage from cutting, bludgeoning and piercing damage while wearing armor. Dueling Dueling When you handle a hand-to-hand weapon in one hand and without other weapons, you will gain an advantage in the initiative reels. Also, if the weapon you wield has versatile property, you do the greatest damage die, even if you wield the gun in just one hand. Great weapon fight Edit your range to mark a critic with any two-handed weapon wielded is increased by one (i.e., normally, now score a critic on a 19 and 20). This bonus stacks with other bonuses that increase the critical hit range. Pole-arm Fighting Edit If you wield an arm with the cover property, the creatures cause an opportunity attack if they fall within your range. Edit Protection If your attack on your ally misses because of your intervention, you can immediately make a melee attack against your triggering opponent as part of your reaction. Two Fighting Edit Weapons You can now handle two weapons without the quality of light. However, if the off-hand weapon has the quality of light, you get a bonus of +1 at AC. Superior Critical Edit Starting at level 15, the gun attacks score a critical hit on an 18-20 roll. Survivor Edit At level 18, you will reach the pinnacle of resistance in battle. At the beginning of each of your turns, you regain hitting points equal to 5 + the Constitutional modifier if you no longer have more than half of your hitting points. You don't get that benefit if you have 0 success points. Points.

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