

FIGHTER

CHAMPION (REVISED)

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20. This bonus increases at 7th level (to scoring a critical hit on a roll of 18-20), and again at 15th level (to scoring a critical hit on a 17-20).

ADRENALINE RUSH

Additionally at 3rd level, when you use action surge, you can add your Fighter Level to your next Strength or Dexterity ability check or damage roll you make before the end of your turn.

ATHLETIC CHAMPION

Starting at 7th level, you gain proficiency in Athletics. If you already have proficiency in Athletics, you gain can add twice your Proficiency bonus to Athletics check. Additionally, you gain a climbing and swimming speed equal to your walking speed, and your jumping distance is doubled.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

HEROIC RESOLVE

Starting at 10th level, when you use Indomitable to reroll a saving throw, you can add your Fighter level to the result.

DETERMINATION

Starting at 15th level, you can attempt to use physical prowess to break through magical effects that are otherwise physically impassable. As an action, you can make a Strength (Athletics) check against the spell save DC of the caster to attempt to force your way through magical barriers or effects. On success, you can move up through the effect, spending four feet of movement for each foot moved through the effect.

EXAMPLES OF MAGICAL BARRIERS

Examples would include *wall of force*, *forcecage*, or effects like *antilife shell*.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

FIGHTING MASTERY

Additionally at 18th level, you learn all the Fighting Styles available to the Fighter.

CREDITS

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