

FIGHTER

CHAMPION [v1.1]

Champions strive for perfection - exemplars of form and fitness, they represent masters of straightforward martial prowess.

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).

IMPROVED FIGHTING STYLE

Additionally, your selected Fighting Style is further refined. You gain the following the bonus based on your Fighting Style:

- **Archery:** You gain a +1 bonus to damage rolls you make with ranged weapons when benefiting from this Fighting Style.
- **Defense:** All damage taken is reduced by 1 while wearing armor when benefiting from this Fighting Style
- **Dueling:** You gain a +1 to attack rolls you make while wielding a weapon in one hand and not wielding another weapon when benefiting from this Fighting Style.
- **Great Weapon Fighting:** You can add half of your Strength modifier (rounded down) to damage rolls made with melee weapons you are holding in both hands while benefiting from this Fighting Style.
- **Protection:** You gain a second reaction action which can only be used on the reaction granted by this style (allowing you to use it and one other reaction, or use it twice).
- **Two Weapon Fighting:** Attacking with your second weapon no longer requires your bonus action, but you can make that attack only once per turn while benefiting from this Fighting Style

ATHLETIC CHAMPION

Starting at 7th level, you gain proficiency in Athletics. If you already have proficiency in Athletics, you gain Expertise in Athletics, allowing you to add twice your Proficiency bonus to Athletics checks.

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. You gain the benefits of Improved Fighting Style with this second Fighting Style as well.

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 through the effect, spending four feet of movement for each foot moved through the effect.

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.



V1.0

- Original version.

V1.1

- Replaced Adrenaline Rush with Improved Fighting Style, as a better fit for the subclass.

CREDITS

- Subclass created by KibblesTasty
- Editing by Gabriel Russell
- Art: Forrest Imel (Licensed Stock Art)

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5E SRD CONTENT

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