

TYPE V LEVELING CHART

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FIGHTER

1	XP:	0	2	XP:	300	3	XP:	900	4	XP:	2,700
<p>Fighting Style: Archery, Defense, Dueling, Great Weapon Fighting, Protection or Two-Weapon Fighting. Second Wind: Heal for 1d10 + lvl once per short or long rest. (PHB 72) prof bonus +2 Starting health is 10 + con mod</p>			<p>Action Surge (1): Take an additional action once per short or long rest. (PHB 72) prof bonus +2 Add 1d10 (or 6) + con to your health</p>			<p>Martial Archetype: Choose between Champion (PHB 72), Battle Master (PHB 73) and Eldritch Knight (PHB 74) prof bonus +2 Add 1d10 (or 6) + con to your health</p>			<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +2 Add 1d10 (or 6) + con to your health</p>		
5	XP:	6,500	6	XP:	14,000	7	XP:	23,000	8	XP:	34,000
<p>Extra Attack: Attack twice instead of once per turn prof bonus +3 Add 1d10 (or 6) + con to your health</p>			<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +3 Add 1d10 (or 6) + con to your health</p>			<p>Martial Archetype Feat: Your martial archetype grants you a new ability. (PHB 72-75) prof bonus +3 Add 1d10 (or 6) + con to your health</p>			<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +3 Add 1d10 (or 6) + con to your health</p>		
9	XP:	48,000	10	XP:	65,000	11	XP:	85,000	12	XP:	100,000
<p>Indomitable (1) : Reroll a failed saving throw. You must use the new roll. You can use this skill once per long rest. (PHB 72) prof bonus +4 Add 1d10 (or 6) + con to your health</p>			<p>Martial Archetype Feat: Your martial archetype grants you a new ability. (PHB 72-75) prof bonus +4 Add 1d10 (or 6) + con to your health</p>			<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +4 Add 1d10 (or 6) + con to your health</p>			<p>Extra Attack: Attack three times per turn. prof bonus +4 Add 1d10 (or 6) + con to your health</p>		
13	XP:	120,000	14	XP:	140,000	15	XP:	165,000	16	XP:	195,000
<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +5 Add 1d10 (or 6) + con to your health</p>			<p>Indomitable (2) : Reroll a failed saving throw. You must use the new roll. You can use this skill twice per long rest. (PHB 72) prof bonus +5 Add 1d10 (or 6) + con to your health</p>			<p>Martial Archetype Feat: Your martial archetype grants you a new ability. (PHB 72-75) prof bonus +5 Add 1d10 (or 6) + con to your health</p>			<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +5 Add 1d10 (or 6) + con to your health</p>		
17	XP:	225,000	18	XP:	265,000	19	XP:	305,000	20	XP:	355,000
<p>Action Surge (2): Take an additional action twice per short or long rest. (PHB 72) Indomitable (2) : Reroll a failed saving throw. You must use the new roll. You can use this skill twice per long rest. (PHB 72) prof bonus +6 Add 1d10 (or 6) + con to your health</p>			<p>Martial Archetype Feat: Your martial archetype grants you a new ability. (PHB 72-75) prof bonus +6 Add 1d10 (or 6) + con to your health</p>			<p>Ability Score Bonus: +2 to a single ability score or +1 to two ability scores. prof bonus +6 Add 1d10 (or 6) + con to your health</p>			<p>Extra Attack: Attack four times per turn. prof bonus +6 Add 1d10 (or 6) + con to your health</p>		