

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.</p> <p>Second Wind: Heal for 1d10 + lvl once per short or long rest. (PHB 72)</p> <p>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)</p> <p>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)</p> <p>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.</p> <p>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</p> <p>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.</p> <p>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)</p> <p>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.</p> <p>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)</p> <p>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)</p> <p>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.</p> <p>prof bonus +4 Add 1d10 (or 6) + con to your health</p>	<p>Extra Attack: Attack three times per turn.</p> <p>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.</p> <p>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)</p> <p>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)</p> <p>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.</p> <p>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)</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)</p> <p>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)</p> <p>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.</p> <p>prof bonus +6 Add 1d10 (or 6) + con to your health</p>	<p>Extra Attack: Attack four times per turn.</p> <p>prof bonus +6 Add 1d10 (or 6) + con to your health</p>