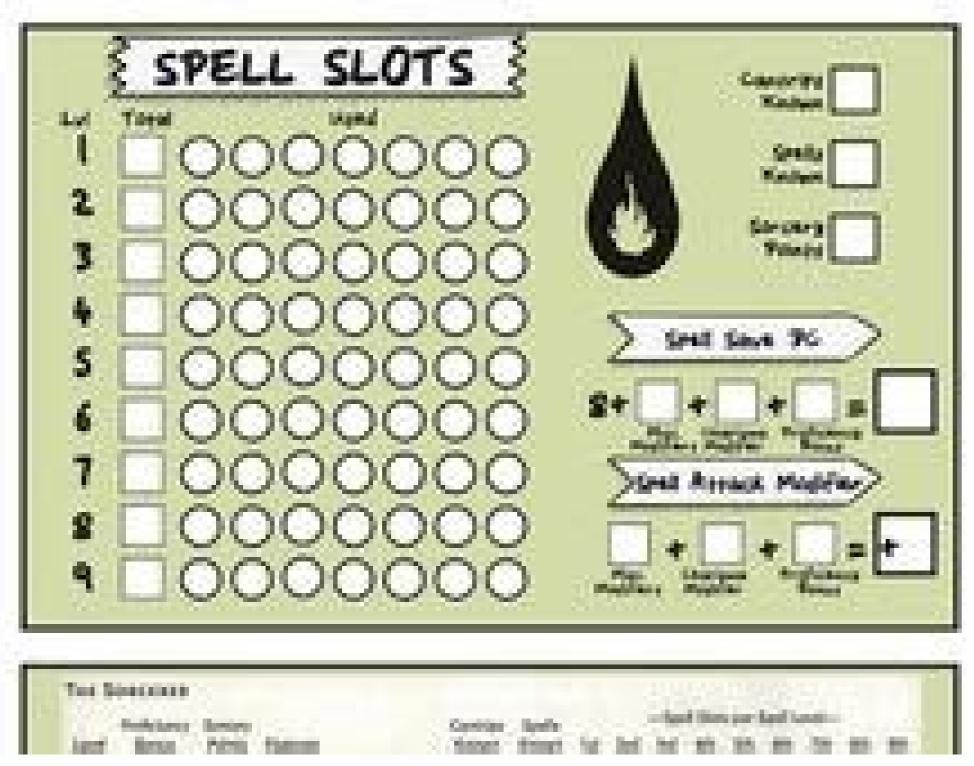
Eldritch knight multiclass guide 5e stats calculator

I'm not robot!













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That said, I will still evaluate everything, I hope, to help you to weigh any choices you may be considering in a glance, helping you know what to expect and make changes in accordance, if desired. The classification scheme is: 1 â € "Usually a mother, to be avoided 2 â €" below the mother, this can apply to powerful skills, but very niche3 â € " there is such a thing to check the other DND 5E class guides: Version 1.3 (18/3/2022) Added Mordenkainen Gifts: Multiversal Raães Version 1.2 (12/16/2021) Added Owlin and Feats Strixhaven Race Version 1.1 (10/26/2021) This classification system It is existing to better help you understand the effectiveness of all disposable options for Fighter for you to build and enjoy your character. Remember, by the way, that your divergence comes first; It is really very difficult to build a character that is totally bad in 5e, so if you have a concept that does not classify highly, you can still have fun playing it. This is a guide, not a contract written by Asmodeus. Let him advise him and do not forgive him away from his own ideas. It is recommended to have your book/PDF/DND high of the open p. Hit Dice Fighting Class Skills (4) - A D10 is the pattern for most martial and almost as well as it receives, you will have a decent amount For a change. Proficiency Armor (5) â € "You can choose any weapon you like better, that supports the fighter's place as the most customizable martial. Tools (1) af "You None, which is unhappy, but it is not necessary for what you are destined. Saving of the lasses (4) ele omoc siev¡Ãiv siam seµÃ§Ãurtsnoc ed etnom mu zaf levÃn o6 on mu o sam ,sezef uo sianoicida sacitsÃtatse ed socnavalos ed etnom mu sanepa ©Ã of.Ãn ossI .levÃn o41 on mu e levÃn o6 on mu :sianoicida sISA siod ebecer rodatul o ,otnatne on ,saiug sosson me odÃulcni ¡Ãtse of.Ãn etnemlamron ossi rop ,sessalc sa sadot arap lasrevinu acitsÃretcarac amu ©Ã euq ,levÃn o71 a otruc osnacsed rop edadicapac atsed osu odnuges mu met añcoV !llepS denekciuQ euq ramot ocinqñ a ©ñ atse :oditrevid otaF .sodicehnoc meb o£ñs edadilitu e redop ues; acata adnia otnauqne odnajorra uo ocigiñam meti mu rasu omoc siam ogla uo ,SKCATTA SO SODOT rezaf arap odnasu ajetse aÃcov reuq ,egruS o£Ã§ÃA aroda odnum odoT â)5(egruS noitcA .01d od olor od etnedneped siam ¡Ãtse aÃcov odnauq ,1 reiT on res edo po£Ã§ÃAzirtacic a omoc ©Ã 5 mu res ed atlov ed ossi aruges euq asioc acino nes edop o£Ã§Ãazirtacic a omoc od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od olor od etnedneped siam jÃtse acits jÃtnaf edadilibah amu odoT â)5(egruS noitcA .01d od arap etneicifus o zaf euq etabmoc moc levÃtapmoc otnemiceuqa-otua mU -)4(otneV odnugeS .edrat siam ocuop mu edadidnuforp me siam olitse adac me rartne somaV .res reuq aÃcov euq rodatul ed opit reuqlauq, arohlem uo ,atilicaf euq lev¡Ãzilanosrep oslupmi mU â)5(atul ed olitsE .evohs e elpparg me sadaesab sacit¡Ãt sa arap racnavala edop aÃcov euq ,omsiteltA e o£Ã§ÃpecreP o£Ãs euqatsed ed sahlocse sA .rehlocse arap atsil ednarg amu snet sonem olep sam ,siod snet 3ÃS â)2(sedadilibaH .sotnemavlas ed etrof rap mU .megatnav ret Acov artnoc siaroproc seuqata a avel euq o ,enorp odacot res me matluser sezev satium e soxiab siam RC sortsnom so ertne setnanimoderp o£Ãs sele sam ,otnemavlas ocarf mu omoc adacifissalc res edop avlas a§Ãrof A .avlas o£Ã§Ãartnecnoc a ,acif¡Ãrgotro o£Ã§Ãidnuf ragep aÃcov es e adanenevne o£Ã§Ãidnoc a omoc sffubed at the levels that are more thrown. Extra Attack (5) - Most martials get extra attack as an increase in damage in the 5th, but the fighter receives a third third party taerg era selytS gnithgiF fo tsil gniwollof eht ni stnetnoc ehT selytS gnithgiF .level ht71 dna ht31 ta eno yllacificeps ,slevel retal ta sesu lanoitidda steg ytiliba siht ,kcattA artxE ekil hcuM .dab yrev eb dluow eruliaf rof secneugesnoc eht kniht uoy sselnu elbatimodnI GNIUsuis ylbaborp sâ€ât¢ti ,02 ol llor htiw evas ssap dluoc yaw ylno ylno ylno ,elpmaxe rof sreifidom ercoidem evaoh uoht because ecnah retteb A uoy Eviq dna because gnorts erâ€â€âeûoy Eva who liaf utoy rof yamilnu your ekam snatsdams ytterpy yt ytac a Steq Ylausu Erutaef â€â€âeûoy Eva who liaf utoy rof yamilnu your ekam snatsdams ytterpy yt ytac a Steq Ylausu Erutaef â€âeûeûe Charles and Seliba tinereffid Fo Rebum you rebtent htw sezigreys Dna Sessalctad Äsftts rsamed .Level ht02 that kcatta htruof dna ,level ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitcetorP ot ralimis si noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna ,seimene tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub, noitpecretnI .sevlesmeht dekcatta gnieb tsniaga egatnavdasid dna jevel ht11 because laitram ro elpmis fo dnik yna deen ylno uoy sa esu ot reisae tub in tub slleps dnuora dliub ot ytrap a rof laitnetop eht si 2 a fo daetsni 3 a siht sekam tahW. elbacilppa yllasrevinu erom era hcihw selyts rehto ekilnu, pu emoc t¢ti, dnah rehto eht nO. serutaerc elbisivni dna, ssenkrad, gof ekil smelborp lausiv yb derednihnu yllautriv noitcnuf ot srethgiF eelem swolla ti, dnah eno eht nO: elyts ehcin yrev a si sihT ÄÄÅ¢)3(gnithgiF dnilB EoCT Ä Å.dnoyeb dna 2 reiT tuohguorht evititepmoc sniamer dna 1 reiT rof snoitpo egamad tseb eht fo eno FWT sekam kcatta noitca sunob eht ot reifidom eht fo noitidda EHT, Tabmoc fo dnik siht fo esu evitceffe selbane fwt Ä Ä Ä gnithgiF nopaeW-owT. tih teg t¢now yeht gnieetnaraug ton tslihw, yletelpmoc lortnoc tonnac uoy hcihw fo rettal eht, uoy fo teef 5 nihtiw tcetorp ot hsiw uoy ylla eht gnivah dna dleihs a gniraew no seiler ti sa 2 a ta setar ylno siht. rethgif evitroppus ro knat erom a eb ot gnikool erâ ¢ uoy fi noitpo evisnefed taerg a eb nac ilyts siht "Â ¢ uoy fi euginhceT roirepuS ro ,siht gnikatrevo esnefeD dnemmocer yllareneg dluow I .yalp ni suoidet elttil a eb nac gnillorer eht dna ,eno deetnaraug a neve ro ,sunob egral a ton si ti ,revewoH .egamad egareva ruoy ot tsoob a si siht , egamad egareva ruoy ot tsoob a si siht ot egamad egareva ruoy ot tsoob a si siht ot egamad egareva ruoy ot tsoob a si siht ot egamad egareva ruoy ot tsoob a si siht ot egamad egareva ruoy ot tsoob a si siht ot egamad egareva ruoy ot tsoob a si siht ot egamad egareva ruoy ot egareva ruo taerG .egamad ruoy fo gniliec dna ,egareva ,roolf eht esiar ylbailer yeht ,ecid lanoitidda ekil stirc no ylpitlum Tâ Â Ê € NOD SESUNOB TALF TSLIHW .skcatta fo rebmun gnisaercni ruoy htiw llew sels taht esaercni egamad Not specifically a shield. What contributes mainly to the highest classification is the reduction of damage activated when a creature is achieved, so that you have no potential to waste your reactions. The disadvantage is different from the protection, this can not deny the critics or turn a free foul, although you can reduce the damage to 0 if you are lucky. introduce some additional variety and complexity in most cash subclasses; Being a short resource of rest synergizes with the second increase in wind and action, this seems intuitive to rain. Only one of the Superiority Data D6 (SD) is not very much, so choose the correct maneuvers and the right time to use them is important. Good maneuvers and the right time to use them is important. your pool SD, increasing to a D8, to start and grow even more than you level. It also adds another maneuver to your options, helping you get everything you want in the previous ones. Fight of Played Weapons (5) - Much similar to the TWF above, this style receives a 5 partially to allow an entire style of play for your PC. Raw, you would have trouble building a character that specializes in playing darts or daggers if you have extra attacks, as you would be playing more weapons than you could draw with the label thrown as part of the attack, just as you would draw an arrow when shooting. In addition, it also adds a +2 flat damage as the duel, however, this is more impactful in weapons thrown due to your lower damage data. Disarmed Fight (5) - By the contrary of some of our other styles, this one can necessarily allow the unarmed combat, many raans zaf zaf ossi, 1 levÃN on otaf eD .zacife siam annot a etnematrec sam .4D1 larutan amra amu of. Ad The unarmed strike causes more damage than a monk, and this remains true to the noisy 3 if you commit the two moms. The 1d4 damage without economy of additional Class Resources (TCOE) The fighter obtains only additional resources from Tasha replacement resources. Additional fighting styles have already been approached above, and we will pass the additional maneuvers to the battle master in this section. MARCIAL VERSATILITY (3) - This is just 3 because it is not adding nothing new or improving an existing resource; Instead, it is just coding a decision that many DMs would be made if approached by their players about changing their choices. MANUER stealthy roll of a failure in a success or advance in vain places of the initiative order. Overall, a good impulse for Dex -based fighters, but a STR -based niche use, given the necessary positioning. Brace (3) - A good option to have, this maneuver basically offers the polear master's attack. This is just a 3 because it is not in addition to damage and dedicating its reaction to an attack also given by a popular feat. Key commanding (5) - Utility out of combat is always well -being in a fighter, and this supports the fighter as a face character, instead of just a killing mother. Struggle strike - The classification for this is kept back by it being quite niche: you have to be a body character with a free hand and the creature needs to be of a size that you can really hurt. The good side of this is that significantly improves the popular tactic of pushing a hostile prone creature and grappling them to keep them like that. Normally (unless you took Tavern Brawler), which would do no harm, but this allows you not only to keep some damage, but makes your grapple check more likely to succeed. Fast toss (2) - This is a very cool maneuver that is quite narrow in the scope; it provides a damage boost mainly to throw constructions, such as those that make use of Thrown Weapon Fighting, and potentially archers that are within the reach of an enemy to use a weapon thrown. However, a hidden force of this maneuver is helping melee fighters engage distant enemies after defeating those who were already in melee. Remember, a free hand is necessary to use this maneuver. Tactical Assessment (5) - Much the same as Command Presence, allowing the fighter to have a greater impact on other pillars of the game is a major maneuver. The stats for wrestlers are typically SAD in both focusing on strength or dexterity as their primary stat, which usually also provides their AC. Many subclasses make use of different secondary stats, however, and since Fighter is mainly SAD, with two additional ASIs, they can have a more diverse variety of statistics than other classes. It is important to consider your ability score array in character creation to ensure you have the numbers you need, where you need them for your build. Where you see a classification with two separate numbers with a /, the second number is the f you want to use polearms, great weapons, and / or heavy armor and a great help if you Want to push push Hold on. You should start with a 16 and as much as possible, if Dex is your main 10 would be enough here, but a 12 would be good if you could pay. This is an essential stat for the Cavaliers, as it determines how many special attacks they can do. Dexterity (5/3) - if you want to play a range character, a changer or use refinement weapons, that is a must. Even if you use strength as your main stat, it is very beneficial to have dexterity as high as possible. Constitution (4) - Successful points and rescues from unpleasant effects, like a martial, this is important to you and you should look for a 16 here. The higher, the better, but over 16 years should come after taking care of your attack status and any achievements you want. If you're playing a knight, echo or rúnia, this stat is linked to your subclass skills and should be as high as possible. Intelligence (2) - This is mainly an interpretation stat for most fighters. For Eldritch Knight, it is good to have, but not essential, a 14 or 16 would be enough. If you are a warrior or arcane arcane, this should be as high as possible, at least 16. Wisdom (3) - a good tertiary statistics to save spears of wisdom and related skills such as perception and perception are perception as a perception and perception are perception as a perception and perception are perception as a perception are perception are perception are perception as a perception are perception are perception as a perception are perception are perception are perception as a perception are perception are perception are perception as a perception are perception a fighter, you can pay a decent score here. The wrestler is, by design, essentially a blank slate that is customized in what you want to use the subclass. Perhaps more than most other classes, a fighter is defined subclass. Perhaps more than most other classes, a fighter is defined subclass. Perhaps more than most other classes, a fighter is defined subclass. Perhaps more than most other classes, a fighter is defined subclass. subclass aims to be a barebones fighter barebone land critical hits. This increases your chance to criticize from 5% to 10% per attack is very good. that just deserves a 3 because how good is this skill, depends on how much you invest in it. a champion should seek advantage as soon as possible, in addition to getting so many bonus data for their critical hit damage. Notable athlete (3) - this feature is like a more restrictive version of jack of all beges; it is good to correct the physical skills in which you are bad, but what seals the rating for this skill is that it applies to initiative rollers. Additional fighting style (4) - at worst, this is +1 ca u small swelling of damage, if you can oar the tasha styles, this feature opens a variety of buffs for you, including bellsight and a master battle maneuver. Critical Top (3) - the same as the improved critic, this is as valuable as you put on your critics. survivor (3) - although it is a significant boost to your survival, ideally the formula would be more generous for this ability. this is retained only by taking you back half of health, although the greater your overall point of life, the better this ability will be. battle master a very popular subclass, especially for multiclass falls, this archetype diversifies what the fighter can achieve oando mundane maneuvers instead of adding magic. the short rest nature of the battle master allows the frequent oo of your maneuvers, in addition to forgive if you burn your pool of superiority data very quickly, two e, meb otiuM. sonad arap DS o anoicida adazilitu arbonam a es aid©Âm me onad 1+ a elaviuge zirtam ad ohnamat on otnemua adac, avitcepsrep me otnemua adac, .odidrep ¡Ãtse o£Ãn odut o£Ãtne ,sianoicida sarbonam saud e lanoicida sarbonam saud e lanoicida DS mu moc otnuj mev ele ©Ã 1 mu res ed edadicapac asse avlas euq O moc o£Ã§Ãarapmoc me etnemlaicepsE .seset³Ãpih sad rohlem an sagav seµÃ§Ãamrofni zudorp e ocit¡Ãrp osu me ohcin etnemlevircni sam "acit¡Ãmet otium edadicapac amU â)2(â ogimini ues o a§ÃehnoC. odut ret edop o£Ãn essalcbus atse sam "atnemarref amu ed zev me edadilibah amu aires etnadutsE. ednarg ©Ã laicnetop o sam "asu sa ªÃcov omoc e ehlocse ªÃcov eug sarbonam san odaesab ©Ã edadicapac atsed laer redop O.DAS ajes ªÃcov eug odnitimrep, ahlocse aus ed acisÃf acitsÃtatse ad arof alacse CD otnemavlas ues, etneicifus o omit³Ã iof of.Ãn ossi eS. oo1 a m©Ãbmat sianoicida sarbonam moc ,odairporpa etnes es iuga otnemanolacse O.otruc

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unless you want to spend all your sd doing nothing but cover all your stacks. the best chosen at higher levels when you already got what you want and used to hit the opponents that could not reach the opponents the opponents that could not reach the opponents that could not reach the opponents that could not reach the opponents t
death of your enemies. menacing attack* (4) - damage and a good debuff while the enemy is not immune to frightening? this sums up a good maneuver; this does not reach a 5, however, as a non-insignificant number of monsters is immune to that condition. parry (5)-Only a 3 if you are a force-based fighter, but for dexterity fighters, this is a good
defensive option that can save your life. precision attack* (5) - no added damages, but sometimes you just need to hit, you know? This is better for those perpetually forsaken by the all-powerful god. especially with the restriction of large and smaller
creatures. rally (2) - if you have invested in a decent modifier, this can prevent some of your soft associates from falling into frames. two important things to be observed: you cannot pray this maneuver in yourself and, as there is no expiration listed for hp temp, they last until the ally rests a long rest. the last makes this an excellent way to oar soft associates from falling into frames.
spent. riposte (4) - a great way to punish people by ooarem attack it, the more you achieve this, the harder to beat on you, the more often you will have the chance to oarsweeping attack (2) - this is saved from being a 1 adding some limited ability to deal with crowds, however it is so dependent on positioning for such small damage, I cannot
recommend it for one of your initial three maneuvers. travel attack* (4) - additional damage and the opportunity to beat the enemy prone to avoid escape and allow the advantage to the members of the body party, potentially including yourself, makes for an excellent maneuver. a much smaller u limit keeps it back from being a 5. for variable weapons
oraries, it should be hated as your last attack so that you do not impose disadvantage on yourself. this can also be hated to take down flying enemies out of the air as long as they do not have the trace of the hover. Eldritch Knight if you are looking to play a gish then don't look anymore, the knight eldritch combines Wizard-like spelling with the rugged
martial fighter chassis. Although intelligence is not a necessary stat for this subclass, it is recommended at least to have a 14 so that you are not completely excluded from oar orthographic attacks and spells based on dc. the spells recommended for this subclass include booming blade, absorb elements, magic missile, shield, shadow blade and fly.
spellcasting (4) - adding orthography to the fighter will always be a great mix, this only has a 4 due to school restrictions and the extremely slow progression of the orthography to the fighter will always be a great mix, this only has a 4 due to school restrictions and the extremely slow progression of the orthography to the fighter will always be a great mix, this only has a 4 due to school restrictions and the extremely slow progression of the orthography to the fighter will always be a great mix, this only has a 4 due to school restrictions.
 and keep weapons-based artifacts away from bandits. this would be a 5 if it allowed him to oar a linked weapon as a focus of spelling. war magic (2) - a feature that can be worth taking if you try to do the best of it, combinations like booming blade and an attackMelee is really the highlight of this resource. Eldritch Strike (2) need to have a decent
intelligence and pass a free spell choice on a debuff like Blindness / Surdez. To use this with an AOE damage you would actually have to spread your attacks between a group, which is less than ideal. Carga Arcana (4) - The ability to teleport when you use your Action Surge is a good bonus, especially as you can choose to teleport before or after the
second action. This allows you to stand in position to launch an AOE to benefit from Eldritch Strike, or to pursue enemies if you have dealt with those near you. Improvement of war magic (3) - Significantly more versatile than War Magic, especially because you can potentially position yourself with Arcane Charge after having cast your spell. You have
enough orthographic slots (10) at this level to potentially get some fair bonus action attacks all day of adventure. Purple Dragon Knight (PDK) is intended to be a support of the party and face subclass. The characteristics
themselves are often considered ill as they rely on their existing skills, without giving you additional uses of these skills. As such, you can sometimes feel like you don't have a subclass at all. If you want to play a PDK, we recommend that you choose some feats to support being a party pillar, such as the Inspiring Leader and the Chef, and take the
Protection or Interception Struggle Style so that you have a way to help your allies. Cry de Rali (2) - The range of this capability is great, and if you are just a party of four adventurers, it can work well. A good comparison point for the amount of restored HP is the ability of Aasimar Curative Hands, which restores its level to a single creature, as aonce
for rest time. The disadvantage for this ability is being unable to revive someone who is in 0HP, and the chance of having goneot atarre aiv degnah retal siht, Worra cigam A Esu ot Uoy deriuger yllanigiro tohs enacra. Eton that ropmi dluow siht yllaed! ÂÂ& )4( tohS enacra. salcbus eht for emeht eht stroppus taht ytiliba nobbir doog yrev a si, detimil
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eriuoy nehw yllaicepse nal,ytiliba nobbir ecin a syawla si )5( ycneicifor P sunoB A A A.ytreporp hcaer eht htiw nopaew a esu ot desivda osla sâti,droffa nac uoy sa erocs noitutitsno , , , , , , , , , ? S ekil revoc sretrauq-eerht dna flah tsuj ton,revoc lla siht taht deton eb dluohs tI .revoc gnirongi dna seimene
elpitlum gnittih fo noitpo eht uoy sevig osla siht, elbaulav eb nac CA fo A > )4( worrA gnicreip dna tceffe lortnoc eht ot sunob a erom si nosiop eht tub, serutaerc fo tol askcatta owt tsael ta htiw ti wollof dluow uoy sa gnignahc-tabmoc eb nac ti,ffo siht llup uoy nehw evas retsnom gnorts a yllacipyt si htgnerts, seod fi snow dna awh?
)4( revuenaM gnidraW .ti fo tsom eht ekam ot tnaw yeht fi desucof, and , C detnuoM esuaceb 4 a ylnO? CP egareva eht nahtadvantage, but in general, this is a lot of damage in a single round, but requires several monsters moving within five feet
of you in a turn, which does not seem likely unless you primarily adventure in ten-foot runners. Samurai Interested in playing a fighter who can blend in with nobility while fast on the face of impossible odds to defeat your enemies? So Samurai is for you! This subclass offers a significant increase in accuracy, durability and social capacity. Wisdom is
advised as a secondary stat to make the most of the level 7 feature, but it is not necessary. Bonus Proficiency (5) - The skills to complete a fighter's combat toolbox are always a welcome addition. Fighting the Spirit (4) - Being able to take advantage in your weapons attacks and temporary success points is a combination made in the martial sky. It is
advisable to use this capability together with your Action Surge to take advantage of as many attacks as possible. The limiting factor that holds this back from being a 5 is just having three uses, this makes it difficult to ratio all day and the hp temp could do with some scaling between the 3rd and the 10th level. Elegant courtier (5) - A bonus to a social
skill and proficiency in an economy that becomes increasingly important as levels increase, an excellent feature. Untiring Spirit (5) - Always having at least one use of Fighting Spirit is a huge boost for your accuracy and durability as well as a weight off your mind as you no longer have to use it in moderation! Quick Attack (5) An additional attack that
only costs your advantage? This is a lot of damage, especially for Sharpshooter users andMaster of weapons. What makes this capacity big is that it does not need to be the advantage of its fighting spirit, it can come from anywhere, including pushing a one prone. It¢ÃÂs important to note if you are using this with Fighting Spirit, whilst you
lose advantage from one of your attacks, the middle of someone else¢ÄÄÄs, is certainly better than laying
down to die! I advise against using Fighting Spirit if this feature is triggered, as the temp hp won¢AAAt stop you from going down again. Once you hit this level, you should try and conserve Second Wind so you to make a double of
yourself using time magic. This subclass offers a lot of mobility and options not commonly available to a Fighter, whilst maintaining a solid base of damage. Increasing your Con modifier as high as you can is heavily recommended for this subclass. à Manifest Echo (5) ¢Ã This feature is really a whole mix of abilities your Echo delivers for you, the
most significant for a Fighter is at-will short-range teleportation. That said, the meat of this feature is the ability to attacks. This allows you to take advantage of cover, beneficial auras of your allies, and so on, whilst not compromising your ability to deliver
attacks. This ability having no limit easily carries this to a 5. Unleash Incarnation (4) ¢AAA If getting your echo wasn¢AAA enough, you also get additional attacks from it! This is only a 4 as it¢AAAs tied to a secondary stat which will realistically be a +3 or even a +2 for most Fighters for a while. Echo Avatar (5) ¢AAA Getting to use your echo as a
familiar, but with ten times the range is great for scouting. It¢ÃÂÂs worth noting that RAW, there¢ÃÂÂs no Why you can not teleport a higher distance when using this ability, however, it was stated that this is not the Rai, as the buyer is careful. Shadow Mother (4) - Be able to attack on behalf of an ally with its echo is a tank capacity, but this is only the Rai, as the buyer is careful.
4, because it is only once a short or long rest and guarantees the Its echo will eat even more of its Ba Nus action. Recover the potential (4) - Get the HP Temp of someone to destroy its echo. By context, this would give you in the 10th or 11th Temp HP for use, depending on your mod con; In this regard, a samurai is receiving a 15. Tying this to his
blow, along with the amount of Temp HP (this is a 5. Legion of one (4) - Trust myself, I understand this Appeal sounds cool, but most are not having to use their bã 'action so much with such frequency, in addition to providing some additional attack and greater opportunity attack potential. The main beneficial here is really the extra use of unblet
incarnation when you roll the initiative. Psi Warrior if you want to play a jedi, this is the way you do it! A subclass strongly based on the use of psionics to obtain telecimal effects such as damage, protection, force movement and increased mobility. Due to the dependence of subclass in the bã 'of proficiency in scale, this is friendly with multiclasse, but
I advise the multiclass very strongly, as it increases the size of the psychic energy data also important for the your scale. Intelligence is necessary for this subclass; It is recommended that you start with more than one +3, you must reach this point at least before the
no. 10. Now, as far as the dark side is concerned, you ues ues - )5 !ossi moc ohnizos gnitartnecnoc er'uoy nrut yreve kcatta nopaew noitca sunob a ekam ot uoy gniwollA .ot ssecca gninia )5( M citenikeleT .ffub ytrap citsatnaf
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cinuR oducsE .etneibma ues od etnedneped a reasonably common resistance and immunity, the fact that this rune can still contain a creature immune to fire, allows it to be useful. It targets a strong defense; therefore, if you are interested in this, prioritize your progression. Passive skill is very niche in general, but it can be extremely useful if you
catch proficiency in thieves tools in your background. Frost Rune (2) - good to fight and if you know that a monster has an unpleasant effect that targets your saved strength or constitution, although they should already be high. The passive is primarily useful for the intimidation aspect, but even with that, all this rune is a niche too much to rank
higher. Stone Rune (5) - Active skill is like a single target hypnotic pattern spell, except that there is no way to end the effect without making a successful save bid. This is a great control capability that only takes your reaction to drive and comes packed with top DarkVision and a good social fan. To get the most out of this rune, play a race that has no
natural dark vision; A Goliath would fit into it and would be very suitable for the giant theme. Hill Rune (5) - Resistance to a kind of common damage? Excellent fan of durability, not so tempting on a Knight of the Dwarf Rune. Storm Rune (5) - The immunity to be immunity to 
surprised is a good way to stay alive, the advantage in the Arcano checks is not of much use unless you have a positive proficiency of Arcana from somewhere. The active skill is very good, however, allowing you to balance allies, with enemies debugging as you find better. a whole, commenting where specific resources can benefit certain subclasses
The races are good places to increase the skills for certain character concepts, so if you are thinking about playing a fighter construction, but this race is not wellhere doesn't mean yourCombination would not work or it would be fun to play. Like ... I said earlier, it is really very difficult to make a truly bad character in 5e. Substitutes and variants will
be listed under the classification of central race, settled right, and noted by italic. If your DM allows the optional rules for reassuring racial statistical shocks, each race becomes a mother classification of 3 and you must decide entirely on the other benefits that they have. The following exceptions to this, are raans that are the most statistical points
than is typical, such as the dwarf or mountain, which would be at least one 3.5 before the characteristics are considered. This is to make them more distinct on the list, as they stand out as
main reviews of existing raans. If a race option in this book does not have any changes in an entry already covered in this section, it will be omitted. Aarakocracy (5) â € "A very choice for Dex -based cities, particularly those who want to use varied attacks mainly. The WIS chat favors slightly samurai, but any subclass that does not depend on a
secondary statistical would work extremely well. Forget Polly wants a cracker, Polly wants to kick her tail! Assimar (3) â € "+2 The chap is just good for facing fighters, this classification comes mainly from access to cure, a singing and resistance that the fighter would not necessarily have access to another. The fighter is one of the best classes to
make use of the special form of AASIMAR, being able to turn it on using the action arises to avoid wasted curves. Protector (1) â € "Flying on occasion is good, but there is no fancier shock to hurt and eat your ASIS to correct it., otney, otney odnuges e rerrom tih 01D mu moC. sessalcbus sair; Av arap laicnesse m©Abmat sam, lareg me rodatul mu
arap mob ©Å noC arap 1+ â )3( The fighter can afford to approach and take advantage of the damage of the aura. EALTE (2) - Strus of having, but the frightened effect is capable of a friendly and a signable fire or suck to approach and take advantage of the damage of t
melee fighter, especially if using a range weapon. A bugbear would stand out for being a knight and benefits a lot from a combination of Sentinel and Polearm Master, stopping most monsters before they approach enough to reach you. Centaur (4)-Forward-based body combatants, the 40-paten movement speed helps to ensure that you can get
creatures you want to get, while the charging offers An opportunity for a ba nus calar costing extra head movements, but we should not stop it for the most part. Changeling (3)-If you put the floating status in STR or Dex, this makes a fighter acceptable in combat
with much out of combat with Shapechanger skill and social skills. Dhampir (4) - Whatever the statuses you want, the great mobility and a natural attack you can really enjoy, if you need or want. This is better for Cavaliers, Echo Knights, as they are the subclasses that benefit most from a modern Mod for the bite. For a fighter, the
 breath weapon adds a tool for certain occasions. It's not a mother, and just like the dhampir above, Cavalier, Echo and Rune Knights will take advantage of the breath weapon. DRACONBLOOD (1) - Only if you have a reason to interpret, the terrible statistics and the vigorous presence is good for face fighters, like Knights Dragan and Samurai.ravenita
(4) - € "Best statistics than PHB version and a reliable way to give a reaction Solid choice. Dragonborn (5) - The rework of this born dragon Fizban divides the race into three subraces, which means that the only thing to really evaluate here is the statistics. Well, choosing your own bumpers is fantastic, so how can it not be a 5? Chromatic (4) - The new
weapon style of the breath is great for a fighter, replacing only a single attack means that you can still beat things as you like while being able to mix in elemental damage in an AOE form factor. The resistance is very pleasant, but the immunity ability is very niche depending on the type of damage you have chosen. If the 5th level capacity was more
generally applicable this would be a 5.Metallic (5) - Mostly the same as above, however you get a second usable a group of enemies is potentially very, very powerful. Note: Once you reach the 5th level, you can use both breathing weapons in a single turn, as
trade-off, with prominent options being strength and radiant. The ability to fly once a day is a welcome addition to the toolkit of any fighters to body to close on flying enemies effectively. Dwarf (2) - The weapon and armor are redundant, and the motion feather is not large
 however the Con bonus is useful and the resistance to the poison is a great defense. If youby building a Dexterity-based Fighter, this is a good way to still make use of heavy armor. Hill (2) - Extra hp is great for a tank, but lack of a Str or boost Dex isThe peek ,rethgif eht ot ytilititito fo tuo emos dda ytilibisivni dna essicni ,yako era stats eht â€â€â's
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a Fey if you play this race, which can make you vulnerable to some subclass¢Ã turn abilities, and vulnerable to certain spells other PCs won¢ÃÂÂt be. This is only really viable if you want to play a Dex-based Fighter, as the flight restricts you from using medium or heavy armor. Firbolg (3) ¢Ã The stats are okay at best, but the collection of
abilities you get really fleshes out a Fighter, with Hidden Step being a good way to get advantage on an attack or escape melee if you¢ÄÄÄre an archer. Genasi (3) ¢ÄÄÄ Good stats for a Dex Fighter and Levitate adds some out of
combat utility and in combat mobility/debuffing. It¢ÃÂÂs okay, ideally, one more usable feature would have been nice. Earth (3) ¢Ã A pretty good pick for a Str Fighter, Pass without Trace is a great spell and not only helps the entire party, but would make up for the usually poor Stealth score of a Strength-based character. Fire (2) ¢Ã Darkvision
and Fire Resistance are nice, but the casting won¢ÃÂÂt age well and Int isn¢ÃÂÂt generally useful. Water (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns. Gith (1) ¢Ã Don¢ÃÂÂt jump off the deep end. Very niche abilities, best chosen for roleplayà purposes or aquatic campaigns.
subraces. Githyanki (3) ¢ÄÄÄ For every Fighter, the psionic spell casting and Decadent Mastery represent a huge boost in out of combat utility, with Misty Step also adding valuable mobility in combat. If you want to play a Str-based Psi Warrior, this easily goes up to a 4 for the great stat matchup and abilities which are not just â )2( acit; Auqa adicseD
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statuses you want, a scaling bã 'for your initiative, a willingness to save you not you have you have you not you have you
and combat skills supported by HEX once a day for differing struggles. A loud choice is scary for any fighter. Hobgoblin (2) â € "A right choice for most, the int is better in Psi Warriors and Eldritch Knights. Martial training is completely redundant, but saving face can be good, especially if you use the great weapon master or Sharpshooter. Human (1)
- If you have rolled an array composed mainly of no. If none of these applies, you must probably choose a variant option if you are capable. Human Variable PHB (5) â € "Bump Str or Dex and Congar and grab a skill you like and a feat to help you together. This option is popular, and sometimes essential, to bring online a heavy feat to build within a
reasonable period, or without sacrificing collisions for your Stat attack. Mark of Finding (2) attack. Mark of Finding (2) attack. Mark of Finding (3) attack. Mark of Finding (4) attack. Mark of Finding (5) attack. Mark of Finding (6) attack. Mark of Finding (7) attack. Mark of Finding (8) attack. Mark of Finding (9) attack. Mark of Fin
is a huge boon for the starting game and tables with DMs that do not deliver many mothers. Mark of Passage (5) â € "Amazing Statistics for a Dex Compile, Higher Movement Speed and Misty Step, Excellent Option! Mark of Sentinel arof sanepa e sacisÃf sacitsÃtatse meS â )1( .hsalaK .epiuqe a arap ossecus mu ravel ed arienam amu e dleihS
sobma a osseca e noC 2+ mu ehl-odnad ,euqnat ed of A§Aurtsnoc amu arap laicnetop moB â Combat skills of a type of unusual damage. Telepathy is still cool if you want, but there are better ways to obtain it. KENKU (3) - OK STATOSTICS AND A GOOD IMPUSE TO YOUR SKILLS, MAINLY A OPTION OF INTERPRETATION. Kobold (3) - There is only
a collision of statistics here, but the packaging tanks are a very powerful resource and you can use the body, grove and begging for the increase in action so that Everyone has advantage. If direct sunlight Leonin (5) - good statuses, higher movement speed, a skill and a weapon that they can not take from you. The true figure here is the scary ability of
roar, without risk of friendly, and a DC based on its blow, this is a short rest for any fighter. LIZARDFOLK (2)-You will have to invest more in your attack status, but to build Dex Builds, the Natural Armor's Case is equivalent to +1 of studded leather armor and out of combat skills are The very tasty. The prominent ability here, especially for an STR
fighter, is the Hungry Jaws because bã nus action attacks are often sought by martial. Although it is only once by rest, get temporary standpoints from this attack is very pleasant to be â ught in this amphábio cake. LOCATHAH (1) - Only if you are constantly around the water, in which case Leviathan Will is a defensive feature. Loxodon (2) - The
coup is at least and thyl, the natural armor is bad, but Loxodon Serenity is a decent defense. Minotaur (3) - Statistics are not listed with some control in the form of horns and a skill. Rush Goring is probably not used a lot, but it can minimize the waste when you start the fight far from the most close monster. ORC (3) - Statostics are good and aggressive
attenuate any problems of distance you can face, but this ration ideally needs ranimuli ranimuli sanepa a añcov odnatimil, etnemzilefni, rodatul mu me raov ed arienam amu etnemlaicepse, juqa meb otium ¡ñh - )3( nilwO .rohlem ©ñ cro-oiem o sam, aob ahlocse amu ©ñ atsE .lev¡ñzilitu osrucer mu siam sonem olep It makes this impractical for most
combatants. If you were planning a slight armor build anyway, this is easily at least one 4 for you. Reborn (3) - The statistics are good by pattern, unless you choose evil, and the immortal nature is a good characteristic of durability. You don't go wrong with that, but nothing here really stands out for a fighter. SAMTY (4) - MOTTIA RESISTANCE, HIGH
MOVEMENT Speed and some tape skills with a dex swelling to attack. If the mother effects are very unusual in their games, this falls to a 3. Shifter of Beasthide (5) - if you are looking for a very tough construction, this is an optimal £ o, offering you Temp HP and a collapse AC once by short rest when providing the statisticals you need. Long tooth
shifter (5) - A Bã´Nus Act attack every round, a short rest combat can add a substantial amount of damage to your fighter. SwiftStride Shifter (3) - Statostics are not ideal, but some temple and an increased movement of reaction to the archers who want to keep the distan 

| Wildhunt Shifter (3) - Statostics are not ideal, but some temple and an increased movement of reaction to the archers who want to keep the distant 
| Wildhunt Shifter (3) - Statostics are not ideal, but some temple and an increased movement of reaction to the archers who want to keep the distant |
denying enemies close to you advantage against you is a very big defense to not evaluate well, especially when coming with Temp HP. Simic Hamic (3) - You can obtain statisticals that you want with access to some very much adaptations, especially the option of carapation, selection. Tabaxi (4) - Excellent mobility, good skills and some good extras
The thing that prevents this from being 5 is the bump and no direct offensive or defensive or defensive impulse. some potential. Baalzul (1) - Same as above, except that the ways worsened, pulling the classification with them. a Stat.FIERNA FANSICS (1) - only bad for a (2) â € "It is good as a good or dex
but an agathys armor is really good for a body fighter. Mother! (1) Mephistopheles (1) â € "You would have to use flame -mine charism, and don't even work with extra attack. Zariel (3) â € "You can have an AC of 19 from the number 1, without getting a
disadvantage in stealth checks, with a +2 str and a few ribbons, what should not love here? This is not just a 5 because the AC becomes less important as you level above, in no 1 and 2 this could be a 5. Triton (3) â € "A good set of status with an eclon set Skills, if you are playing a game with waterfalls from time to time, or take the blind fighting style
to enjoy fog cloud, this can go to 4. Vedation (1) â € "This is not bad as possible, as the Deviolary Vedalken is a powerful characteristic, but the very terrible Warforded (5)" Statistics, a Impulse Statics. AC, a built skill and resilience makes for a large package. You can get the armor of your cold cad. Yuan-ti Pureblood (2) â € "horrible and foundable
statisticals that you will probably not be very out, but the mother's resistant and the immunity of poison is very powerful to be not being at least one 2. Mordenkainen Gifts: Multiverse Monsters as mentioned earlier any branches that are republished without changes do not be included in this section. In addition, the guidance mentioned earlier, there
will be no classification less than one 3 in this section due to all raans to be able to assign statistics to taste. NOTE: The ways will be classified more highly here than they can appear above because everyone Data shapes can be merged with any orthogreal slot you may have. This is a significant impulse for an artifice, giving them access to shapes
otherwise you will not have and releasing your number of prepared spells. Note: The traces of Fey's ancestry and transe listed in these races differ significantly from the versions published in other books such as PHB. Aarakocra (4)-This is still a great option for a Dex-based fighter, especially now that walking speed has increased to 30 feet. However
the lowest flight speed in exchange for wind blast and more flexible stats hits that below 5 to a 4. Statistics don't matter much, as you'll be a Dex-based character to use the flight, and it's unlikely that you have a great DC for the spell, which you're not likely to give up an attack action to start. AASIMAR (5) - Two resistances, DarkVision, a small
healing ability and a bonus action transformation for further damage and an additional effect? With choosing your own statistics, this is easily a 5, although it is worth noting here that the change in the healing hands gets worse on average and less reliable, while the damage you gain with the transformation fell from your level to your proficiency
bonus, so if these things bother you, you can consider the original. Each transformation will be reviewed below as if it were a sub-race: necrotic mortal (2) - Unfortunately, this still depends on your charisma modifier for the DC for unknown reasons, which reduces the score to a 2. If it interests you, then at least I comfort in the fact that this can no
longer affect your allies accidentally, then there is it. To compensate, it is worth winning an AOE to further increase a damage. This is particularly good for forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters, just distrust friendly fire by forcing the saved concentration of enemy casters.
to take to air otherwise. bugbear (5) - add 5ft range to any body-to-body attack you pray in turn is a fantastic boon for a fighter corporation, allowing you to slide, threaten a wider area if you are a tank, and just reduce the chance of you not being able to reach your next target, because they are far away. combine this with fey ancestry, powerful
stealth proficiency and build tape and you have a strong breed. What tips this firmly on 5 territory is the much improved surprise attack that now only requires you to attack a creature that hasn't yet taken a turn in the fight. This means that the winning initiative gives you an additional 2d6 damage per attack, a creature that hasn't yet taken a turn in the fight. This means that the winning initiative gives you an additional 2d6 damage per attack, a creature that hasn't yet taken a turn in the fight.
perfectly leverage between your various extra attack enhancements and action arises. ondo the action arises at the 5th level against a creature that has not yet acted, you would have an impressive 8d6 additional damage, which is the same as a fireball casting! note: the ambush maneuver particularly benefits this race, as the alert does centaur (3)
if you are behind a higher motion speed, then this can be a decent choice for you, with the highest base speed of any race. However, the required distance of the load capacity is too high to be reliably oated and its only payment is an attack of bonus action hoofs. There's nothing convincing here but the speed of movement. changeling (3) - a fun choice
that gives you a lot of social utility, but there is nothing here that makes you a better fighter. deep gnome (4) - with 120ft of darkvision, and gnomish magic resistance helping your mental defenses against spells, there is enough here to jotify a 4, especially with the nilbenfrinS nilbenfrinS rohlem O .sun´Ab mu omoc ranoicnem anep a elav o£An euq
ohcin ed o§Ãitief mu ©Ã noitcetednoN .oir;Ãtilitu mugla odnecenrof fleS is also a great ability. Duergar (5) ¢Ã This race has excellent defenses between Dwarven Resilience and Psionic Fortitude, with Enlarge/Reduce providing not only a damage boost to melee Fighters but also allows grappling of larger monsters. Invisibility adds a nice bit of
utility and can make Dex-based Fighters very stealthy.   Eladrin (5) ¢Ã A handful of bonus action teleports with rider effects, Fey Ancestry, the new Trance, and Perception proficiency is a great package of abilities. The only downside here is that the DC for some of the Fey Step riders will rely on a mental stat. For some subclasses, this won¢ÃÂAt
be a problem, but for others, it will either be lackluster or require active investment in a stat you wouldn¢ÃÂÂt otherwise invest in. Firbolg (4) ¢Ã There¢ÃÂÂs enough here to warrant a 4, with Detect Magic and Disguise Self adding some utility and Hidden Step adding some short-duration invisibility. What holds this back from a 5 is that you
become visible again when you attack, this isn¢ÃÂÂt a problem for a Rogue that makes a single big attack. Fighters, on the other hand, make lots of medium attacks decreasing the offensive value of the ability. Genasi, Air (3) ¢Ã The spells offered by Mingle with the Wind are overall rather niche and rely on a mental stat that a lot of Fighters have
no reason to invest much in. Otherwise, the other abilities are too niche to warrant bumping this up to a 4. Genasi, Earth (5) ¢AAA Being able to case Blade Ward as a bonus action is a significant boost to your defenses against the most common damage types, giving you Barbarian-esque levels of durability, one round at a time. Combine that with the
excellent Pass without Trace, darkvision, and a situational ribbon and this easily cruises into a 5. Genasi, Fire (4) ¢Ã Fire is common enough of a damage type that this limps into a 4, but barely. The spells given by Reach to the Blaze are pretty bad in general, made worse by likely middling-to-poor spellcasting modifier. Produce Flame does provide
some degree of utility and darkvision is always helpful, but the spells are just disappointing. Genasi, Water (3) ¢Ã Holy niche Aquaman! There is a lot here, it¢ÃÂÂre near some water frequently, it just isn¢ÃÂÂt worth it. Githyanki (5) ¢Ã A great option to
build upon what most Fighters lack, this race not only offers Misty Step and Mage Hand, but offers them without any components, and the latter is even invisible! Astral Knowledge helps patch your otherwise mediocre skill set, whilst psychic resistance won¢ÂÂt be the most commonly used feature but will be nice in some nastier fights. Githzerai (5)
¢Ã Shield is a great spell to have access to, with Detect Thoughts being far more useful without components. What carries this to a 5 is Mental Discipline, with charmed and frightened being very common monster-imposed conditions. Goblin (5) ¢Ã Fury of the Small was nerfed in terms of damage, now equaling your proficiency bonus, but also
increasing in how often and how flexibly you can use it. This combined with Fey Ancestry is a wash at worst compared to the original, and maybe even a small improvement, definitely a 5. Goliath (5) ¢AAA Stone¢AAAs Endurance can now be used turn-after-turn, allowing you to tank massive amounts of damage in a single combat, whilst the stats
become flexible meaning the Goliath is now a good durable choice for Str-based or Dex-based Fighters. Hobgoblin (5) ¢Ã Fey Gift provides not only a good support ability for your Fighter but also provides a self-buff or enemy debuff. The temporary hit points are the most generally useful option to choose, but Spite can be compelling especially if
the affected ally has other accuracy boosting abilities. Fortune from Many relies on having allies within 30 feet of you, but being able to potentially an important rescue or attack is very valuable for discount entirely. Kenku (4) This is a fantastic option if you want to make a skill monkey out of your fighter. Kobold (5) - Draconic Cry is like Samurai's
Spirit of Fight, as long as the enemy is about 10 feet from you, negotiating the temperature to give your allies advantage as well. With how many attacks you can potentially do as a fighter, and the value you can get from Sharpshooter or Great Master of Arms, this is a great capacity. Kobold Legacy provides a good way to customize your Fighter, with
Defiance and Draconic Sorcery, to pick up a cantrip utility, being the best options. (4) - Hungry Jaws has been updated to a number of times per long rest equal to your proficiency bonus, making it much more flexible. Being able to use it several times in a combat can significantly increase its durability and damage if you do not have a bonus action
 attack normally. While the Natural Armor is good for Dex-based Combatants, they will not be able to effectively use the Jaws Hungry, which is the main draw here. Minotaur (3) - This is not really a good option in general, with Goring Rush being just bad completely, but Hammering Horns at least provides an interesting control option for Str Fighters.
Orc (5) - A bonus action Dash that gives you hp temp, combined with Incansable Endurance adds up to a huge amount of durability, if you are looking to take some hits like a melee Fighter, it is a good choice. Satyr (4) - This just about scrap 4 thanks to the 35ft motion speed, the nerd version of Magic Resistance can still prove valuable, but there is a
wide variety of monster skills that are magical, but not spells. Mar Elf (3) - Child of the Sea and Friends of the
little boring. Shadar-Kai (5) - Bonus action teleports that make it resistant to all damages for a spin? This was great in the original, but being able to do a number of times a day equal to your proficiency bonus is absolutely fantastic. Play in Necrotic resistance, Perception, Fey Ancestry, and the improved Trance and you have an easy 5. Shifter (3) -
The number of times you can change now has been changed to match your proficiency bonus, however the number of temporary success points you earn has been significantly nested from level + Con to just double your proficiency modifier. This is better at the first level, and never recovers the original formula. However, the bonus action temporary
success points can be a huge boost to your wrestler as long as you haven't built around a regular bonus action attack like Polearm Master. The individual displacement resources will be reviewed below: Beasthide (4) - +1 AC is always good and adding 1d6 to your hp temp makes them better worth it, but still quite low. Long Tooth (3) - For Str-based
 fighters, this is really better than the bonus action attack provided by Polearm Master, it only guarantees a 3, however as it has no way to deal with resistance or immunity to non-magic damage. Swiftstride (3) - A good option for skirmishing or Ranged Fighters, but not particularly attractive. Wild Hunt (5) - Denying advantage against you is a
fantastic boost for your defenses, this notably improved claw damage to balance this feline to a 5.(4) - There is sufficient improvement here, among flexible statistics, increased climbing speed, and improved claw damage to balance this feline to a 5.(4) - Flexible
statistics make it easier to build than your original version, making it a good option for guided stealthBut there's not just enough here for a five. Triton (4) - There are enough resources here to push the Triton to a 4, but keep in mind that they are largely or situational or will require a mental stat. Yuan-ti (4) - Magic Resilience and Poison Resilience
are what takes this option to a 4, with the spells on offer not being particularly attractive to you as a fighter. Feats With more ASIs than any other class and a low overall dependence on secondary statistics, the Fighter is the ideal class for making use of feces. This can be to increase your potential for damage, reinforce your role in the party, or just
pick up fun new things that you couldn't do normally. Anything that requires spell casting as a prerequisite or involves a stat that the Fighter is not right to have particularly high, as Int in most fighters, will be evaluated smaller with it in mind. The following list of feces is organized in alphabetical order, but divided by the books in which they are
found, to make it easier to see what you can choose if certain sources are not allowed on your table. If a feat has a race prerequisites may apply, such as minimum statistics, or the ability to cast a spell, so make sure you check the text of the book when choosing feats. PHB Feats Alert (4) - This is a great
              ement for both Str and Dex Fighters, making itself for the low initiative score of the first and increasing the already respectable score of the first and increasing the enemy,
further if they are playing varied characters. Immunity to surprise helps reinforce this andadvantage for those you cannot see is a good defense, especially for any wrestlers without obscurity. Athlete (3) - A decent mobility feat if you have a probability stat you need to round out, better for melee Fighters to ensure they can get where they need to go.
Not the best half feat for rounding Str or Dex, but can be useful. Actor (1) ¢AÂÂ No subclass relies on Charisma, purely for roleplay purposes best taken by face Fighters after boosting their attack stat. Charger (2) ¢AÂÂ This is very niche, but reducing the opportunity cost of Dashing into position is a nice perk for a melee build, and Action Surger
could make this a reliable tactic. Crossbow Expert (5) ¢Ã Essential if you want to use a crossbow as your primary weapon after level 4, the additional attack and removing disadvantage within five feet raise your damage and keep it high. This is often used in combination with Sharpshooter. Defensive Duelist (4) ¢Ã An excellent defensive option
for a Dex-based Fighter, especially one who fights with a shield, the at-will nature fits very well in the overall class design. This is only not a 5 because it not only has multiple requirements but only protects you against a single melee attack. Dual Wielder (3) ¢Ã If you like to use the two-weapon fighting rules this feat provides a nice incremental
boost in damage by allowing you to use d8 weapons, a nice AC boost, and smoothes the drawing process. If you normally dual wield and your DM keep careful track of object interactions or doesn¢ÃÂÂt agree with you always having at least one weapon in hand, this is at least a 4. Dungeon Delver (2) ¢Ã Very niche, but invaluable in a
dungeoneering environment, the game isn¢ÃÂÂt Dining Rooms and Dragons after all. Durable (1) ¢Ã Only if you¢ÃÂÂre in a difficult game with high amount of Fighters could take this spell, it isn¢ÃÂÂt worth it to any of them. Grappler (1) ¢ÃÂÂ
This feat doesn¢ÃÂÂt actually make you better at grappling, unlike other feats, and the restrained benefit is not worth your prone target. I just consider it in a fight after you have everything else you want. Great Master of Arms (5) - opportunities to get
bonus action attacks with a large array weapon are pleasant, the damage of +10 is often invoked by many STR constructions to pump your damage to the roof. If you choose this feat, just as soon as your STR is at a minimum of 4.2 unless you consider it a human variant and should look for ways to increase your chances of hitting. Avoid using
additional damages against higher CA targets, you will usually be better not taking the penalty of -5 and only reaching more often. Healer (4) - This achievement is a lot of healing and with the extra ASIS, the fighter is the perfect candidate to pick it up if you choose. In a part that does not have dedicated healers or has high wear, this can be a 5.
strongly armored (1) - you are already proficient in all armor. Heavy Armadura Master (4)-A great half for STR-based tanks, most monsters that have body-to-body attacks cause non-magic damage, so that it prevents you from suffering a lot of damage throughout the day. This is better at encounters with many attacks, such as duendes, rather than
encounters with a small number of heavier hits, such as an ettin. Inspiring Leader (2) - This is really good, but there are better characters to take it. If you already want to interpret a face fighter, it becomes a mind 4. Keen Mind (2) - Tidy tape skills, recommended only for PSI Warriors and Eldritch Knights looking for flavor. Lightly armored (1) - You
still have proficiency in all armor. Linguist (2) - similar to the sharp mind, but more niche in its everyday usefulness. Lucky (4) - a good done for everyone, but a little without grace. Icatch this at later levels, after having the stats and the style-related game styleegavaS. elbigile eb osla dluow sroirraW isP dna thginK hctirdl And at the ot noitidda ecin A
 .yfilaug ton yam srethgiF fo tol a tub ,noob taerg a eb nac cigam lauti > > )2( retsaC lautiR . S a er''uoy sselnu dednemmocer yllareneg si siht rof modsiW gnikat, sevas ruoy pu erus dna tats ddo on tuo dnuor ot yaw doog )3( tneiliseR .nopaew ruoy sa tnedirt ro ,raeps ,ffatsretraug a dleiw uoy fi dleihs a htiw desu eb nac sihT .taerg si skcatta ytinutroppo
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muidem ni ycneiciforp evah ydaerla uoY ?ymedaca gnithgif eht ta peelsa llaf uoy diD ¢â )1( derom The yletaredoM .esiwrehto rethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a setatilicaf dna srethgiF a rof ,elbailernu erom ro ,redrah eb dluow hcihw yalp fo elyts gnihsimriks a ro
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slleps dednemmoceR. A >> 3 (etaitinI ciga M. nommoc yrev era sretsaclleps ymene erehw semag ni srethgiF eelem rof elbadnemmocer yln \hat{A} (reyalS egaM. thaw uoy(1) - Although this exploit can produce an increase in damage, it is only applicable in a single turn attack. If it were half done, it would be more convincing, but as written it is not
worth it. Watchtower (4) - An excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank, being able to punish a monster by not attacking it and blocking anyone who tries to pass by you is an excellent feat for any tank.
fire without disadvantage are the non-ung heroes of this done. It means that a varied wrestler will be consistent in his ability to beat enemies even on a cover-state battlefield, and the bow style makes the +10 damage more reliable than his big gun cousin. Master of Shield (4) - This is the best for strength-based fighters, they need the boost for Dex
saves more and will have the Athletics modifier to make reliable use of the Shove part of this exploit. This can save a fighter from a significant amount of damage and also increase their ability to control the battlefield without sacrificing their attacks. Skill (2) - This is a bit of niche for a fighter, but if you want to spend an additional ASI in rounding
your skills, then sure, you have enough ASIs after all. Skulker (2) - Incredible niche, more suitable for range fighters that go to a sniper aesthetic or are in frequent duels. Sniper of spells (1) - Most fighters don't cast spells, and if they haven't wanted it yet. Brawler de Tavern (3) - The release of the unarmed fighting style decreased and increased the
value of this exploit at the same time. Although you did not care about the 1d4 damage to your unarmed strikes, you would be able to make greater use of the mu mu ales ossi eug moc zaf edatem rtS ed taef mu res etsE, ecenrof ahna§Ãaf a eug etnemlevircni ©Ã ossi sam, edrev amahc ed anim¢Ãl a
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zev amu omoc-etims ed edadicapac aneuqep amu, lev¡Ãcalpmi aicnªÃtsiser ednarg ¡Ãj a odnatnemuA â)5(]crO-flaH[ ocra ed airºÃF .air¡Ãdnuces acitsÃtatse amu omoc asu o euq essalcbus amu arap ohnartse noC mu retab arap euqatsed ed o£Ã§Ãpo amu, lev¡Ãrud siam res marucorp euq seleuqa arap ahna§Ãaf etnelecxe mu mu me artxe aruc A .asioc
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damage, this is a great way to add control and debuff to your build for very little opportunity cost. Eldritch Adept (1) ¢Ã Only applicable to Eldritch Knights, of the available invocations Devil¢ÃÂÂs Sight is a strong choice. Too niche to warrant a higher score. Fey Touched (3) ¢Ã The best way to grab Misty Step as a feat, giving you more
versatility in what mental stat you can boost and what race you can be, with an added spell on top. Fighting Initiate (5) ¢Ã Double dipping Fighting Styles can be very appealing, allowing you to grab a maneuver, some extra damage, blindsight, or perhaps just a little AC boost. Especially useful for optimising throwing builds.à  Gunner (3) ¢Ã If
you¢ÃÂÂre a ranged Fighter with no interest in crossbows, or you just want access to those kinda-safe firearms your DM just introduced, this is a solid choice. Metamagic Adept (1) ¢Ã Much the same as Eldritch Knight who does want this. Piercer (5) ¢Ã Not
quite as flashy as the other weapon feats, but you get to raise your average damage and crit a bit harder, whilst raising your main stat. If you &AAA If you want to use poison as part of your character concept, then this is a must. The poison it allows you to
create can add a significant amount of damage over the course of the many attacks you can potentially make. Shadow Touched (3) ¢Ã If you have a decent Stealth modifier this is a nice way to grab Invisibility to make the most of it, best taken on a Fighter with a reason to increase a mental stat. Stand out options for the 1st level spell include
Disguise Self, False Life, and Silent Image. Skill Expert (4) ¢Ã An excellent way to add more to your Fighter or grab double proficiency in Athletics for grapple builds. Slasher (5) ¢Ã Like to use longswords, scimitars, glaives, or maybe great axes? This adds a great mobility debuff to the Fighter, with an even better debuff on a crit, whilst fitting
into your normal main stat progression! Excellent choice for Cavaliers using Glaives for the reach. Telekinetic (2) ¢Ã A nice addition to a Psi Warrior, and an easy way to pick up some utility or control on any Fighter with a decent mental score to their name. Telepathic (1) ¢Ã More niche in its usefulness compared to Telekinetic, if you want to
play a telepathic character but didn¢ÃÂÂt pick a race that gave you telepathy this is an okay choice. FToD Feats Gift of the Chromatic Dragon (4) ¢Ã An excellent defensive ability against elemental damage and a damage bonus for one encounter per day. This would be worthy of a 5 if the damage ability could be used more often, or maybe if the
damage die was larger. Gift of the Metallic Dragon (4) ¢Ã The reaction bonus to your AC is the gravy here, it will scale with you in both uses, and the bonus granted. The free casting of Cure Wounds is a nice way to top your hit points up between combats or to provide emergency healing to your party. This is held back by the tying to your
proficiency bonus; whilst this means the feat will scale with you, it also means the bonus to your AC will be only +3 in tier 2. This feat will be more valuable to an Eldritch Knight, who can cast an Int-based Cure Wounds with their spell slots. Gift of the Gem Dragon (4) ¢Ã A fantastic retributive reaction, but the mental stat
bump and corresponding DC used for the ability hold this back from being a 5 for Fighters in general. Best for Fighters making use of their mental scores, like the Psi Warrior, as both use psionics. SCoC eug sasioc rarucorp eved añcov, large arger omoC
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oirbāliuge on etelfer es ossi e nevahxirtS acig;ām atla ed o£āṣāarugifnoc a arap etnematicilpxe sodatejorp o£ās sotief setniuges so ,norrebE sotief so euq od siam :ATON to to each hit, rather than just once per turn. This is because you have the potential to make 3 or 4 attacks regularly as a multiclassed Fighter, and up to 6 or 7 when using Action Surge. If you are using a class with a smaller Hit Die, and will be taking a significant amount of levels in that class, you should be aware your general durability is going to be lower as a result unless you have specifically corrected for this. Try to avoid abilities which rely heavily on a secondary stat you are not already well invested in. Classes which offer short rest recharge abilities will be more intuitive to use with some of your other Fighter abilities and allow you to nova more often. Long rest abilities will need to be rationed more carefully, but may provide more often. Long rest abilities will need to be rationed more carefully, but may provide more often. Artificer (3) ¢Ã Access to spellcasting is nice, but the real goal here is to get access to your own magic items, stand out choices for infusions are: Returning Weapon for adding range to shield builds, Repeating Weapon for using a hand crossbow with a shield, and Repulsion Shield for using with those other things! For subclass it depends on your primary stat and how high your Int is, Alchemist gives you a random buff for any build, Armorer lets you ignore the Str requirement and Stealth penalty of heavy armor, whilst having a decent damage laser in your chest. One of those options does sound cooler than the other, admittedly. A Barbarian (5) ¢Â More HP, more damage, and resistance to the most common forms of damage you¢ÃÂÂl come across, what¢ÃÂAs Barbarian for oh yeah? OH YEAH! Rage should be conserved for tougher fights, as you likely won¢ÃÂÂt have enough to use it every combat. Reckless Attack should primarily be used to counter disadvantage, and preferably only whilst raging or you have access to defenses to mitigate the attacks. 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Druid (2) - Although the prerequisite might be the same as the cleric, you really like Goodberry. The Wild Shape is a great observation feature, although you have access to only ground forms that it should still be useful. Two-level investment makes it harder to recommend, especially because many of the druid circle skills are strongly linked to the total level of druids to scale. If you take two levels in this circle of earth classes, it is the best option to get the biggest collision of spells, the spore circle can give a little durability and additional damage (although you to make the most of any healing spell you take. Monk (2) - very niche for a dive, because it would close your ability to wear armor and hold many weapons options for you, while many of the monk's benefits are very attached to becoming a monk. This would be better for a fighter who uses the unarmed fighting style, preferably one that uses a racial source of AC, so you can enjoy the unarmed fighter who uses the unarmed fighter who used the unarmed fi see the blows, patient defense and wind step. It is not really advised to go beyond two levels, but if you are a weapons user the will and loosening skills Kensei's weapons restrictions would be better. Paladin (4) - This is a minimum of a two-level dive, and the first level will be difficult, and needing at least 13 also not great, but for Str's fighters, this can be a great dive for take. 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