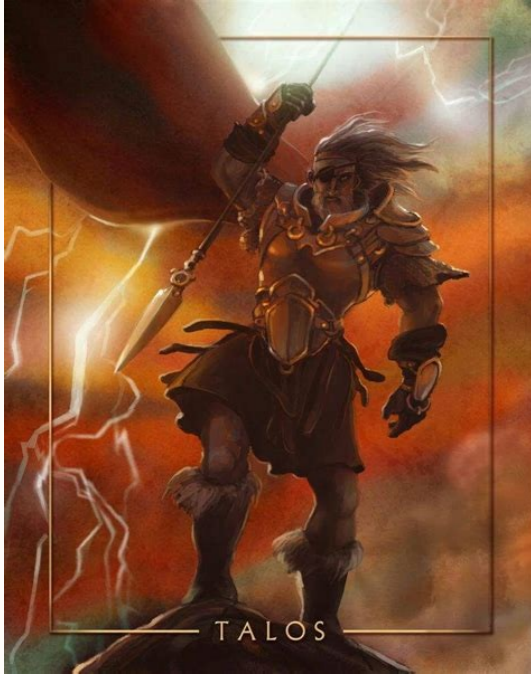


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Dnd 5e fighter guide. Dnd 5e fighter handbook.

UNCOVER THE SECRETS OF STEEL! This book is an in-depth look at the fighter class. The Fighter Folio is your 80+ page guide to the class, dissecting its abilities and taking an expanded look at new fighter-specific options. New Fighter Backgrounds such as the Battle Born, Blacksmith, Bodyguard, Bounty Hunter, Conscript, Eldritch Legacy, Guardsman, Jailor, Marine, Officer, Rebel, Slave, Squire, Tourney Knight, Veteran New Martial Archetypes like the Archer, Brawler, Champion, Corsair, Demon-Blooded, Dervish, Duelist, Dragon, Dreadnaught, Eldritch Executioner, Ghost Warrior, Gladiator, Guardian, Gunslinger, Knight, Master of Many Blades, Master Thrower, Misericorde, Rake, Reach Specialist, Runeblade, Samurai, Sellsword, Shield Master, Tactician, and Weapon Master. Fighter Feats including Armor Expert, Axe Mastery, Barrage of Blows, Battle Cry, Bloody Strikes, Bludgeoning Expertise, Bulwark, Cover Fire, Create Opening, Dagger Mastery, Death Dealer, Escape Artist, Fearsome Presence, Flowing Charge, Gang Up, Honed Reflexes, Iajitsu, Master Archer, Masterful Parry, Piercing Expertise, Powerful Draw, Push, Pull, Hook & Grab, Relentless, Ring the Bell, Crack the Shell, Running Slash, Sacrificial Defender, Secutor, Slashing Expertise, Stalwart Defense, Street Fighter, Swashbuckler, Tactician, Warlord's Commands, and Vengeance is Mine. A detailed look at fighter class builds: New weapons, armor and magic items; New rules for trick shots, called shots and much, much more! This is everything you need to up your combat game! Looking for guides on your D&D 5th Edition game? There are all kinds of class guides out there for your next Dungeons and Dragons Character. Thanks to Enworld for starting this compilation. Be sure to vote in our Poll below to let us know your favourite class to play in D&D. Loading... Most of the guides above are compiled from Enworld forums. Some were originally posted on the Wizards of the Coast forums and then transferred to other websites when WoTC deactivated them. We've posted them here in a hope to help out people looking to Character Optimise. You may even find some guides from us in the links above. 2015-12-08, 12:34 AM (ISO 8601) An Illustrated Manual for Inflicting Violence A Guide to Fighting Image by Franz von Matsch "Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet." - Robert E. Howard, The Phoenix on the Sword "The pen is mightier than the sword if the sword is very short, and the pen is very sharp." - Terry Pratchett, The Light Fantastic Barbarians rage. Paladins preach. Rangers range. Monks... keep sitting cross-legged at the tops of mountains for some reason. And you? You're going to paint your name into the history books with the blood of your enemies. Welcome to being a Fighter. Others dabble in war. You master it. You have embraced it in a way no one else can. It is part of you. It is your art. The Fighter is one of the oldest classes in D&D, appearing in the very first version of OD&D, and it's been tanking along ever since. From the beginning, it's specialized in two things: dealing damage and taking punishment, and boy can he do both now. Color Scheme This is freaking amazing! It provides many options, or will do one thing extremely well. This is really good, but not quite phenomenal. This is good. It will regularly be useful, though it won't provide many tactical choices. Bad. It will be extremely rare that it's useful at all. Occasionally very useful, but limited in scope or applicability. Table of Contents: Know Thyself Fantastic Fighters Ways of the Blade You Have the Power Fine Tuning 2015-12-08, 12:36 AM (ISO 8601) An Illustrated Manual for Inflicting Violence Know Thyself Image by Sakmichan on deviantart Let's look at the basics of the Fighter package. Ability Scores Strength. If this isn't your primary, DEX is. It can also improve your Athletics and help you Grapple. Dexterity: DEX gives you a common save, some skills, and your AC in Medium Armor. It can also be your primary stat. Constitution: Hit Points are good. It's also a great save. Intelligence: A good dump stat unless you're an Eldritch Knight, in which case it's your second most important stat. Wisdom: Good for saves and skill checks. Charisma: Also good for skill checks, and might be useful for a Battle Master. Class Features Hit Dice: 1d10 per level. Only Barbarians have it better, and they swing an axe like an amateur. Armor Proficiency: You are proficient with all armor and shields. Go nuts. Weapon Proficiency: You are the martial master. At no point should you have fewer than four sidearms with the Thrown property, unless they're all embedded in your enemies. You should have a weapon for all occasions and be willing to use it. Saving Throws: STR is the second most rare. There aren't really better saves than CON if you're a caster. If you're not, it's still good. Skills/Tools: You have no Tool proficiencies, but you get some skills. Acrobatics: Will get you around obstacles. Animal Handling: Nearly necessary with a mount; but otherwise will rarely come into play. Athletics: Needed for Grappling and getting around obstacles. Survival: Will get you through some situations, but it's not necessary outside of wilderness campaigns. Insight: A solid conversational tool. Intimidation: Interrogations are a classic RPG trope. Perception: Can actually save your party. Fighting Styles: Archery is fantastic, especially for ranged Battle Masters. Defense is great for tanks, and you can be a great tank. Dueling is good for a sword-and-boarder who wants decent damage, plus it can leave a hand free for casting. Great Weapon Fighting is obviously for those who want to wield bigger weapons, and the damage boost it provides means you'll be dealing more damage, more consistently than everyone else. Protection is another sword-and-board ability, but you won't always be able to utilize it. Two Weapon Fighting is much better than early impressions suggested. The more difficult a creature is to hit, the more useful Two Weapon Fighting is. With Dual Wielder, it's even better. Mariner is a new one from the UA Waterborne. It's not particularly strong, but the +1 AC and side options are nice if you're lightly armored. Close Quarters Shooter is a new one from the Underdark UA. It mixes a +1 to ranged attacks with a bucket of benefits for fighting in close quarters with a ranged weapon. It's pretty nice. Tunnel Fighter is the other Underdark style, and it's quite nice for defending an area. It's a bit of an offensive defense. Second Wind: Recover Hit Points as a bonus action. A perfectly good ability, but the HPs start out great and end up mediocre. In lower levels it makes you a tanking god. In higher levels it will keep you from spending your hit dice too quickly. Action Surge: This is the perfect nova ability. Or "put together a sweet comb" ability. Having two turns in one turn is awesome. Ability Score Improvement: Obviously good for obvious reasons. You get so many ASIs, it's absolutely ridiculous. Pump up all the stats you want, and grab a couple feats to boot. Extra Attack: This is one of the principal features that make you the most capable damage dealer in the game. Indomitable: Rolling saves? Even saves you had advantage on? Multiple times? Awesome. Unearthed Arcana Fighting Styles The "Light, Dark, Underdark" article in WoTC's Unearthed Arcana series provides us with two broken fighting styles that I would personally never allow in my game. If you can convince your DM to let you play them, then go ahead and take one. Archers should look at Close Quarters Shooter, which provides two features from two different feats, plus a +1 to ranged attacks, but Tunnel Fighter lets you use your op attack as in older editions, not using your reaction. This is a major force multiplier when locking down enemies. 2015-12-08, 12:38 AM (ISO 8601) An Illustrated Manual for Inflicting Violence Fantastic Fighters Image by Sandara on deviantart Pretty much every race option has something that a Fighter can use. However, some provide a little something extra. It should be noted that any time I call out the Eldritch Knight, that option is rated only for the Eldritch Knight, excepting the Minotaur. NOTE: If you want to use a particular race, do so. Optimization doesn't help as much in 5e as it does in others, and all the races offer you something fun. Player's Handbook Hill Dwarf: Fighting is a perfectly respectable calling for a Hill Dwarf, though your mother wishes you had gone into the clergy. Mountain Dwarf: +2 STR and CON? And you're still a Dwarf? Yeah, this is fantastic. High Elf: High Elves are a chief exporter of DEX-based Eldritch Knights. Wood Elf: Wisdom is a very nice stat, but it's not a secondary for any Fighters. Still, a great choice for a DEX Fighter. Dwarf: Perfectly good at Fighting until they walk into direct sunlight. Try to avoid that. Lightfoot Halfling: +2 DEX is good, and the Halfling features are awesome, but the Lightfoot stuff won't do much for you. Stout Halfling: Take the Halfling and make him just a tad Dwarfy, and you get an excellent DEX Fighter. Human: +1 to every attribute is solid. Variant Human: You really need another feat. Dragonborn: That STR bonus is nice, and the breath attack is a sweet little AoE when you're starting out. Forest Gnome: A fantastic Eldritch Knight. Not a great anything else. Rock Gnome: Okay for the EK, all else say Nay. Half-Elf: You can add one to a primary and secondary, but that +2 CHA isn't a big deal for you. Half-Orc: Hit harder, tank longer. That's the Half-Orc brand. Tiefling: Not really Fighter material. Okay for an Eldritch Knight, I guess. Ask your DM before using any splat material below, especially if it's outside the SCAG or EE. Dungeon Master's Guide Eladrin: Eldritch Knights can have fun here. Sword Coast Adventurer's Guide Duerger: They are absolutely great, providing you with excellent spells, brand stat boosts, and the basic Dwarf package. Of course, if you happen to be in Sunlight they're miserable. Deep Gnome: A DEX Eldritch Knight if there ever was one. Primary, secondary, and amazing Gnome shenanigans, including a feat in case you have the ASI to spend on it (hint: you do). Ghostwise Halfling: Like other Halflings, it's a decent Fighter. Feral Tiefling: Now we have the makings of a decent Eldritch Knight. Other Tiefling alternatives are of varying, but minor levels of effectiveness, save winged, which is not allowed in Adventurer's League play. Volo's Guide to Monsters Asimar: The ability scores aren't terribly helpful, for the most part. The everything else is very helpful, though. Firbolg: The STR is nice, but the invisibility is why you choose a Firbolg Goliath: Certain races are made to be nice for any class. Elf: Tajura get very little that's helpful. Juraga get a DEX boost and Mul Daya get a STR boost, and both have solid secondary features. Unearthed Arcana are basically official homebrews. Ask your DM before using them. Eberron Changeling: Not particularly good. Shifter: A Shifter can make an okay DEX build. Shifting is a decent trait by itself. Spoiler: Shifter Subtypes Show Beasthide Shifter: The AC and CON work well with the Shifter package. Cliffwalk Shifter: Pure DEX with a movement buff and the Shifter package. Longstride Shifter: Exactly the same as the goat dude above. Longtooth Shifter: Having both STR and DEX is sub-optimal, but the attack-grapple is okay. Razorclaw Shifter: Paired with Dueling, this guy can outpace Great Weapon damage. Wildthorn Shifter: The Shifter package is still good, but theirs doesn't add much. Warforged: Living weapons tend to make good living weapons. Waterborne Minotaur: They can make a decent Fighter for an archetype, but also make solid Eldritch Knights. 2015-12-08, 12:40 AM (ISO 8601) An Illustrated Manual for Inflicting Violence Ways of the Blade Image by Yoshi taka Animo, whose name keeps getting filtered out The different path you take defines your tactics both in an out of battle. Will you be a powerhouse who makes use of his incredible physical prowess? A masterful tactician who controls the field of battle? Or a mystical warrior equally skilled with blade and spell? Perhaps you could be a leader of men, a warrior who's skill will bring others through to the end? All are valid paths for a Fighter. Champion The Champion is a physical powerhouse whose simplicity makes it perfect for newer players. Improved Critical: This is your major damage dealing feature. Doubling your ability to crit is an excellent ability. Remarkable Athlete: A more limited version of Jack of All Trades. It can come in handy. It's worth noting that some spell effects will require these ability checks to escape them, and it works on Initiative. Extra Fighting Style: A chance to nab a defensive style if you picked an offensive one first, or an offensive style if you went defensive first. Superior Critical: A 50% boost to your already prodigious critical chances. It's not as big a boost to your damage as the first one was, but it's still quite nice. Survivor: Regeneration when you're under half HP? Well, that seems pretty nice to me. Battle Master Some have called it Warlord Life, but the Battle Master provides excellent control mixed with solid damage. A potent mix. Combat Superiority: Your primary feature is extremely nice. Up your damage, your battlefield control, or your defense, and replenish it on a Short Rest. Student of War: You proficiency with some of your combat tools. Make a potion or silver your blades. Know Your Enemy: You can occasionally discover which stats you should target, but you need time to do it. Improved Combat Superiority: Increasing damage is quite nice. Relentless: Never run out of Superiority Dice. Eldritch Knight: The Eldritch Knight is exactly what you want out of a gish: lots of slashing and lots of casting. The magic is primarily designed to keep you safe while you cut everyone else to ribbons. Spellcasting: Quite limited casting, but you get exactly what you need to gish your little heart out, including weapon cantrips and defensive bonuses. Weapon Bond: A fluffy little feature that makes it extremely difficult to disarm you. War Magic: Cast & Slash exactly as a gish should. Works extremely well with the Sword Coast cantrips. Lightning Lure: something closer to you, then slash it. Hit something with Booming Blade, then slash it. Shock it with Shocking Grasp, then slash it. Minor Illusion: a floating middle finger at it, then slash it. The world is your oyster. Eldritch Strike: A very nice feature to use with Action Surge, and it makes save-or-sucks much more appealing. Arcane Charge: A short-range teleport is perfectly good in a melee. Improved War Magic: Cast a spell and attack in the same turn. It's a great ability. Banneret aka, Purple Dragon Knight (SCAG) The Banneret is another Warlord Lite straight out of the Sword Coast Adventurer's Guide, but this one is more explicitly designed to buff and protect his allies. A Banneret may be weaker than the other options on its own, but it provides a massive boost to the combat capabilities of the entire group. As always, ask your DM before using material from splats. Rallying Cry: A perfectly nice little boost to HP at no cost to you if you were already going to Second Wind. Rallying Cry: A solid boost to a solid skill. Useful, but not a major boost. Inspiring Surge: Increase the potency of your surge. It's pretty damn nice. Bulwark: This is pretty nice. Allowing allies to make use of your Indomitable feature when you use it essentially doubles its potency. Arcane Archer (Xanathar's Guide to Everything) You can cast minor spells by hitting people with arrows, which is pretty dang fun. The spells you get aren't terribly powerful, but they are short-rest abilities, and you're still hitting things with arrows. Arcane Archer Lore: A knowledge skill and a basic cantrip. It's situational as hell, but not useless. Arcane Shot: See the complete breakdown in the spells section. Overall, it's a mixed bag. You don't get enough uses out of it to rely on it regularly, but most of the abilities are pretty solid. Magic Arrow: Like Hamilton, it gets the job done. Only really useful when you're facing a nasty without a magic weapon. Curving Shot: A second chance is exceptionally nice, even if it takes a bonus action. Ever-Ready Shot: Never starting a combat without being able to use your basic abilities sounds great to me. Cavalier (Xanathar's Guide to Everything) Far from depending on a mount, you make an extremely competent Fighter with something of a 4e Defender vibe to you. Bonus Proficiencies: Useful situational abilities! Wool/Born to Saddle: If you're frequently fighting from a mount, this would work very well. Unwavering Mark: Guys, we've got a 4e defender! Woo! (Only thing holding it back is the long rest. Warding Maneuver: Your second long-rest feature. Interesting. It's a solid parry. Hold the Line: I like that operating by 4e movement rules is potent enough in 5e to warrant separate features. Ferocious Charger: This is just delightful. I love it. Combos well with the Mobile feat. Vigilant Defender: This is a fine feature. Op attacks that don't eat your reaction is nice. Samurai (Xanathar's Guide to Everything) If you want to slaughter your enemies whilst hobnobbing at court, then this is a great archetype for you. Its later features just feed into your core ability, so it ends up being pretty damn impressive. Bonus Proficiencies: As you might expect, this is a totally situational, but entirely useful. Fighting Spirit: Using a bonus action to get both offensive and defensive bonuses sounds great to me. Elegant Courtier: You get the benefit of a half-feat, and you get a situational bonus on top. I like it! Tireless Spirit: Yesss. Spirits are exactly what you want! Rapid Strike: This is a straight buff to your attacks every turn you have advantage. Strength before Death: Half-Orcs start with something like this, but there's something to be said for not falling unconscious. Scout (Unearthed Arcana: Kits of Old) Do you want to be a Ranger without being a Ranger? A lot of people seem to, and this makes a very nice, non-magical alternative to the Ranger class. Once again, this relies on the Battle Master-esque Maneuvers to increase the combat effectiveness of the archetype, but does not include the flexibility of the Battle Master. Still, it's somewhat more flexible than the Cavalier, though it lacks the damaging potential of both the Battle Master and Cavalier. Honestly, it's only black because the basic Fighter chassis is so powerful. It's simply a good deal of utility on top of that. Once more, ask your DM before using splat. Bonus Proficiencies: Wow. Those are excellent proficiencies. No other Fighter gets anything close to these extra options, and you get to pick three of them. The only better utility option is the Eldritch Knight's spellcasting. Combat Superiority: You only get three Maneuvers, and none of them add damage. Martial Adept is necessary to improve your versatility. Natural Explorer: A little situational bonus that's very flavorful. Helps cement this as the not-Ranger Ranger. Improved Combat Superiority: Nice, though it's hampered by your options. Relentless: Again, nice to have, but hampered by your options. 2015-12-08, 12:43 AM (ISO 8601) An Illustrated Manual for Inflicting Violence You Have the Power aka: Least Controversial Section Image by Jason Chan Still under development. Maneuvers Battle Master only A Note on Selecting Maneuvers When selecting maneuvers, it is important to consider two things: your primary means of attacking, and how you fit into your party. An archer, for example, does not benefit from Tripping Attack to the same degree as a melee Fighter because you are at Disadvantage when attacking a Prone enemy. Likewise, disarming an enemy without being able to toss their weapon away does nothing. However, an archer who knows that her allies will have turns before her enemies can use Tripping Attack and Disarming Attack with abandon to provide her allies with advantages. So ask yourself, will making an enemy prone help my allies? If I disarm an enemy, will I be able to help my allies? Will my allies benefit more from buffs on them than from debuffs on the enemy? Will one of my feats (Great Weapon Master, Sharpshooter) affect the usefulness of a Maneuver (Precision Attack)? An archer Battle Master can stand away from the fight inflicting negative statuses with ease. A melee Battle Master can wade into battle, concentrating his attacks on one or two enemies instead. Plan your Maneuvers to match your style. Spoiler: Maneuvers Show Commander's Strike: You use your bonus action and lose an attack. Nothing is gained, unless an ally has a much better attack than you, and even that uses the die without knowing if it will inflict the damage. The only saving grace is that it's almost always going to be useable if you do have an ally whose attack is more damaging than yours. If you work with a Paladin, Rogue, or Barbarian, it can be great. Disarming Attack: Remember that you can interact with one object for free each turn, and that can include kicking the Death Knight's sword across the room. The damage is just gravy. The only thing keeping it from being sky-blue is the fact that so many enemies don't carry weapons. Distracting Strike: You should only use this if you completely lack confidence in the Tripping Attack save, or if the target's turn is directly after yours. Evasive Footwork: Avoiding attack on attacks. Reducing the damage you take is always nice. Feinting Attack: Set yourself up for a furious assault. I like it, even if the damage is uncertain. Pairs well with Tripping Attack. Goading Attack: Almost like a 4e Mark. Not bad at all. Lunging Attack: In any situation in which you need this, you can draw a hand axe and use that instead. Using a die without knowing if it will damage its target just makes this worst. Maneuvering Attack: Extra damage is always welcome, and you can get an ally out of a jam. Perfectly nice. Menacing Attack: Disadvantage is nice, and if you have reach or hit with a ranged attack you can completely shut down an enemy's ability to attack you. Parry: A nice DEX reaction. Excellent for archers, and still quite nice for finesse Fighters. Precision Attack: You can decide to pop this Super die after you make the attack roll, which is exactly what you want. A solid pick if you find yourself fighting near ledges frequently. Rally: A good reason to grab Charisma. Temp HP is great at low levels, but it doesn't scale terribly well. Still, less damage taken is always nice. Riposte: You spend the die even if it misses, which is lame. But it gives you a very damaging reaction, which is nice. It's better if you multiclass Rogue. Sweeping Attack: It's a nonmagical Green Flame Blade! That scales worse than Green Flame Blade! And uses a resource! It could be useful in a fight against a large group of weak enemies, and rarely otherwise. Trip Attack: Knock a target prone, giving you advantage for all your other attacks while you deal extra damage for this one. Even limited to Large and smaller creatures, this is awesome. Arcane Shot: Arcane Archer only Spoiler: Arcane Shots Show Banishing Arrow: Knocking the right enemy out of combat for a round is a fantastic tactic. Beguiling Arrow: Extra damage is good. I don't know how good the charmed business will be. It could certainly help end a combat via Intimidate rolls. Bursting Arrow: A short-rest Hal of Thorns. I think it's damn fun. Maybe less fun later. Entangling Arrow: Halving damage is fun, but the big heavy hitters will frequently have solid CON. Grasping Arrow: Extremely damaging and debilitating over time. Piercing Arrow: An okay line effect. Seeking Arrow: This can absolutely ruin a DM's plans. It's not always going to be useful, but it can wreck a mystery or a hidden creature. Shadow Arrow: Blinding an enemy to, say, the Rogue is a great idea. Spells Eldritch Knight only Notes on Spell Selection Remember that Eldritch Knights only receive one first-level spell that is neither an abjuration, nor an evocation. All the other spells, cantrips aside, must come from one of those two schools. This should absolutely inform the way you pick spells. All non-AE spells of first level or higher will be marked with an asterisk. Generally, because your cantrips are so limited, you should be very careful with what you pick. You only have two to start, and you only get one more over time. This means that unless you have other means of acquiring cantrips, you should stick to the most useful and widely applicable ones you can get. Remember that you already have excellent attacks, so your spells should focus on enabling your ability to shoot and hit things. It's a worth noting that your spell progression is, objectively, terrible. At max level, you have the spell slots of a seventh level Wizard, with fewer spells known. Therefore, with some exceptions, it is important to select spells that provide you with something other than single target damage. Your attacks already accomplish that, what you need are spells that can be useful at any level, which is why it's lucky that you can pick abjurations. You might want damaging cantrips and first level spells, but the potency of damage-dealing spells is reduced at subsequent spell levels, and you might want to switch some of those spells out at higher levels. Finally, note that while the Adventurer's League does allow the Elemental Evil (EE), The Sword Coast Adventurer's Guide (SCAG), and Xanathar's Guide to Everything (XGE), you are limited to either one or the other when building a character. That is to say, you may use either EE or SCAG, but not both. Generally, ask your DM before using either. Spoiler: Cantrips Show Acid Splash: I personally don't like saves for cantrip attacks. It's almost like an AoE, but the damage is weak. Weaker than simply attacking, that's for sure. It's good for avoiding Sunlight Sensitivity, though. Blade Ward: If this were a bonus action to cast, it would be fine, but it isn't. It's okay after you pick up War Magic because you can take a defensive action and still get an attack in, but that's it. Booming Blade (SCAG): An excellent gish cantrip. Combos well with Witch Bolt on the Action Surge. Works well with War Magic. Chill Touch: A perfectly decent ranged attack. Worse than a normal Fighter's ranged option, but still usable if you don't feel like carrying a javelin. Control Flame (EE/XGE): A perfectly good utility spell whose uses are hampered by the limited number of cantrips you can learn. Create Bonfire (EE/XGE): A save cantrip that uses Concentration. It's a save cantrip with a weaker Cloud of Daggers. Again, avoid Sunlight Sensitivity. Dancing Lights: The only reason to use this over Light is because you're a Dwarf. Firebolt: A good damaging cantrip for when you need range, but weapons often provide better options. Friends: It's a good utility, but its drawback can be nasty. Pairs well with Disguise Self for shenanigans. Frostbite: A save cantrip (boo) with a nice rider (yay!). This might be the cantrip of choice for avoiding Sunlight Sensitivity. Green-Flame Blade (SCAG): Another great gish spell. Gust (EE/XGE): Totally situational. Too situational for someone with so few cantrips to pick from. Infestation (XGE): I would rather have Gust. Light: A decent cantrip for anyone lacking Darkvision. Lighting Lure (SCAG): Don't let anyone out of your reach. Combos well with War Magic. Mage Hand: Versatile utility, but it's in a competitive slot. Mending: Too situational to take up half your cantrips for half your levels. Message: Situational, but it can keep you in contact when you're scouting. Minor Illusion: One



08:03:22 PM (ISO 8601) Originally Posted by Zman Yes, but very very few of those are every round bonus actions. The rest are either one timers like the Vow of Eminity, the Offhand attack with a Hand Crossbow(Due to Reloading), Hex/Hunters Mark. Or are tied to a specific fighting style like GWM, PM, Shield Master, etc. And you aren't precluded from Showing like Shield Master, in fact you get the same number of attack and the same shove as part of your attack action, you just don't have the Dueling(If they even took it) Damage bonus, in fact it is better, as it doesn't require you to attack first. The question was more in regards to a Fighter, when you open up all the options of the other classes, sure. But, using your Bonus action for an additional attack is a viable Strategy and does not preclude most of those occasional or once of bonus actions. If you are low enough on HP that any other option for bonus action is a bad choice then second wind isn't going to help. If you can't push, shove, or grapple then 14% of your HP isn't going to magically make those other options viable. Second Wind is a second rate use of a bonus action.

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