



ALTERNATE FIGHTER

EXPANDED



HOMEBREW

A Multitude of Additional Options for the Alternate Fighter!
Includes New Fighting Styles, Exploits, Feats, and Archetypes



ALTERNATE FIGHTER EXPANDED

In 5e, the Fighter, while mechanically balanced, falls short of the fantasy it tries to capture. The **Alternate Fighter** strives to capture the fantasy of playing a master of battle. Included below are additional options for the Alternate Fighter class:

Additional Fighting Styles. The Fighting Styles included in this document may be more exotic, specific, or dangerous than those included with the base Alternate Fighter class.

Advanced Martial Exploits. The Exploits included here may be harder to learn, or require a specific master to teach. Advanced Exploits are often more fantastical in nature, and are balanced based on spells that currently exist in 5e.

Martial Feats. The feats included here allow all player characters to share in the abilities of the Alternate Fighter.

Additional Archetypes. Included below are nine bonus Archetypes for Fighters to choose from at 3rd level.

Fighter Builds. Finally, included at the end of this document are example builds for the Alternate Fighter.

ADDITIONAL FIGHTING STYLES

The additional Fighting Styles listed here are available to the Alternate Fighter, along with those included in the base class:

BLIND WARRIOR

You have blindsight with a range in feet equal to 5 times your proficiency bonus. In that range, you can see invisible targets and anything that isn't behind total cover or hidden from you.

HEAVYWEIGHT FIGHTING

You can use your weight, and the weight of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +1 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

MARINER

When you are not wearing medium or heavy armor, or using a shield, you have a swimming speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

MOUNTAINEER

When you are not wearing medium or heavy armor, or using a shield, you have a climbing speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

MOUNTED WARRIOR

While you are riding a controlled mount, both you and your mount gain a +1 bonus to your Armor Class, and you can use a bonus action on each of your turns to command the mount to take one action from its stat block.

PIT FIGHTING

You have trained to fight with weapons typically associated with gladiators, granting you the following benefits:

- For you, tridents deal 1d8 (1d10) piercing damage on hit.
- When making an attack roll with a net against a creature within 5 feet, you do not have disadvantage on the roll.
- When you take the Attack action on your turn, making an attack with a net only takes the place of one attack.

SHIELD WARRIOR

You gain proficiency with shields as a martial melee weapon, and on hit, your shield deals 2d4 bludgeoning damage. If you are wielding a shield and nothing else, you gain a +1 bonus to your shield attack rolls and to your Armor Class.

STANDARD BEARER

When a creature within 5 feet attacks another creature you can see, you can use a reaction to grant it advantage on its attack roll. You must be holding a standard or banner in your hand (and nothing else in that hand) to use this reaction.

WRESTLER

When you hit a creature with a melee attack on your turn, you can use a bonus action on that turn to attempt to grapple or shove that creature, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full speed.



ADVANCED MARTIAL EXPLOITS

Listed below are additional Martial Exploits available to the Alternate Fighter. Each time you gain a level, you can replace one Exploit you know with another Exploit of your choice.

Consult your DM before learning any of the Exploits here.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by Fighters with modest training and have no level prerequisite.

DESTRUCTIVE STRIKE

Prerequisites: Strength of 11

When you hit a nonmagical object with an attack, you can expend an Exploit Die, add it to the damage roll, and cause that attack to deal maximum damage in place of rolling.

ELOQUENT SPEECH

Prerequisites: Intelligence of 11

Whenever you would normally make a Charisma (Deception) or Charisma (Persuasion) check, you can choose to use your Intelligence in place of Charisma for that ability check.

Also, whenever you make an Intelligence (Deception) or Intelligence (Persuasion) check you can expend one Exploit Die, roll it, and add the result to your check. You can do so after you roll the d20, but before you know if you succeed.

LUNGE

As part of a melee weapon attack, you can expend an Exploit Die to increase the range of that attack by 5 feet. On hit, you deal additional damage equal to one roll of your Exploit Die.

MECHANICAL INSIGHT

Prerequisites: Intelligence of 11

Whenever you make an ability check with a set of thieves' tools or tinker's tools you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

REPOSITION

As a bonus action, you can expend one Exploit Die to switch places with a conscious and willing creature within 5 feet of you. This movement does not provoke opportunity attacks.

Either you or the creature you switched places with gains temporary hit points equal to one roll of your Exploit Die.

SAVVY EXPLORER

Prerequisites: Intelligence or Wisdom of 11

When you make an ability check with land or water vehicles, cartographer's tools, or navigator's tools you can expend one Exploit Die, roll it, and add it to your ability check. You can do so after you roll the d20, but before you know if you succeed.

STREETWISE

Prerequisite: Charisma of 11

If you are in a settlement, you can make Charisma (History) and Charisma (Investigation) checks instead of the normal Intelligence (History) or Intelligence (Investigation) checks.

Also, when you make a Charisma (History) or a Charisma (Investigation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

TAKE DOWN

Prerequisites: Strength of 11

As a bonus action, you can expend one Exploit Die to touch a creature and attempt to Shove or Grapple it, and add one roll of your Exploit Die to your Strength (Athletics) check.

2ND-DEGREE EXPLOITS

Exploits of the 2nd-degree represent the peak of martial skill achievable by warriors without dedicated training. These can be learned by any Fighter of 5th level or higher.

EXPOSING STRIKE

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken it. The first attack made against that creature before the beginning of your next turn has advantage, and on hit, that attack deals additional damage equal to one roll of your Exploit Die.

GLANCING BLOW

Prerequisites: 5th level

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.

IMMOVABLE STANCE

Prerequisites: 5th level, Strength or Constitution of 13

As a bonus action, you can expend an Exploit Die to enter an immovable stance that lasts until you move from the space. Each time a creature attempts to grapple, move you against your will, or move through your space while you are in this stance it must first succeed on a Strength saving throw. On a failed save, you can instantly grapple it or knock it prone.

IMPROVISED SKILL

Prerequisites: 5th level

When you make an ability check that doesn't include your proficiency bonus, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

INTIMIDATING COMMAND

Prerequisite: 5th level, Charisma of 13

As a bonus action, you can expend an Exploit Die to shout a one-word command at one creature that can hear you within 30 feet. It must succeed on a Wisdom saving throw, or it is compelled to obey your command to the best of its ability on its next turn unless its actions would be directly harmful to it.

RINGING STRIKE

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to send it reeling. It must succeed on a Wisdom saving throw or it must subtract 1d4 from all ability checks, attack rolls, and saving throws it makes for 1 minute.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.



SHATTERING SLAM

Prerequisites: 5th level, Strength of 13

In place of an attack, you can expend an Exploit Die to strike the ground at your feet with a melee weapon. All creatures within 5 feet of you must succeed on a Dexterity saving throw or take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier and fall prone. On a successful save, they take half as much damage and don't fall prone.

Terrain in this area that is loose earth or stone becomes difficult terrain until a creature uses its action to clear it.

THUNDEROUS BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your attack with immense force. The creature must succeed on a Strength saving throw or take additional damage equal to a roll of your Exploit Die and be knocked back in a straight line number of feet equal to 5 times your Strength modifier. Creatures more than one size larger than you have advantage on their saving throw.

TRICK SHOT

Prerequisites: 5th level, Dexterity or Intelligence of 13

As a bonus action, you can expend an Exploit Die to make a special ranged weapon attack with a weapon that has both the finesse and thrown properties.

This attack ignores the benefits of cover, so long as it can ricochet off one surface and hit a target in range. If this attack would normally have disadvantage, it does not, and on hit, it deals additional damage equal to one roll of your Exploit Die.

ZEPHYR SLASH

Prerequisites: 5th level, Strength or Dexterity of 13

As an action, you can expend an Exploit Die and flourish your melee weapon instantly move up to 30 feet in a straight line, without provoking attacks of opportunity. Any creatures that you pass through must succeed on a Dexterity saving throw or take damage equal to two rolls of your Exploit Die + either your Strength or Dexterity modifier.

3RD-DEGREE EXPLOITS

Exploits of the 3rd-degree are only mastered by elite warriors who dedicate their lives to training. They can only be learned by Fighters of 9th level and higher. Each 3rd-degree Exploit you know can only be used once per short or long rest.

ADRENALINE RUSH

Prerequisites: 9th level, Strength or Constitution of 15

As a bonus action, you can expend an Exploit Die to increase your speed, if only temporarily. For the next minute, you can take the Dash action as a bonus action on each of your turns, including the bonus action you used to use this Exploit.

DARING RESCUE

Prerequisite: 9th level

As a reaction when a creature you can see within 30 feet is reduced to 0 hit points, you can expend one Exploit Die and move up to twice your walking speed, so long as you end the movement within 5 feet of the downed creature.

The creature can then expend one Hit Die to regain hit points equal to one Hit Die roll + its Constitution modifier. It also gains a number of temporary hit points equal to one roll of your Exploit Die for each opportunity attack you provoked as part of the movement granted to you by this Exploit.

DESTRUCTIVE SLAM

Prerequisites: 9th level, Strength of 15

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) and strike the ground at your feet, forcing all creatures in an adjacent 20-foot cube to make a Dexterity saving throw. On a failed save, they take bludgeoning damage equal to two rolls of your Exploit Die for each Exploit Die you spent + your Strength modifier and are knocked prone. On a success, they take half as much damage and don't fall prone. Objects in this area take the maximum amount of damage.

Moreover, the area of the 20-foot cube becomes difficult terrain until a creature takes 1 minute to clear it.



GALE SLASH

Prerequisites: 9th level, Strength or Dexterity of 15

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) to rend the air in front of you with a melee weapon, forcing targets in an adjacent 20-foot cone to make a Constitution saving throw. On a failure, targets take slashing damage equal to two rolls of your Exploit Die for each Exploit Die spent + either your Strength or Dexterity modifier. On a successful save, targets take half as much damage.

INSPIRATIONAL SPEECH

Prerequisites: 9th level, Charisma of 15

You can expend an Exploit Die and spend 1 minute giving an inspirational speech to a number of creatures that can hear you equal to 1 + your Charisma modifier. At the end of this speech, targets gain temporary hit points equal to your level.

While the temporary hit points from this Exploit last, the creatures have advantage on Wisdom saving throws.

RECRUIT MERCENARY

Prerequisites: 9th level, Intelligence or Charisma of 15

You can expend an Exploit Die and spend 1 hour to recruit a humanoid Mercenary from a settlement you currently occupy. For this Exploit to work, there must be a willing humanoid, such as a bounty hunter, adventurer, or other sellsword in a settlement of significant size, as determined by the DM.

You choose to recruit a Brute or Scout, which determines certain traits in their stat block. They use the Mercenary stat block below and roll their own initiative in combat. On their turn, they do their best to follow any orders you have given. If not, they will defend themselves to the best of their ability.

The Mercenary remains in your service until you dismiss them, they abandon you, or they die. You do not regain the Exploit Die spent on this Exploit until they leave your service.

You can only have one Mercenary in your service at a time. Recruiting another causes others to abandon you.

SURVEY SETTLEMENT

Prerequisite: 9th level, Dexterity or Charisma of 15

You can expend an Exploit Die and spend 1 hour gathering information on up to 1 square mile of a settlement that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any active factions and faction outposts within the area.
- Prominent buildings, gathering places, and cultural sites.
- Powerful (CR 1 or higher) politicians or military leaders.
- Loyalties, beliefs, rumors, and fears of the local populace.
- Secret alleyways, doors, hideouts, or storefronts.

SURVEY WILDERNESS

Prerequisite: 9th level, Strength or Wisdom of 15

You can expend an Exploit Die and spend 1 hour gathering information on up to 1 square mile of a wilderness that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any settlements or camps with five or more occupants.
- Prominent natural formations, bodies of water, and ruins.
- Local plants, animals, weather, and ecosystems.
- Powerful (CR 1 or higher) creatures that reside within, or have passed through the area within the last 24 hours.
- Secret trails, entrances, groves, or monster lairs.



MERCENARY

Medium Humanoid, any Non-Lawful Alignment

Armor Class 18 (Brute), 15 (Scout)

Hit Points 6 + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +6, Dex +6

Skills Athletics +6 (Brute), Stealth +6 (Scout)

Senses passive Perception 12

Languages common and one other language

Proficiency Bonus +3

Hit Dice. The Mercenary has a number of d10 Hit Dice equal to your level. It also gains all the normal benefits of both short and long rests.

Morale. If you fall to 0 hit points the Mercenary does everything in its power to flee and return home.

Rough & Tumble (Brute). The Mercenary can use a bonus action to attempt a Shove or Grapple.

Slippery (Scout). The Mercenary can use a bonus action to take the Disengage or Hide action.

Actions

Battleaxe (Brute). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 +3 slashing damage.

Shortsword (Scout). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6 +3 slashing damage.

Shortbow (Scout). *Ranged Attack:* +6 to hit, range 80/320, one target. *Hit:* 1d6 +3 piercing damage.



4TH-DEGREE EXPLOITS

Exploits of the 4th-degree are only able to be mastered by the most elite warriors in a kingdom. These can only be learned by Fighters of 13th level and higher. Each 4th-degree Exploit you know can only be used once per short or long rest.

DANCE OF DEATH

Prerequisites: 13th level, Dexterity of 17

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) and instantly strike with a melee weapon you are holding at a number of creatures within 30 feet equal to 1 + the number of dice expended, forcing them to make a Dexterity saving throw. Creatures take damage of your weapon's type equal to two rolls of your Exploit Die + your Dexterity modifier on a failed saving throw, and half as much damage on a successful save.

For each of the creatures reduced to 0 hit points by this Exploit, you can force another creature of your choice within range of this Exploit to make the Dexterity saving throw.

Once the Exploit ends, you appear in an unoccupied space of your choice next to one of the targets of this Exploit.

EQUIP MILITIA

Prerequisite: 13th level

You can expend one Exploit Die and spend 1 hour training a number of humanoid creatures equal to your level to fight. Creatures that spend the full hour listening and training with you gain two of the following benefits of your choice:

- They gain proficiency with one martial weapon.
- They gain proficiency with light armor and shields.
- They gain temporary hit points equal to your level.
- They gain proficiency in one of the following skills: Animal Handling, Athletics, Medicine, Survival, or Stealth.
- They have advantage on saving throws to resist being charmed or frightened.

The benefits you choose for these creatures last until they are incapacitated, or until the end of their next long rest.

SUNDERING STRIKE

Prerequisite: 13th level, Strength of 17

In place of an attack, you can expend an Exploit Die to strike a creation of magical force, such as a *prismatic wall*, *resilient sphere*, or *forcecage* with a melee weapon you are wielding. Any magical creations created with a spell slot of 3rd-level or lower are instantly destroyed by your strike.

If the magical creation was created with a spell of 4th-level or higher, make a Strength check. The DC equals 10 + the level of the spell slot used to create it. On a successful check, the magical creation is instantly destroyed by your strike.

5TH-DEGREE EXPLOITS

Exploits of the 5th-degree are techniques and skills that rival demigods and heroes of legend. These can only be learned by Fighters of 17th level and higher, and each 5th-degree Exploit you know can only be used once per long rest.

BANISHING STRIKE

Prerequisites: 17th level, Strength of 19

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) to strike with legendary force and force it to make a Charisma saving throw. On a failure, it takes additional force damage equal to two rolls of your Exploit Die for each Exploit Die you spent, and half as much force damage on a successful save.

If this attack reduces the creature to 50 hit points or fewer, it is shunted to a harmless demiplane and is incapacitated. The creature reappears in the unoccupied space nearest to the last space it occupied at the end of your next turn.

CATAclysmic SLAM

Prerequisites: 17th level, Strength of 19

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) to strike the ground with mythic power. A shockwave of thunderous force erupts from you, forcing all creatures within 30 feet to make a Constitution saving throw. On a failure, they take bludgeoning damage equal to two rolls of your Exploit Die for each Exploit Die you spent + your Strength modifier and are knocked prone, and on a success, they take half as much damage and don't fall prone. Objects in this area take maximum damage.

The area becomes difficult terrain, and a creature can use its action to clear one 5-foot square of this difficult terrain.

MYTHIC FOCUS

Prerequisites: 17th level

As a bonus action, you can expend one Exploit Die to enter a legendary state of focus which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the effects of this Exploit end, they are lost.
- You have advantage on any weapon attacks you make.
- Once per turn when you hit with a weapon attack, you deal bonus damage equal to one roll of your Exploit Die.
- You gain a bonus to Strength, Dexterity, and Constitution saving throws equal to one roll of your Exploit Die.
- When you take the Attack action on your turn, you can make one additional weapon attack as part of that action.

When the effect ends, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you.

This Exploit doesn't stack with *tenser's transformation*.

VORPAL STRIKE

Prerequisites: 17th level, Strength or Dexterity of 19

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) to strike it with lethal force in an attempt to behead the creature.

It takes additional damage of your weapon's type equal to two rolls of your Exploit Die for each Exploit Die you spent.

If the damage of this Exploit reduces the target's remaining hit points to 50 or fewer, you cut off one of its heads. If the creature cannot survive without the lost head, it is killed.

Creatures can use a Legendary Resistance to avoid being beheaded. Any creatures that don't have or don't need a head are immune to this Exploit's effects, but still take the damage.





MARTIAL FEATS

The feats here allow characters to share in the abilities of the Alternate Fighter. If you use the optional rule for Feats, these can be selected instead of an Ability Score Improvement:

MARTIAL TRAINING

You have studied combat techniques that allow you to perform Martial Exploits. You gain the following benefits:

- You learn two 1st-degree Martial Exploits of your choice from those available to the Alternate Fighter. If an Exploit you use requires the target to make a saving throw to resist the effects, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain two d4 Exploit Dice to fuel your Exploits. An Exploit Die is expended when you use it. You regain all of your Exploit Dice when you finish a short or long rest.
- If you already have Exploit Dice from another source, you only gain one Exploit Die equal to your other Exploit Dice.

MASTERFUL TECHNIQUE

Prerequisite: At least one Fighting Style Known

You have learned to change your fighting stance to best meet the challenges you face. You gain the following benefits:

- You increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You learn one Fighting Style of your choice from those available to the Alternate Fighter. However, you can only benefit from the effects of one Fighting Style you know.
- As a bonus action, you can switch your current Fighting Style to another Fighting Style that you know.

SIGNATURE TECHNIQUE

Prerequisite: At least one Martial Exploit Known

You have practiced and mastered a single technique so that you can utilize it at a whim. Choose one 1st-degree Exploit you know that is (also) on the Fighter's list of Martial Exploits.

Once on each of your turns, you can use this Signature Exploit, rolling a d4 in place of expending an Exploit Die.

You can choose this Feat more than once, however, you are always limited to one Signature Exploit per turn.

SIGNATURE WEAPON

Rather than master many weapons you have chosen to hone your skills with one. You gain these benefits:

- You can increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Choose one type of weapon you are proficient with to be your Signature Weapon. When you make an attack with that type of weapon, its damage die increases by one size, as shown on the Signature Weapon table below.
- Whenever you roll a 1 on the damage die for that type of weapon you can reroll the die. However, you must use this new damage roll, even if you roll another 1.

SIGNATURE WEAPON DAMAGE INCREASE

Original	Signature	Original	Signature
1	1d4	2d4 / 1d8	1d10
1d4	1d6	1d10	1d12
1d6	1d8	2d6 / 1d12	2d6 +1

ALTERNATE DEFENSIVE DUELIST

Updated Defensive Duelist Feat

Prerequisite: Dexterity of 13 or higher

When a creature you can see hits you with a melee attack while you are wielding a finesse weapon you are proficient with, you can use a reaction to add your Dexterity modifier (minimum of +1) to your Armor Class against that attack.

If this bonus to your Armor Class would cause the attack to miss, you can make an attack with that finesse weapon against the attacker as part of the same reaction.

ALTERNATE WEAPON MASTER

Updated Weapon Master Feat

You have trained to use the most potent armaments and weapons of war. You gain the benefits listed below:

- You increase either your Strength or Dexterity score by 1, up to a maximum of 20.
- You gain proficiency in all simple and martial weapons.
- If you are already proficient with all simple and martial weapons, you can instead choose four types of weapons. Whenever you make a weapon attack with one of those weapons, you can treat a roll equal to your proficiency bonus or lower on the d20 as your proficiency bonus.



ADDITIONAL ARCHETYPES

At 3rd level, a Fighter gains the Warrior Archetype feature. The following Archetypes are available to Fighters, along with those presented in the base Alternate Fighter class:

Crusader	Hound Master	Swordsage
Guardian	Pugilist	Tinker Knight
Guerrilla	Quartermaster	Witchblade

CRUSADER

Many warriors swear Oaths to gods of battle and war, but not all are blessed with the divine power of Paladins or Clerics. Those who fight for the gods without their explicit blessing are called Crusaders. These zealots are champions of divine causes, their fervent belief fueling their battle fury.

CRUSADER EXPLOITS

3rd-level Crusader Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level Exploit

3rd	<i>commanding presence, warding strike</i>
5th	<i>honor duel, intimidating command</i>
9th	<i>inspirational speech</i>

CRUSADER'S IRE

3rd-level Crusader Archetype feature

You mark your foes for divine judgment. As a bonus action, you can Mark a creature within 60 feet as the target of your Crusader's Ire, granting you the following benefits:

- Once per turn when you miss the creature with a weapon attack, you can immediately make another weapon attack against that creature using the same weapon.
- When the creature is within your reach and casts a spell or makes an attack against a creature other than you, you can use your reaction to make an opportunity attack.
- When it forces you to make a saving throw, you gain a bonus to your roll equal to one roll of your Exploit Die.

Your Mark lasts for 1 minute, or until the creature is slain. Once you use this feature you must finish a long rest before you can use it again. When you have no uses remaining, you can expend an Exploit Die to use this feature again.

FANATICAL DISCIPLE

3rd-level Crusader Archetype feature

You gain proficiency in Religion, and whenever you make an Intelligence (Religion) check related to your god or cause, you gain a bonus to your roll equal to one roll of your Exploit Die.

RENEWED FERVOR

7th-level Crusader Archetype feature

Your fanaticism grants you bursts of fervor in battle. When you use Second Wind you regain the use of Crusader's Ire.

In addition, when you Mark a creature as the target of your Crusader's Ire, you can move up to 30 feet toward it as part of the same bonus action without expending your movement.



ZEALOUS FURY

10th-level Crusader Archetype feature

Your conviction allows you to survive blows that would slay those of lesser faith. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead and immediately make one weapon attack against your attacker.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can use it again, but you instantly gain a level of exhaustion.

RIGHTEOUS JUDGMENT

15th-level Crusader Archetype feature

You are the arbiter of divine wrath. When you hit the target of Crusader's Ire with a weapon attack, you can end the Mark to have your attack to deal maximum damage instead of rolling.

If the attack reduces the target to 0 hit points you instantly regain the use of Crusader's Ire.

LEGENDARY CRUSADER

18th-level Crusader Archetype feature

When the target of Crusader's Ire targets you with an attack, you can use your reaction to make a single weapon attack against that creature. If you use this reaction after the attack hits you, your weapon attack is made with advantage.

OPTIONAL RULE: OATHBREAKER PALADINS

Should a Paladin break or forsake their Oath in your game, the Crusader Archetype here can be used to represent a Paladin who has lost their divine power.



GUARDIAN

Guardians are elite defensive warriors whose strengths shine while fighting side by side with their allies. Though trained to use weapons of all types, Guardians are especially effective when using a protective style of fighting with a weapon and shield. Alone, a Guardian is a small threat, but when fighting alongside their allies they are impenetrable walls of steel.

GUARDIAN EXPLOITS

3rd-level Guardian Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	reposition, warding strike
5th	defensive stance, immovable stance
9th	mythic resilience

GUARDIAN STANCE

3rd-level Guardian Archetype feature

So long as you are wielding a shield, you can use a bonus action to enter a Guardian Stance that lasts indefinitely. It ends if you are incapacitated, you doff your shield, or you end it as a free action. It imposes the following effects:

- Your speed is reduced by 10 feet.
- Both you and creatures of your choice within 5 feet of you gain a +1 bonus to their Armor Class.
- As a reaction, when a creature within 5 feet of you is hit by an attack, you can become the target of that attack, taking the damage if the attack would hit you.
- You can make a Shove attack as a bonus action.

WARRIOR SMITH

3rd-level Guardian Archetype feature

You gain proficiency in leatherworker's and smith's tools.

Over the course of 1 hour, you can use these tools to reinforce a shield or set of armor you touch, granting it a +1 Armor Class bonus until the end of your next long rest.

RALLYING WIND

7th-level Guardian Archetype feature

You inspire others to stand their ground. When you use Second Wind while in your Guardian Stance, creatures of your choice within 5 feet of you that can see or hear you gain temporary hit points equal to your Fighter level.

STALWART DEFENDER

10th-level Guardian Archetype feature

You are strongest when standing side by side, and shield by shield with your allies. You gain the following benefits:

- You gain a +1 bonus to your Armor Class for each allied creature within 5 feet that isn't incapacitated.
- You cannot be moved against your will or knocked prone while you are in your Guardian stance.
- You and allied creatures within 5 feet have advantage on Strength and Constitution saving throws while you are in your Guardian Stance.
- When you roll initiative you can instantly enter your Guardian Stance as long as you are not surprised.

IMPROVED STANCE

15th-level Guardian Archetype feature

You improve your defensive technique to better defend those who stand beside you. The range of your Guardian Stance, and all its features, now extends to creatures of your choice within 10 feet of you. Moreover, your Guardian Stance grants creatures half cover, in place of the +1 bonus to Armor Class.

LEGENDARY GUARDIAN

18th-level Guardian Archetype feature

You are a master Guardian and a near-supernatural shield to defend the weak. The range of all your Guardian Stance and its features include creatures of your choice within 15 feet of you.





GUERRILLA

No matter the mission, a Guerrilla will execute it with utmost perfection. Sometimes known as commandos, these warriors are marked by their determination and adaptability. Whether harsh terrain, vicious monsters, enemy soldiers, or powerful spellcasters, nothing short of death will cause the willpower of a Guerrilla warrior to waver in the pursuit of their goals.

ADAPTABLE WARRIOR

3rd-level Guerrilla Archetype feature

You can adjust your skills to meet any challenge. Over the course of 1 hour, which can be during a short or long rest, you can practice new techniques and forms to replace one Martial Exploit you know with another Martial Exploit of your choice, for which you meet its prerequisites.

GUERRILLA EXPLOITS

3rd-level Guerrilla Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and they cannot be switched upon gaining a level, or by using your Adaptable Exploits feature.

Fighter Level	Exploit
3rd	<i>mighty leap, savvy explorer</i>
5th	<i>aggressive sprint, improvised skill</i>
9th	<i>survey wilderness</i>

SURVIVALIST

3rd-level Guerrilla Archetype feature

You are an expert at overcoming natural obstacles. You gain proficiency in two of the skills below: Athletics, Perception, Stealth, or Survival. If you are already proficient in that skill, then whenever you make an ability check with that skill you gain a bonus to the roll equal to one roll of your Exploit Die.

When you reach 7th level, you can choose two more skills from the list above to gain these benefits.

BY LAND OR SEA

7th-level Guerrilla Archetype feature

You have trained to find success in any environment, either it be land, sea, or sky. You gain the benefits listed below:

- You gain a climbing speed and swimming speed equal to your walking speed.
- When you fall, you can use your reaction to reduce any falling damage you would take by your Fighter level.
- You can hold your breath for up to 1 hour underwater.
- You ignore the effects of nonmagical difficult terrain.

ADAPTABLE FIGHTING STYLE

10th-level Guerrilla Archetype feature

You can adapt your style of fighting to better counter your enemies. Over the course of 1 hour, which can be during a short or long rest, you can replace one Fighting Style you know with another Fighter Fighting Style of your choice.

UNWAVERING

15th-level Guerrilla Archetype feature

You are remarkably hardy, even compared to other fighters. When you use Second Wind you gain the following benefits:

- You regain one of your expended Exploit Dice.
- Your level of exhaustion, if any, is reduced by 1.
- You gain a bonus to the next Strength, Constitution, or Dexterity ability check or saving throw you make within the next minute equal to one roll of your Exploit Die.

LEGENDARY GUERRILLA

18th-level Guerrilla Archetype feature

There is nothing that can stand between you and your goals should you have time to prepare. When you roll initiative and are not surprised, you gain one of the following benefits:

- You gain temporary hit points equal to your Fighter level.
- You can immediately move up to your full walking speed without provoking attacks of opportunity.



HOUND MASTER

Since the dawn of civilization, animals have worked alongside mortals. Most notable of the domesticated animals is the dog. The earliest hunters worked in tandem with these loyal beasts, sharing both food and fire. Some Fighters still take up this mantle, training Loyal Hounds to adventure by their side.

LOYAL HOUND

3rd-level Hound Master Archetype feature

When you adopt this Archetype, you complete the training of a Loyal Hound. Your Hound is friendly to you and your allies and obeys your commands. It uses the Loyal Hound stat block, which uses your proficiency bonus (PB) and Exploit save DC.

In combat, your Hound acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. Also, when you take the Attack action on your turn, you can forgo one of your attacks to order your Hound to make a Bite or Maul attack. If you are incapacitated, your Hound can act on its own and it will defend both you and itself to the best of its abilities.

If your Hound is reduced to 0 hit points, it makes death saving throws like a player character would. Should it die, your skills allow you to find a canine-like creature and train it as a Loyal Hound over the course of a long rest, at which point, that creature uses the Loyal Hound stat block.

HOUND MASTER EXPLOITS

3rd-level Hound Master Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level Exploit

3rd	<i>cunning instinct, reposition</i>
5th	<i>exposing strike, intimidating command</i>
9th	<i>survey wilderness</i>

IRON JAWS

7th-level Hound Master feature

Your Loyal Hound is infused with a portion of your fighting spirit. The damage of your Hound's Bite and Maul attacks counts as magical for the sake of overcoming resistances and immunities to nonmagical attacks and damage.

In addition, any creature that is at least one size smaller than your Hound has disadvantage on its Strength saving throw to resist being grappled by your Hound's Bite attack.

LOYAL HOUNDS & OTHER CANINES

Depending on your table and game setting, there are many creatures that could be a Loyal Hound.

In a more mundane or low-magic setting, your Hound is most likely going to be a dog or wolf.

In other more fantastical games, any four-legged beast or monstrosity could serve as a Loyal Hound.



LOYAL HOUND

Medium Beast, Lawful Neutral

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your Fighter level

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses passive Perception 12

Languages understands the languages you speak

Hit Dice. Your Hound has a total number of d8 Hit Dice equal to your fighter level. It also gains all the normal benefits of both short and long rests.

Loyal Companion. You add your PB to any ability check or saving throw that your Hound makes.

Keen Senses. Your Hound has advantage on any ability check that relies on its sense of hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB piercing damage. On hit, the target must succeed on a Strength saving throw or become grappled by the Hound. The Hound can only grapple one creature or object at a time.

Maul. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d8 +2 +PB slashing damage.



STEADFAST COMPANION

10th-level Hound Master Archetype feature

You can face any foe so long as your Hound is by your side. Your Hound has advantage on any saving throw it is forced to make so long as it is within 30 feet and can see or hear you.

Also, whenever you use Second Wind, your Loyal Hound also regains hit points equal to $1d10 +$ your Fighter level so long as it is within 30 feet and can see or hear you.

CANINE FURY

15th-level Hound Master Archetype feature

Your commands inspire wild fury. When you use a bonus action to command your Hound to make an attack, it can make two Maul attacks, or one Maul and one Bite attack.

HOUND OF LEGEND

18th-level Hound Master Archetype feature

Thanks to your training, your Hound has come to rival the great beasts of legend. When you use Action Surge, your Hound also gains one extra action on that turn.

Moreover, your Loyal Hound's Strength and Dexterity scores each become 18, thereby increasing the bonus to hit and damage of both its Bite and Maul attacks by +2 each.

PUGILIST

Most often coming from the school of hard knocks, Fighters known as Pugilists learned to fight in the dark underbelly of society. Where others use tactics and practiced techniques, Pugilists rely on brute force and dirty tricks. To them, every fight is a fight for their life and they find victory at any cost.

CONTENDER

3rd-level Pugilist Archetype feature

You have learned to fight with anything that you can get your hands on. You learn one additional Fighting Style from the following list: Brawler, Improvised Fighting, or Wrestler.

You learn another Fighting Style from this list at 7th and 10th level. If you already know all three Fighting Styles, you instead learn a Fighter Fighting Style of your choice.

IRON PHYSIQUE

3rd-level Pugilist Archetype feature

You have learned to take a punch better than most people. You can use your Constitution, in place of Dexterity, when calculating your Armor Class in light and medium armor.

Also, if you are not wearing any armor or wielding a shield, your Armor Class equals $10 +$ your Dexterity modifier + your Constitution modifier.

PUGILIST EXPLOITS

3rd-level Pugilist Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>streetwise, take down</i>
5th	<i>concussive blow, defensive stance</i>
9th	<i>disorienting blow</i>

COUNTER PUNCH

7th-level Pugilist Archetype feature

You have learned to exploit every opening your foes give you. When a creature you can see misses you with a melee attack, you can use your reaction to make a single unarmed strike, improvised weapon, shove, or grapple attack against it.

If you make an Athletics check as part of this reaction, you gain a bonus to your roll equal to one roll of your Exploit Die.

Finally, your pure grit empowers your unarmed strikes and improvised weapon attacks to count as magical attacks.

EVASIVE FOOTWORK

10th-level Pugilist Archetype feature

You have trained to evade your foes' strikes in combat. When you take the Attack action on your turn and make at least one unarmed strike, grapple, or shove, you can take the Dash or Disengage action in place of one of your attacks on that turn.

DIAMOND PHYSIQUE

15th-level Pugilist Archetype feature

You have learned to take hits that would be deadly to weaker warriors. You learn the *unbreakable* Exploit, but it does not count against your total number of Exploits Known.

Moreover, you can use the *unbreakable* Exploit more than once between each long rest, however, in order to do so you must expend your Hit Dice in place of Exploit Dice.

LEGENDARY PUGILIST

18th-level Pugilist Archetype feature

Your fists have become weapons of legend. When you score a critical hit with an unarmed strike and the creature has 50 hit points or fewer, you can choose to instantly reduce it to 0 hit points.

Once you do so, you must finish a short or long rest before you can do so again.





QUARTERMASTER

All successful adventurers know the value of teamwork, but none value it more than the Quartermaster. These supportive Fighters strive to help their allies reach their full potential in combat. Putting the needs of their companions before their own, Quartermasters keep their comrades in top condition.

DOWN TO EARTH

3rd-level Quartermaster Archetype feature

You gain proficiency with cook's utensils, land vehicles, and Animal Handling, and whenever you make an ability check that uses one of these three proficiencies, you a bonus to your roll equal to one roll of your Exploit Die.

QUARTERMASTER EXPLOITS

3rd-level Quartermaster Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level Exploit

3rd	<i>first aid, rustic intuition</i>
5th	<i>exposing strike, immovable stance</i>
9th	<i>daring rescue</i>

RATIONS

3rd-level Quartermaster Archetype feature

You are able to prepare potent morsels of food that keep your allies in peak condition. At the end of a long rest, you can use cook's utensils to prepare a number of Rations equal to your Constitution modifier from the list at the end of this subclass.

As a bonus action, you can eat a prepared Ration, or feed a Ration to a creature within 5 feet. Consuming a Ration ends any current Ration effects on that creature. Any Rations you have prepared become inert at the end of your next long rest.

As an action, you can expend an Exploit Die to prepare an additional Ration of your choice, though you don't regain that Exploit Die until that Ration is eaten. You can eat a Ration or feed it to a creature as part of the action used to create it.

DEPENDABLE

7th-level Quartermaster Archetype feature

You are always there to lend a helping hand to your allies.

You can take the following special actions as a bonus action:

Administer. You feed a potion, Ration, or consumable item to a willing or unconscious creature within 5 feet of you.

Arm. You give a weapon, item, or any ammunition you are carrying to a creature within 5 feet. The creature can then equip the given item, and stow one item as a free action.

Encourage. You take the Help action, targeting a creature of your choice within 10 feet that can see or hear you.

Wrangle. You make a Wisdom (Animal Handling) or a land vehicles check to control a mount or cart you are riding.

QUICK RATION

10th-level Quartermaster Archetype feature

You have greatly improved the speed at which you prepare Rations. You can use a bonus action on your turn to create a Ration of your choice, eating it or feeding it to a creature within 5 feet of you as part of that same bonus action. Any Rations created in this way expire after 1 minute.

You can create a Quick Ration a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

EVER READY

15th-level Quartermaster Archetype feature

You are always ready to support your companions. When you roll initiative, so long as you are not surprised, you prepare one Ration of your choice without expending an Exploit Die.

FOOD FOR THOUGHT

The appearance, ingredients, and taste of Rations are as varied as the Quartermasters that prepare them. Some are delicately crafted pastries, others are gruesome foodstuffs made of monster parts, and others brew a variety of liquid potion Rations.



LEGENDARY QUARTERMASTER

18th-level Quartermaster Archetype feature

Your experiments with Rations have toughened your body. Your Constitution score, and maximum Constitution score, increase by 2, and you are immune to the poisoned condition.

In addition, you are always under the effects of one Ration of your choice with a duration of at least 1 minute. You can change the Ration effect at the end of each short or long rest.

RATIONS

Below are the Rations available to Quartermaster Fighters. If a Ration has a Fighter level prerequisite, you can prepare the Ration at the same time you meet the prerequisite level.

A creature can only be under the effect of one Ration at a time, eating another ration ends any previous Ration effects.

FORTIFYING RATION

Prerequisite: 3rd-level Fighter (duration, 1 minute)

Upon consumption, the creature chooses either Strength, Dexterity, or Constitution. For the duration, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throws it makes with the chosen ability score.

At 10th level, the duration of the effect increases to 1 hour.

INVIGORATING RATION

Prerequisite: 3rd-level Fighter (duration, instantaneous)

Upon consumption, the creature regains hit points equal to 1d10 + your Constitution modifier (minimum of +1).

At 10th level, this Ration restores an additional 1d10 hit points, and any hit points it regains that exceed its hit point maximum become temporary hit points.

REVITALIZING RATION

Prerequisite: 3rd-level Fighter (duration, instantaneous)

Upon consumption, the creature ends one of the following conditions currently affecting it: blindness, deafness, poison, or it can reduce its current exhaustion level by 1.

At 10th level, this Ration can also cure the charmed, frightened, paralyzed, and stunned conditions.

STIMULATING RATION

Prerequisite: 3rd-level Fighter (duration, instantaneous)

This Ration must be consumed as part of a short rest. Upon consumption, the creature gains advantage on its rolls for all Hit Dice it chooses to expend during that short rest.

At 10th level, consuming this Ration allows the creature to treat any Hit Dice it expends during that short rest as the maximum possible result instead of rolling.

CREATING YOUR OWN RATIONS

The Rations listed here are standard examples that would fit the tone of most fantasy worlds. If your table is open to more fantastical Ration effects, talk to your DM about creating your own Rations from monster parts and wondrous ingredients.

With enough experimentation and successful Intelligence (Nature) checks, you might be able to invent custom Rations that mimic the effects of low-level spells and monstrous abilities!

LIMBERING RATION

Prerequisite: 5th-level Fighter (duration, 1 minute)

Upon consumption, the creature's speed increases by 10 feet.

At 10th level, in place of increasing the creature's speed, the creature can take the Dash action as a bonus action.

THICKENING RATION

Prerequisite: 5th-level Fighter (duration, 1 minute)

Upon consumption, the creature gains resistance to either bludgeoning, piercing, or slashing damage (its choice).

At 10th level, consuming this Ration grants it resistance to bludgeoning, piercing, and slashing damage.

ENGORGING RATION

Prerequisite: 7th-level Fighter (duration, 1 minute)

Upon consumption, the creature grows by one size category, for example, from Medium to Large. While the creature's size is increased in this way, its reach increases by 5 feet, it has advantage on Strength checks and saving throws, and any melee weapon attacks it makes deal a bonus 1d4 damage.

At 10th level, the duration of the effect becomes 1 hour.

HEIGHTENING RATION

Prerequisite: 7th-level Fighter (duration, 1 minute)

Upon consumption, the creature chooses either Intelligence, Wisdom, or Charisma. For the duration, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw it makes with the chosen ability score.

At 10th level, the duration of the effect increases to 1 hour.

WARDING RATION

Prerequisite: 7th-level Fighter (duration, 1 minute)

Upon consumption, the creature gains resistance to acid, cold, fire, poison, lightning, or thunder damage (its choice).

At 10th level, the duration of the effect increases to 1 hour, and the creature can choose from force, necrotic, psychic, or radiant damage in addition to the other damage types.

TENACIOUS RATION

Prerequisite: 10th-level Fighter (duration, 1 hour)

Upon consumption, the creature gains immunity to one of the following conditions (its choice): blinded, charmed, deafened, frightened, poisoned, paralyzed, or stunned.

At 15th level, this Ration grants a creature immunity to two of the conditions from the list above (its choice).

BERSERKER RATION

Prerequisite: 15th level (duration, 1 hour)

Upon consumption, the creature does not fall unconscious when it is reduced to 0 hit points. However, it still makes death saving throws as normal, dying upon failing three.

REJUVENATING RATION

Prerequisite: 15th level (duration, instant)

Upon consumption, the creature gains all the benefits of a short rest, including the ability to expend its Hit Dice as part of consuming the Ration. At the end of its current turn, the creature gains 1 level of exhaustion.

After a creature eats this Ration, it must finish a long rest before it can gain the benefits of any other Rations.



SWORDSAGE

Swordsages, blade masters, sword saints; expert warriors who dedicate their life to the art of the sword have had many names over the ages. Only drawing their weapon when they are prepared to kill, a true Swordsage will only end the life of another when absolutely necessary.

Legends say that each master Swordsage will only take on a single apprentice over their lifetime, teaching everything they know to a chosen warrior whom they entrust with their mystical legacy.

STUDENT OF THE BLADE

3rd-level Swordsage Archetype feature

In your studies you have mastered skills adjacent to swordplay. You gain proficiency in Acrobatics and Performance, and whenever you would make a Charisma (Performance) check, you can choose to make a Dexterity (Performance) check instead.

Moreover, whenever you make a Dexterity (Acrobatics) or Dexterity (Performance) check that incorporates a sword you gain a bonus to your roll equal to one roll of your Exploit Die.

SWORDSAGE EXPLOITS

3rd-level Swordsage Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>lightstep, mighty leap</i>
5th	<i>whirlwind strike, zephyr slash</i>
9th	<i>gale slash</i>

BATTLE TRANCE

3rd-level Swordsage Archetype feature

You have learned to clear your mind and enter the legendary trance that gives Swordsages their reputation. So long as you are not wearing heavy armor or wielding a shield, you can use a bonus action on to enter a Battle Trance. Your Battle Trance grants you the following benefits for 1 minute:

- You can take the Dash action as a bonus action.
- You gain a +1 bonus to your Armor Class.
- You have advantage on Dexterity (Acrobatics) checks.
- Once per turn when you use a Swordsage Exploit, you can roll a d4 instead of expending one of your Exploit Dice.

Your Battle Trance ends early if you are incapacitated, or if you don a shield or heavy armor. Once you enter your Battle Trance you must finish a short or long rest before you can use it again. If you have no uses of this feature remaining, you can expend an Exploit Die to enter a Battle Trance again.

HEIGHTENED REFLEXES

7th-level Swordsage Archetype feature

You have honed your reflexes to a point in pursuit of martial perfection. You gain proficiency in Dexterity saving throws, and you add your proficiency bonus to your initiative rolls.

Also, while you are in your Battle Trance, the bonus to your Armor Class increases by 1, for a total bonus of +2.



TRANCE OF THE MASTER

10th-level Swordsage Archetype feature

You have mastered the Battle Trance. When you roll initiative, so long as you are not surprised or incapacitated, you can enter a Battle Trance without expending any resources.

STORM OF STEEL

15th-level Swordsage Archetype feature

You become a whirlwind of deadly steel while in your Battle Trance. Once per turn while you are in a Battle Trance, you can use any Exploit that you know, rolling a d6 in place of expending one of your Exploit Dice.

At 18th level, the d6 from this feature becomes a d8.

LEGENDARY SWORDSAGE

18th-level Swordsage Archetype feature

You have reached the end of your journey and have become a Swordsage worthy of your own legends. When a creature you can see damages you with an attack, you can use your reaction to expend one Exploit Die, roll it, and reduce the damage you would take by twice the amount rolled.

SWORDSAGES OF THE MULTIVERSE

One of the most popular archetypes of the fantasy hero is that of the wandering master swordsman. The Swordsage as presented here is an attempt to capture the feeling of playing such a swordsman.

Who was the solitary master that taught you the way of the sword? What secrets did they impart to you? What rules of blade and battle do you follow?



TINKER KNIGHT

Those who become Tinker Knights work for an unorthodox form of martial skill. Rather than master martial techniques, they look to augment their physical abilities with mechanical inventions and innovative weaponry. Though they spend most of their time theorizing, testing, and experimenting with new Schematics, Tinker Knights and their inventive arsenals are a force to be reckoned with when met on the field of battle.

ANALYTICAL MIND

3rd-level Tinker Knight Archetype feature

You have spent as much time in workshops as you have in the training yard. You gain proficiency with tinker's tools and smith's tools. If you are already proficient with these tools, you gain proficiency with another set of tools of your choice.

You also learn the *mechanical insight* Exploit, but it does not count against your total number of Exploits Known.

INVENTIVE ARSENAL

3rd-level Tinker Knight Archetype feature

You have invented a cacophony of wondrous modifications for your weapons, shields, and armor, known as Schematics:

Schematics Known. You know two Schematics from the list at the end of this Archetype. Some Schematics have a Fighter level prerequisite, and you can learn them at the same time that you meet that prerequisite Fighter level.

You learn one additional Schematic of your choice when you reach 7th, 10th, 15th, and 18th level in this class.

When you gain a level, you can replace one Schematic you know with another Schematic of your choice.

Modifying an Object. During a long rest, you can use tinker's or smith's tools to touch a number of objects equal to the number of Schematics you know, modifying each object with the effects of one of the Schematics. Each Schematic can only be used to modify one object, and one object can only be modified by the effects of one Schematic at a time. These effects last until the end of your next long rest.

In order to modify an object with a Schematic, it must meet the requirements in the Schematic's description.

Saving Throws. If a Schematic requires a saving throw, your Schematic save DC is calculated as follows:

$$\text{Schematic save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

TINKER'S EXPERTISE

7th-level Tinker Knight Archetype feature

Your understanding of mechanical devices has grown. Your proficiency bonus is doubled for any ability check you make that uses your proficiency with tinker's or smith's tools.

In addition, items modified by your Schematics count as magical for overcoming resistances and immunities, and you can apply Schematics to magic weapons and armor.

TINKER KNIGHTS IN YOUR SETTING

Tinker Knights value brains over brawn. While the descriptive text here describes gears and springs, they can just as easily create their inventions with wood, rocks, crystals, bones, sticks, and scales.



MECHANICAL SYNERGY

10th-level Tinker Knight Archetype feature

Your modifications can work in tandem with each other. You can apply two Schematics to one object, so long as the object meets the prerequisites for both Schematics.

FLEXIBLE INNOVATION

15th-level Tinker Knight Archetype feature

Your inventive arsenal can adjust to meet the challenges at hand. At the end of a short rest, you can transfer a Schematic from one object to another, so long as the new object meets the prerequisites. If a Schematic has a limited amount of charges, the number of expended charges remains the same.

In addition, you can apply up to three Schematics to one object, so long as it meets all the Schematic prerequisites.

LEGENDARY INVENTIONS

18th-level Tinker Knight Archetype feature

A weapon modified by your Schematics gain a +1 bonus to its attack and damage rolls for each Schematic applied to it, and any set of armor modified by a Schematic gains a +1 bonus to its Armor Class for each of your Schematics applied to it.

Weapons and armor modified by your Schematics cannot gain a bonus greater than +3, regardless of any bonuses the item may have had before applying your Schematics.



SCHEMATICS

Below is the list of Schematics available to a Tinker Knight. If a Schematic has a Fighter level prerequisite, you can learn it at the same time that you meet its prerequisite level.

FEATHERWEIGHT SCHEMATIC

You modify the metallurgic makeup of an item, making it significantly lighter. The bearer of an object modified by this Schematic has its walking speed increased by 10 feet.

Heavy Armor. The wearer ignores penalties to Dexterity (Stealth) checks or Strength requirements of this armor.

Light Armor. The wearer can subtract up to 100 feet from their fall distance when calculating fall damage and can move horizontally 2 feet for every 1 foot they fall.

Weapon. Any weapon with either the heavy and/or two-handed properties loses those properties, and any non-heavy weapon gains both the light and finesse properties.

INTUITIVE SCHEMATIC

You modify an item to enhance your investigative instincts. The bearer of an object modified by this Schematic gains proficiency in Investigation and adds double its proficiency bonus to any Intelligence (Investigation) checks they make.

Armor. The wearer can use its Intelligence in place of Dexterity when calculating their Armor Class in this armor.

Weapon. The wielder uses its Intelligence, in place of Strength, for attack and damage rolls with this weapon.

RADIANT SCHEMATIC

You imbue an item with radiant energy. The bearer of an object modified by this Schematic can use a bonus action to cause the object to emit (or extinguish) bright light in a 15-foot radius, and dim light 15 feet beyond that.

Armor. As a reaction when the wearer is hit by an attack, it can force the attacker to make a Constitution saving throw. On a failed save, it is blinded for 1 minute. It can repeat the save at the end of each turn, ending the effect on a success.

Once the wearer uses this reaction, it must finish a short or long rest before it can use the reaction again.

Weapon. If the wielder hits a creature with this weapon, it can force the target to make a Constitution saving throw. On a failure, it is blinded for 1 minute. It can repeat its save at the end of each of its turns, ending the effect on a success.

Once the wielder uses this ability, it must finish a short or long rest before it can use this feature again.

REBOUNDED SCHEMATIC

You modify an item so that it has elastic properties. The wearer or wielder of an object modified by this Schematic can use its reaction to add your Intelligence modifier (minimum of +1) to its Armor Class against one attack.

Armor. As a reaction when the wearer of this armor is hit by an attack, it can reduce the damage by an amount equal to one roll of your Exploit Die + your Intelligence modifier. If the damage is reduced to 0, the attacker takes the full damage of the attack as if they had been the original target.

Once the wearer uses this reaction it must finish a short or long rest before it can use this reaction again.

Non-Heavy Weapon. The weapon gains the Thrown property with a range of 20 feet. After making an attack with this weapon, it instantly returns to the wielder's hand.

EMPOWERED SCHEMATIC

Prerequisite: 7th-level Fighter

You modify an object with clockwork mechanics that improve both power and reflexes. The bearer of an object modified by this Schematic gains a bonus to its initiative rolls equal to your Intelligence modifier (minimum of +1).

Heavy Armor. The wearer of this armor can use your Intelligence score, in place of Strength, for any Strength-based ability checks or Strength saving throws it makes.

Light Armor. The wearer of this armor can use your Intelligence score, in place of Dexterity, for any Dexterity-based ability checks or Dexterity saving throws they make.

Weapon. When applied, anytime the wielder rolls a 1 or 2 for a damage roll with this weapon, they can choose to re-roll the die, but you must use the new result even if it is a 1 or 2.

RESILIENT SCHEMATIC

Prerequisite: 7th-level Fighter

You modify the metallurgical makeup of this item to make it more resilient. The wearer or wielder of an object modified by this Schematic has advantage on saving throws to resist being grappled or moved against its will.

Armor. This armor grants its wearer resistance to all nonmagical bludgeoning, piercing, and slashing damage.

Weapon. This weapon deals bonus damage equal to your Intelligence modifier (minimum of 1) + your Fighter level whenever the wielder scores a critical hit with this weapon.



WITCHBLADE

Those who walk the dark path of the Witchblade are driven by an overwhelming desire to destroy the great evils of the world. Those especially dedicated, those willing to give up anything, are often approached by Eldritch Powers, beings of otherworldly might. These benefactors offer power in return for a fraction of the warrior's soul or unquestioning fealty.

PACT MAGIC

3rd-level Witchblade Archetype feature

The bargain you have struck with your Patron has granted you the ability to cast spells, much like a Warlock does:

Cantrips. You learn one cantrip of your choice from the Witchblade spell list. Upon reaching 10th level in this class you learn one additional Witchblade cantrip of your choice.

Spell Slots. The Witchblade Spellcasting table shows how many spell slots you have, and the level of those spell slots. All of your spell slots from this feature are the same level. To cast one of your Witchblade spells of 1st-level or higher, you must expend a spell slot. You regain all of your expended Pact Magic spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the Witchblade spell list. The Spells Known column of the Witchblade Spellcasting table shows when you learn more spells of 1st-level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

When you gain a level, you can choose a Witchblade spell you know and replace it with another Witchblade spell, which must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Witchblade spells. You use your Charisma whenever a spell refers to your spellcasting ability, when setting the saving throw DC, and when making a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SANGUINE OFFERING

3rd-level Witchblade Archetype feature

Once per turn, when you hit a creature with a melee weapon attack, you can expend one of your Fighter Hit Dice as part of the attack to deal an additional 1d10 necrotic damage to the target, in addition to the normal damage of your weapon.

OTHERWORLDLY STEP

7th-level Witchblade Archetype feature

You can use Eldritch power to slip through cracks in reality. When you use Second Wind, you can teleport up to 60 feet to an unoccupied space you can see. If you appear within 5 feet of a creature, you can make one weapon attack against it.

ENCHANTED STRIKES

10th-level Witchblade Archetype feature

The Eldritch magic within your blood seeps into your weapon strikes. When you hit a creature with a weapon attack, it has disadvantage on the first saving throw you force it to make against a Witchblade spell before the end of your next turn.

GREATER OFFERING

15th-level Witchblade Archetype feature

You can restore your own vitality by inflicting pain on others. When you use Sanguine Offering, you gain temporary hit points equal to the necrotic damage dealt to the creature.

Temporary hit points you gain from this feature last for 1 minute, or until you gain temporary hit points again.

LEGENDARY WITCHBLADE

18th-level Witchblade Archetype feature

You siphon power from death. As a reaction when a creature dies within 30 feet of you, you can regain one expended Pact Magic spell slot, or 1d4 of your expended Hit Dice.

Once you use this feature you must finish a short or long rest before you can use it again.





WITCHBLADE SPELL LIST

Here's the list of spells you consult when you learn a Witchblade spell. It is organized by spell level, not character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

CANTRIPS (0-LEVEL)

blade ward
booming blade**
chill touch
green-flame blade**
infestation*
mage hand
mind sliver**
minor illusion
poison spray
prestidigitation
resistance
sword burst**
toll the dead*
true strike

1ST-LEVEL

absorb elements*
armor of agathys
arms of hadar
burning hands
cause fear*
detect evil & good
expeditious retreat
false life
hellish rebuke
hex
illusory script
inflict wounds
protection from good & evil
searing smite
shield
thunderous smite
unseen servant
witch bolt

2ND-LEVEL

cloud of daggers
crown of madness
darkness
hold person
invisibility
mind spike*
mirror image
misty step
ray of enfeeblement
shadow blade*
shatter
spider climb

3RD-LEVEL

blinding smite
counterspell
dispel magic
enemies abound*
fear
hunger of hadar
intellect fortress**
magic circle
major image
vampiric touch

4TH-LEVEL

banishment
blight
dimension door
hallucinatory terrain
phantasmal killer
staggering smite
shadow of moi*
sickening radiance*

WITCHBLADE SPELLCASTING TABLE

Fighter Level	Spells Known	Spell Slots	Slot Level
3rd	2	1	1st
4th	2	2	1st
5th	3	2	1st
6th	3	2	1st
7th	4	2	2nd
8th	4	2	2nd
9th	5	2	2nd
10th	5	2	2nd
11th	5	2	2nd
12th	5	2	2nd
13th	6	2	3rd
14th	6	2	3rd
15th	6	2	3rd
16th	6	2	3rd
17th	7	2	3rd
18th	7	2	3rd
19th	7	2	4th
20th	7	2	4th

WITCHBLADES & BLOOD MAGIC

The Witchblade Archetype presented here is able to use minor amounts of both eldritch and blood magic. Check out the [Alternate Blood Hunter](#) if you are interested in a full class based around the use of powerful Blood Rites and profane eldritch spells.

Its counterpart, the Order of Witch Knights, is also a partial user of the Warlock-style spellcasting.



FIGHTER BUILDS

One of the goals of the Alternate Fighter class was to bring the versatility of the Battle Master Archetype found in the *Player's Handbook* to every Fighter. Depending on their Archetype, Fighting Style, and Martial Exploit choices, they can reflect any warrior from popular fiction and fantasy.

The Alternate Fighter builds below suggest particular groupings of Archetypes, Fighting Styles, Martial Exploits, and Feats, all of which are from the Alternate Fighter, the *Player's Handbook*, or *Tasha's Cauldron of Everything**.

BLADE MASTER

You are a true student of the blade and have specialized your skills for single combat. You often seek out the most powerful foes you can find in order to test your skills against them.

Archetype:	<i>Swordsage</i>
Fighting Style:	<i>Classical Swordplay, Dueling</i>
Exploits:	<i>counter, disarm, feint, parry honor duel</i>
Feats:	<i>Alt Defensive Duelist, Mobile</i>

BODYGUARD

You have trained to defend important figures and to escort precious cargo. When you are near, no foe, no matter their strength or abilities, can threaten that which you protect.

Archetype:	<i>Guardian</i>
Fighting Style:	<i>Protector, Shield Warrior</i>
Exploits:	<i>disarm, first aid, reposition, immovable stance</i>
Feats:	<i>Alert, Sentinel, Shield Master</i>

COMBAT MEDIC

Combat Medics are masters at keeping their comrades in top condition, assuaging their hurts, and keeping spirits high in battle. They always put the needs of others before their own.

Archetype:	<i>Quartermaster</i>
Fighting Style:	<i>Protector, Improvised Fighting</i>
Exploits:	<i>brace up, first aid, take down, exposing strike, redirect</i>
Feats:	<i>Chef*, Healer, Inspiring Leader</i>

GAMBLER

Gamblers are wandering warriors with a knack for finding trouble and escaping by a thread. They enjoy pushing their luck and tend to specialize in thrown weapons and knives.

Archetype:	<i>Marksman</i>
Fighting Style:	<i>Featherweight Fighting, Thrown Weapon Fighting</i>
Exploits:	<i>feint, parry, streetwise, subtle con, dirty hit, trick shot, improvised skill</i>
Feats:	<i>Mobile, Sharpshooter, Slasher*</i>

GLADIATOR

You are as much of an entertainer as you are a Fighter. Often masters of exotic weapons and fighting styles, gladiators seek to build their reputation as wondrously extravagant warriors.

Archetype:	<i>Master at Arms</i>
Fighting Style:	<i>Dual Wielding, Pit Fighting</i>
Exploits:	<i>aggressive sprint, counter, take down blinding debris, dirty hit</i>
Feats:	<i>Alt Weapon Master, Dual Wielder</i>

MARINE

Marines are warriors who are trained to fight at sea or on the decks of ships. They can be elite sailors who defend precious cargo, or ruthless pirates who pillage all they come across.

Archetype:	<i>Guerrilla</i>
Fighting Style:	<i>Featherweight Fighting, Mariner</i>
Exploits:	<i>parry, savvy explorer, sweeping strike, aggressive sprint, honor duel</i>
Feats:	<i>Keen Mind, Linguist, Resilient (Dexterity)</i>

PEACEKEEPER

Often found patrolling remote territories and other lawless lands, peacekeepers use their finely honed skills and deadly accuracy with firearms to enforce the law wherever they go.

Archetype:	<i>Marksman</i>
Fighting Style:	<i>Archery, Melee Marksman</i>
Exploits:	<i>inquisitive eye, precision strike, crippling strike, trick shot</i>
Feats:	<i>Alert, Gunner*, Sharpshooter</i>

SAGE

Sages are wandering guardians of peace and prosperity who are raised from birth to wield their psionic potential in battle. Sages are pacifists who only use violence as a last resort.

Archetype:	<i>Mystic</i>
Fighting Style:	<i>Blind Warrior, Versatile Fighting</i>
Exploits:	<i>mighty leap, scholarly recall, warding strike, defensive stance, heroic will</i>
Feats:	<i>Alert, Resilient (Wisdom), Sentinel</i>

VANGUARD

You will lead a charge into fortified enemy lines or stand strong against terrifying monsters. You attack with abandon looking to slay your foes with deadly speed and power.

Archetype:	<i>Champion</i>
Fighting Style:	<i>Brawler, Great Weapon Fighting</i>
Exploits:	<i>aggressive sprint, brace up, hurl, mighty thrust, thunderous blow</i>
Feats:	<i>Crusher*, Durable, Tough</i>





ALTERNATE FIGHTER EXPANDED

A multitude of additional options for the Alternate Fighter! Includes Nine Fighting Styles, Thirty Exploits, Six Feats, and Nine Archetypes!

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The Alternate Fighter class can be found [Here](#).

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