

The Complete Fighter

Level	PB	Features	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Fighting Style, Second Wind	—	—	—
2nd	+2	Martial Exploits	2	d6	2
3rd	+2	Know Your Enemy, Warrior Archetype	3	d6	2
4th	+2	Ability Score Improvement	3	d6	3
5th	+3	Extra Attack (1)	4	d8	3
6th	+3	Action Surge (1)	4	d8	3
7th	+3	Archetype Feature	5	d8	3
8th	+3	Ability Score Improvement	5	d8	4
9th	+4	Indomitable (1)	6	d8	4
10th	+4	Archetype Feature	6	d8	4
11th	+4	Extra Attack (2), Martial Superiority	7	d10	4
12th	+4	Ability Score Improvement	7	d10	5
13th	+5	Indomitable (2)	8	d10	5
14th	+5	Ability Score Improvement, Second Wind (2)	8	d10	5
15th	+5	Archetype Feature	9	d10	5
16th	+5	Ability Score Improvement	9	d10	6
17th	+6	Extra Attack (3), Indomitable (3)	10	d12	6
18th	+6	Archetype Feature	10	d12	6
19th	+6	Ability Score Improvement	10	d12	6
20th	+6	Action Surge (2), Relentless	10	d12	6

Class Features

Hit Points

Hit Dice: 1d10 per Fighter level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Fighter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: One set of artisan's tools of your choice

Saving Throws: Strength, Constitution

Skills: Choose two of the following: Acrobatics, Athletics, History, Intimidation, Perception, Stealth, and Survival

Equipment

As a Fighter, you start with the following equipment:

- (a) chain mail or (b) leather armor, a longbow, 20 arrows
- (a) martial weapon and shield or (b) two martial weapons
- (a) light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Fighting Style

At 1st level, choose the Fighting Style from the options below that best reflect your martial training and skill with weapons. You cannot select a Fighting Style more than once, even if a feature allows you to select an additional Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

Archery

You gain a +2 bonus to attack rolls with ranged weapons.

Blind Warrior

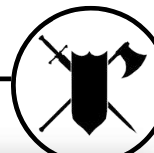
You have blindsight with a range in feet equal to 5 times your proficiency bonus. In that range, you can see invisible targets and anything that isn't behind total cover or hidden from you.

Brawler

Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier on hit. If you have two free hands and use your action to make only unarmed strikes you can make a single unarmed strike as a bonus action on that turn.

Classical Swordplay

While wielding a finesse weapon and no other weapons, you gain a +2 bonus to your attack rolls and a +1 to your Armor Class so long as you are not using heavy armor or a shield.



Defensive Fighting

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

Dual Wielding

When you take the Attack action while two-weapon fighting, you can make the single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

Featherweight Fighting

While you are wielding only light weapons, and nothing else, your speed increases by 10 feet. You also gain a +1 bonus to damage rolls with light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

Great Weapon Fighting

Whenever you make an attack with a heavy melee weapon as part of your Attack action, you can treat a total roll of 5 or lower on the weapon's damage dice as a 6. You must be wielding the weapon with two hands.

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.

Improvised Fighting

You gain proficiency with improvised weapons. Once per turn, when you hit with a non-magical improvised weapon attack, you can roll the damage die twice and take the higher roll. When you do so, the improvised weapon is destroyed and cannot be used for further attacks.

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.

Melee Marksman

Having a hostile creature within 5 feet of you doesn't impose disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

When you make a ranged weapon attack against a creature within 5 feet, you can use your bonus action to make a melee attack against it with your ranged weapon. On hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

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.

Protector

When a creature you can see hits you, or a target within 5 feet, with a melee attack, you can use a reaction to add your proficiency bonus to the target's Armor Class against that attack. You must be wielding a shield or a melee weapon.

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 attack rolls with your shield 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.

Strongbow

You can use your Strength modifier, in place of Dexterity, for attack and damage rolls with longbows and shortbows. When you do so, you gain a +1 to damage rolls with those weapons.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

Versatile Fighting

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or to take the Use an Object action.

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.

Second Wind

You can fight on where lesser warriors would fail. Also at 1st level, you can use your bonus action to regain hit points equal to 1d10 + your Fighter level. Once you do so, you must finish a short or long rest before you can do so again.

Upon reaching 14th level, you can use your Second Wind bonus action twice between each short or long rest.

Martial Exploits

At 2nd level, you begin to learn techniques that enhance your martial skill in and out of battle. You gain the features below:



Exploit Dice

The Fighter table shows the number of Exploit Dice you have to perform any Exploits you know. Most Exploits require you to expend these Dice in order to use them. You can only use one Exploit per attack, ability check, or saving throw, and you regain all Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d6s and increase in size as you gain levels in this class, as indicated in the Fighter table.

Exploits Known

You know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Fighter table shows when you learn more Exploits of your choice. To learn an Exploit you must meet any prerequisites it may have, like a minimum Ability Score or a minimum Fighter level.

Whenever you gain a Fighter level, you can replace one of the Exploits you know with another Exploit of your choice.

Saving Throws

If one of your Exploits requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

Exploit save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Know Your Enemy

Beginning at 3rd level, you can use an action to choose one creature you can see within 60 feet. You learn if it is your equal, superior, or inferior in one of the following attributes:

Armor Class	Strength Score
Current Hit Points	Dexterity Score
Hit Point Maximum	Constitution Score
Walking Speed	Exploits Known

Once you use this feature to learn something about a creature, you can't use it on it again until you complete a short or long rest.

When you reach 14th level, you can use this feature to learn of your foe's strengths through battle. Once per turn, you can use this feature when you hit with a weapon attack. You can use this feature to learn 3 things about a creature between each short or long rest.

Warrior Archetype

At 3rd level, you choose one of the following Warrior Archetypes that best represents the skills and training of your fighter:

Arcane Knight	Knight Errant	Shadowdancer
Champion	Marksman	Swiftblade
Commander	Master at Arms	Swordsage
Crusader	Mystic	Sylvan Archer
Drakesworn	Pugilist	Tinker Knight
Guardian	Quartermaster	Water Dancer
Guerrilla	Ronin	Witchblade
Hound Master	Runecarver	—

The Warrior Archetype you choose grants you features at 3rd level and again when you reach 7th, 10th, 15th, and 18th level.

Archetype Exploits

Some Archetypes have a list of Archetype Exploits that you learn at the Fighter levels noted in the Archetype description. They don't count against your number of Exploits Known and can't be switched out for other Exploits. If you do not meet an Archetype Exploit's prerequisites, you learn it regardless.

Ability Score Improvement

At 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two different ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach certain levels in this class, the number of attacks you can make as part of your Attack action increases; at 11th level (3 attacks) and at 17th level (4 attacks).

Action Surge

Starting at 6th level, you can push yourself past your limits, if only for a moment. On your turn, you can take one additional action on that current turn. Once you do so, you must finish a short or long rest before you can use this feature again.

When you reach 20th level, you can use this feature twice between each short or long rest, but only once per turn.

Indomitable

Your fighting spirit allows you to grasp success from the jaws of defeat. Beginning at 9th level, when you fail a saving throw, you can choose to succeed instead. Once you use this feature you must finish a long rest before you can use it again.

At certain Fighter levels you can use this feature additional times between each long rest. You can use this feature twice starting at 13th level, and three times starting at 17th level.

Martial Superiority

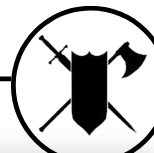
Your martial skill eclipses even that of professional warriors. Starting at 11th level, whenever you use your Second Wind feature you regain one of your expended Exploit Dice.

Also, you regain all Expended Exploit dice if you spend 10 minutes doing only activity that would be part of a short rest.

Relentless

At 20th level, your skills in combat are those of legend. When you roll initiative, you regain all expended Exploit Dice.

Also, if you start your turn with no Exploit Dice remaining, you immediately regain one of your expended Exploit Dice.



Warrior Archetypes

At 3rd level, you choose one of the following Warrior Archetypes:

Arcane Knight

Arcane Knights supplement their skill with the armaments of war with arcane knowledge. Compared to mages who study only magic, Arcane Knights can only produce minor spells, but, when combined with their deadly skill with the weapons of warfare, these minor spells become potent enhancements.

Weapon Bond

3rd-level Arcane Knight Archetype feature

You can magically bond yourself to a weapon of your choice. At the end of a short or long rest, you can touch a weapon, forging a magical bond between you and that weapon.

You cannot be disarmed of a bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can use a bonus action to instantly summon it to you. It can be used as a spellcasting focus for your Arcane Knight spells.

You can have up to two bonded weapons at any one time, though, they must be summoned one at a time. If you bond a third weapon, you break the bond with one of the other two.

Spellcasting

3rd-level Arcane Knight Archetype feature

You have learned to produce arcane spells to enhance your abilities in combat. You gain the features listed below:

Cantrips. You learn two cantrips of your choice from the Arcane Knight spell list at the end of this Archetype, and you learn an additional Arcane Knight cantrip at 10th level.

Spell Slots. The Arcane Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level Arcane Knight spells. The Spells Known column of your Spellcasting table shows when you learn more spells of 1st-level or higher, of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with another spell from the Arcane Knight spell list. The spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Knight spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for an Arcane Knight spell.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

Arcane Knight Spellcasting

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

War Magic

7th-level Arcane Knight Archetype feature

You can seamlessly weave minor spells with weapon attacks. When you use your action to cast an Arcane Knight spell you can make a weapon attack as a bonus action on that turn.

Enchanted Strikes

10th-level Arcane Knight Archetype feature

Your strikes weaken your foe's resistance to your magic. If you hit a creature with a weapon attack, it has disadvantage on the first saving throw you force it to make against an Arcane Knight spell before the end of your next turn.

Arcane Surge

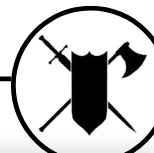
15th-level Arcane Knight Archetype feature

When you use Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can choose to teleport before or after the additional action from your Action Surge.

Legendary Arcane Knight

18th-level Arcane Knight Archetype feature

You expertly weave spell and sword together. When you take the Attack action on your turn, you can cast an Arcane Knight spell with a casting time of one action in place of one attack.



Arcane Knight Spell List

Here is the list of spells available to the Arcane Knight. They 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
*control flames**
firebolt
*green-flame blade***
*gust**
light
*lightning lure***
*mold earth**
prestidigitation
resistance
*shape water**
shocking grasp
*sword burst***
true strike

1st-Level

*absorb elements**
burning hands
catapult
chromatic orb
compelled duel
*earth tremor**
hellish rebuke
mage armor
magic missile
protection from good & evil
searing smite
shield
thunderous smite
thunderwave

2nd-Level

arcane scorcher
branding smite
flame blade
gust of wind
magic weapon
misty step
protection from poison
scorching ray
shatter
*shadow blade**
*warding wind**

3rd-Level

blinding smite
counterspell
dispel magic
elemental weapon
fireball
lightning bolt
magic circle
*minute meteors**
protection from energy

4th-Level

banishment
death ward
fire shield
freedom of movement
ice storm
resilient sphere
staggering smite
*storm sphere**

Champion

Champions forgo all other forms of improvement to focus on enhancing their raw physical might. These immense figures strive to maintain peak physical condition through relentless training. In battle, Champions perform supernatural feats of athleticism and overwhelm their foes with their raw power.

Champion Exploits

3rd-level Champion 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>feat of strength, ruthless strike</i>
5th	<i>concussive blow, heroic will</i>
9th	<i>mythic athleticism</i>

Mighty Warrior

3rd-level Champion Archetype feature

Your raw physical might enhances your attacks. Your weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

At 15th level, your critical hit range increases again, and you score a critical hit on a roll of 18-20 on the d20.

Remarkable Strength

3rd-level Champion Archetype feature

You easily perform feats of raw strength and endurance that would seem impossible. Whenever you make a Strength or Constitution ability check or saving throw you gain a bonus to your roll equal to one roll of your Exploit Die.

Peak Athlete

7th-level Champion Archetype feature

Your physical abilities are peerless. You gain a climbing and swimming speed equal to your walking speed, and when you use Second Wind you gain the benefits of the Dash action.

Devastating Critical

10th-level Champion Archetype feature

Whenever you score a critical hit with a weapon attack you can deal additional damage equal to your Fighter level.

At 15th level, when you score a critical hit with a weapon attack, you can maximize the damage instead of rolling. Once you do you must finish a long rest before you can do so again.

Legendary Champion

18th-level Champion Archetype feature

You are a nearly perfect physical specimen and have become exceedingly hard to kill. If you begin your turn with less than half of your hit points remaining, but at least 1 hit point, you regain hit points equal to 5 + your Constitution modifier.



Commander

Not all Fighters rely solely on themselves in battle, some lead others with their knowledge of tactics. Commanders lead at the front, issuing orders and inspiring greatness in others by their own brave deeds. By their presence, a Commander can transform an unorganized militia into a deadly fighting force.

Commander Exploits

3rd-level Commander Archetype feature

You learn certain Tactical Exploits from the **Warlord Class** at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known. Each time you gain a level, you can replace one of the Exploits you learned from this feature with a Tactical Exploit of your choice.

If a Tactical Exploit has a Warlord level prerequisite, you can learn it if your Fighter level meets that prerequisite.

Leadership Modifier. Some Tactical Exploits require a Leadership modifier. Choose either Intelligence, Wisdom, or Charisma to be your Leadership modifier for these Exploits.

Fighter Level	Exploit
3rd	attack order, defensive order
5th	enlivening order, surprise attack
9th	tactical reposition

Student of War

3rd-level Commander Archetype feature

You have studied the strategy of both politics and war. You gain proficiency in either History, Insight, or Persuasion, and whenever you make an ability check with that skill you gain a bonus to your roll equal to one roll of your Exploit Die.

Strategic Command

7th-level Commander Archetype feature

You can organize your allies even as you fight. When you use Second Wind, you can choose up to three creatures within 30 feet that can see or hear you to regain hit points equal to one roll of your Exploit Die + your Leadership modifier.

Heroic Surge

10th-level Commander Archetype feature

When you use Action Surge, you can choose another creature within 30 feet that can see or hear you. It can use its reaction to move up to its full speed without provoking opportunity attacks and then make a single weapon attack.

At 18th level, you can target two creatures with this feature.

Inspiring Commands

15th-level Commander Archetype feature

Once per turn when you use a Tactical Exploit that targets at least one friendly creature, one target of your choice gains temporary hit points equal to your Leadership modifier.

Tactical Exploits

Below are the Tactical Exploits available to Warlords. If an Exploit has a prerequisite, like a minimum Ability Score or your level, you can learn it when you meet the prerequisites.

1st-Degree Exploits

Tactical Exploits of the 1st-degree represent minor strategies and techniques that can be learned by a Warlord of any level.

Attack Order

When you take the Attack action, you can issue this Order in place of an attack, targeting another that can see or hear you within 30 feet. The next time that creature takes the Attack action before the start of your next turn, it can make one additional weapon attack as part of its Attack action.

Defensive Order

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. That creature gains the benefits of the Dodge action until the beginning of its next turn.

2nd-Degree Exploits

Exploits of this degree represent the peak of tactical skill that is achievable without a dedicated education in the art of war. They can be learned by any Warlord of 5th level and higher.

Enlivening Order

Prerequisite: 5th level

When you take the Attack action, you can issue this Order in place of an attack, targeting another creature that can see or hear you within 30 feet. Until the beginning of your next turn, the creature's speed increases by a number of feet equal to 5 times your Leadership modifier (minimum of 5 feet), and its long and high jump distances are doubled.

Surprise Attack

Prerequisite: 5th level, Intelligence of 13

As an action, you can expend one Exploit Die to command another creature that can see or hear you within 30 feet to instantly make one weapon attack with advantage. On hit, it deals bonus damage equal to one roll of your Exploit Die.

3rd-Degree Exploits

Exploits of this degree are masterful strategies that can only be learned by Warlords of 9th level or higher. Each Exploit of 3rd-degree can only be used once per short or long rest.

Tactical Reposition

Prerequisite: 9th level, Intelligence of 15

As an action, you can expend one Exploit Die and dictate a strategic course of action to a number of creatures equal to your Leadership modifier (minimum of 1) within 30 feet that can see or hear you. Creatures can use their reaction to move up to their speed without provoking opportunity attacks.



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.



Drakesworn

Of all the creatures that serve great dragons, only their most loyal and skilled lieutenants are granted a portion of draconic power. Known as Drakesworn, these elite fighters wield the elemental power of their draconic lords to great effect on the field of battle. These most trusted agents of elder wyrms are second in might and authority only to the dragon they serve.

Draconic Element

3rd-level Drakesworn Archetype feature

Whether through loyal service, trickery, or deadly bargain, you are imbued with a spark of draconic power. Choose the color of dragon from which you gained your power from the options listed on the table below. You gain resistance to the damage type associated with that dragon's Element.

Moreover, when you use an Exploit that deals damage, you can choose for its damage to match your Draconic Element.

Color	Element	Color	Element
Amethyst	Force	Gold	Fire
Black	Acid	Green	Poison
Blue	Lightning	Red	Fire
Brass	Fire	Sapphire	Thunder
Bronze	Lightning	Silver	Cold
Copper	Acid	Steel	Acid
Crystal	Radiant	Topaz	Necrotic
Emerald	Psychic	White	Cold

Drakesworn Exploits

3rd-level Drakesworn 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
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3rd	<i>cunning instinct, menacing shout</i>
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5th	<i>heroic will, intimidating command</i>
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9th	<i>war cry</i>
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Imposing Presence

3rd-level Drakesworn Archetype feature

Your draconic spark increases the force of your personality.

Whenever you make a Charisma (Intimidation) check, you gain a bonus to the roll equal to one roll of your Exploit Die.

You also learn to speak, read, and write Draconic, and you have advantage on Charisma checks to interact with dragons.

Furious Rush

7th-level Drakesworn Archetype feature

You can draw on your draconic power to temporarily move like a dragon. As a bonus action, you can expend an Exploit Die to gain a flying speed equal to your walking speed, that lasts until the end of your current turn.

Aegis of Scales

10th-level Drakesworn Archetype feature

You can draw upon your spark of draconic power to shield you from harm. As a reaction when you take damage of your Draconic Element, you can expend an Exploit Die to gain temporary immunity to that instance of damage.

After this reaction, you are charged with elemental power. The next weapon attack you make deals bonus damage of your Draconic Element equal to one roll of your Exploit Die.

Furious Flight

15th-level Drakesworn Archetype feature

When you use Furious Rush, your flying speed lasts for 10 minutes. At the end of this 10 minutes you can expend one Exploit Die to extend the duration of your flight.

Legendary Drakesworn

18th-level Drakesworn Archetype feature

You have unlocked the absolute pinnacle of the draconic power imbued within. You gain the benefits listed below:

- When you hit with a weapon attack, you can choose for it to deal the damage type of your Draconic Element in place of the normal damage of that weapon attack.
- You gain a flying speed equal to your walking speed.
- You can use your Aegis of Scales reaction to grant a creature within 30 feet temporary resistance to one instance of damage of your Draconic Element.



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	<i>reposition, warding strike</i>
5th	<i>defensive stance, immovable stance</i>
9th	<i>mythic resilience</i>

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

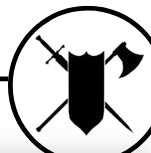
15th-level Guardian Archetype feature

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.

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.

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.

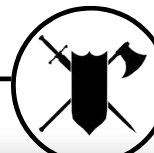
Loyal Companion. You add your PB to any ability check or saving throw that your Hound makes.

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.



Knight Errant

Often raised at court or in the upper circles of the nobility, the archetypal Knight Errant is a chivalric warrior of the highest order. They excel at mounted combat and wander the world in search of adventure and opportunities for heroism. These paragons of virtue are bound to defend the weak and weary.

Knight Errant Exploits

3rd-level Knight Errant 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>parry, skilled rider</i>
5th	<i>defensive stance, honor duel</i>
9th	<i>mythic resilience</i>

Courtly Pedigree

3rd-level Knight Errant Archetype feature

You have been tutored in the traditional skills of the nobility and the chivalric virtues. You gain the benefits listed below:

- You learn to speak, read, and write one extra language.
- You gain proficiency in your choice of Animal Handling, History, Insight, Performance, or Persuasion.
- If you are mounted, you cannot be knocked from a trained mount against your will unless you or the mount are incapacitated.
- It only costs you 5 feet of movement to mount or dismount a creature, rather than half of your movement speed.

Chivalric Mark

3rd-level Knight Errant Archetype feature

You punish any foe who attacks those under your protection. Once per turn when you hit a creature with a melee weapon attack, you can Mark it until the end of your next turn. While Marked, it has disadvantage on attack rolls against targets other than you, so long as you are within 10 feet of it.

If your Mark deals damage to a creature other than you, you can use your reaction to make a melee weapon attack against it. As part of this reaction you can expend an Exploit Die to grant yourself advantage on the attack roll, and on hit, you deal bonus damage equal to one roll of your Exploit Die.

Noble Guardian

7th-level Knight Errant Archetype feature

You have trained to defend yourself, your mount, and most importantly, your allies from harm. You gain the Protector Fighting Style, and whenever you use the reaction you can add one roll of your Exploit Die to the target's Armor Class instead of your normal proficiency bonus. If the triggering attack still hits, you can expend an Exploit Die to grant the target resistance to the damage of the attack.

If you already have the Protector Fighting Style you gain an additional Fighting Style of your choice.

Unyielding Knight

10th-level Knight Errant Archetype feature

No one can move past you without your approval. Creatures provoke an opportunity attack from you whenever they move while within the reach of a weapon you are wielding. Also, whenever you hit a creature with an opportunity attack its speed is reduced to 0 until the beginning of its next turn.

Finally, you can use the *skilled rider* Exploit at will without expending an Exploit Die.

Perilous Charge

15th-level Knight Errant Archetype feature

You run down your foes, mounted or on foot. Once per turn, when you move 10 feet in a straight line then hit a creature with a melee weapon attack, it must succeed on a Strength saving throw or be knocked prone. If you are mounted, the creature has disadvantage on this saving throw.

Legendary Knight Errant

18th-level Knight Errant Archetype feature

You will defend your allies against any foe. You gain a special reaction that you can take once during every turn, but you can only use this special reaction for an opportunity attack or your Protector Fighting Style reaction.

Moreover, if you are riding a trained mount and it takes damage, you can choose to take that damage in its place.



Marksman

While all Fighters learn to draw a bow or hurl a javelin, those known Marksmen are masters of ranged combat. The deadly skills of a Marksman are often backed up by their signature swagger and unshakable confidence. When combined, there are few challenges that a true Marksman cannot overcome.

Marksman Exploits

3rd-level Marksman 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>arresting strike, inquisitive eye</i>
5th	<i>crippling strike, volley</i>
9th	<i>thunderous shot</i>

Elite Training

3rd-level Marksman Archetype feature

Your training has enhanced your reaction times. When you make a Dexterity check or saving throw, you can expend an Exploit Die and add it to your roll. You can do so after you roll, but before you know the result.

Marksman's Focus

3rd-level Marksman Archetype feature

You can quiet your body to fire with deadly accuracy. When you begin your turn and are not surprised or incapacitated, you can choose to enter a state of Focus, which imposes the following benefits and effects until the end of your turn:

- Your speed is reduced to 0 feet.
- Until you hit a creature with a ranged weapon attack, you have advantage on all ranged weapon attack rolls.
- When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon, you can re-roll the die. You must use this new roll, even if the new roll is a 1 or a 2.

Cunning Shot

7th-level Marksman Archetype feature

Your reflexes are almost supernaturally fast. You add your proficiency bonus to your Initiative rolls while conscious.

You have also learned to identify and exploit even the smallest weak points in your enemy's defenses. Your attacks with ranged weapons ignore resistance to piercing damage.

Reposition

10th-level Marksman Archetype feature

When you use Second Wind, your walking speed increases by 10 feet, and any opportunity attacks against you are made at disadvantage until the end of your current turn.

Reliable Shot

15th-level Marksman Archetype feature

You make even impossible shots with ease. Your normal; and long range for ranged weapon attacks increases by a number of feet equal to 10 times your Fighter level.

Also, once per turn, when you have advantage on a ranged weapon attack, you can forgo advantage and make one additional ranged weapon attack.

Legendary Marksman

18th-level Marksman Archetype feature

Your marksmanship is supernaturally accurate. When you Focus, the benefits last for 1 minute, and you have advantage on all ranged weapon attacks for the duration. Finally, your speed is only reduced to 10 feet. At the start of your turn you can end your Focus (no action required).

Gunpowder & Firearms

If your game includes firearms and gunpowder, and your Marksman has been exposed to the operation of such weapons, they are proficient with them.



Master at Arms

While most Fighters master one specific martial discipline, a Master at Arms is the rare warrior who is able to truly master multiple styles of combat. Whether through grit, dedication, or extraordinary skill, these elite Fighters learn all they can about the theory of combat. A Master at Arms is always on the lookout for a new weapon or style of fighting to master

Advanced Technique

3rd-level Master at Arms Archetype feature

Your ability to learn and execute martial techniques exceeds that of most other warriors and even other trained Fighters. You gain the following benefits to your Fighter features:

Exploits. You learn two 1st-degree Martial Exploits of your choice from the list at the end of this class. These Exploits do not count against your total number of Exploits Known.

You learn additional Martial Exploits following the same rules at certain levels: at 5th level you learn two 2nd-degree Exploits, and at 9th level you learn one 3rd-degree Exploit.

Exploit Dice. Your total number of Exploit Dice increases by 1, and all of your Exploit Dice increase to become d8s.

At certain Fighter levels your Exploit Dice increase again; at 5th level they are d10s, and at 11th level they are d12s.

Fighting Styles. You learn one additional Fighting Style of your choice from those available to the Fighter. However, you can only benefit from one Fighting Style that you gained from the Fighter Class or this Master at Arms feature at a time.

As a bonus action, you can switch your current Fighting Style for another Fighter Fighting Style that you know.

You learn an additional Fighting Style of your choice at 7th level, and again when you reach 15th level in this class.

Master of Forms

7th-level Master at Arms Archetype feature

Your skill allows you to learn exotic techniques from a variety of disciplines. You learn two Exploits of your choice from any class. If the Exploits have a prerequisite level, you can learn them as long as your Fighter level meets that prerequisite.

Any Exploit that you learn through this feature does not count against your total number of Exploits Known.

You learn one additional Exploit of your choice from any class at 15th level, and one final Exploit at 18th level.

Masterful Surge

10th-level Master at Arms Archetype feature

When you Action Surge, you gain a single Exploit Die that must be used as part of the additional action you gain. If not used, it disappears at the end of your additional action.

Also, you can benefit from two of the Fighting Styles you know, but you can only switch one as a bonus action.

Warrior of Legend

18th-level Master at Arms Archetype feature

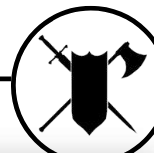
Your mastery of the weapons of war is near-supernatural. Once per turn when you use an Exploit in combat, you can roll a d6 in place of expending an Exploit Die.

Also, over the course of 1 hour, which can be during a short or long rest, you can practice your techniques to replace one Exploit you know with a Martial Exploit of the same degree.

Advanced Martial Classes

Master of Forms references learning Exploits from any class. Other than the Alternate Fighter, there are currently three other classes that use Exploits:

- [Alternate Fighter & Fighter: Expanded](#)
- [Alternate Barbarian & Barbarian: Expanded](#)
- [Alternate Rogue & Rogue: Expanded](#)
- [Warlord Class](#)



Mystic

Where most Fighters look to increase their physical abilities, those known as Mystics work to unlock the psionic potential of their mind. Drawing upon wondrous inner power, these ascetic warriors can perform feats that would be impossible through strength alone. Where others strive for physical victory in battle, Mystics strive for spiritual enlightenment.

Psionics

3rd-level Mystic Archetype feature

You have unlocked the true potential of your mind, and have learned to manifest psionic spells, much like a **Psion** does:

Psi Points. The potential of your mind is represented by a pool of Psi Points. The Mystic Psionics table on the following page shows how many Psi Points you have to manifest your spells of 1st-level and higher. To manifest a spell, you expend Psi Points equal to the spell's level (0 for cantrips). You regain all expended Psi Points when you finish a short or long rest.

Mental Limit. Your Fighter level limits the potency of spells you can psionically manifest. This limit is reflected in the Mental Limit column of the Mystic Psionics Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the **Psion spell list**. The Spells Known column of the Mystic Psionics table shows when you learn more Psion spells of 1st-level or higher. Your spells must be of a level equal to your Mental Limit or lower.

Whenever you gain a Fighter level, you can choose one of the Psion spells you know and replace it with a Psion spell of your choice, of a level equal to your Mental Limit or lower.

Spellcasting Focus. Your mind itself is your spellcasting focus for your Psion spells. You must have at least one free hand to cast spells with somatic or material components, and you must provide material components that are consumed by the spell or have a required gold cost. When you manifest a spell with your psionics, you exhibit noticeable changes.

Spellcasting Ability. Intelligence is your spellcasting ability for your Psion spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for a Psion spell you know.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

Minor Telekinesis

3rd-level Mystic Archetype feature

You can move objects with pure psionic power. You learn the *mage hand* spell, and when you manifest it you do not need to provide the verbal or the somatic components. Your *mage hand* is invisible, and it can lift a number of pounds equal to 10 times your Intelligence modifier (minimum of 10 pounds).

Mystic Empowerment

3rd-level Mystic Archetype feature

You enhance your techniques with psionic power. When an Exploit would use your Strength, Dexterity, or Constitution, you can choose to use your Intelligence instead.

Also, once per turn when you damage a creature with a Martial Exploit you know, you can choose for the Exploit to deal psychic damage in place of its normal damage type.

Phase Step

7th-level Mystic Archetype feature

When you use Second Wind, you also gain the benefits of the Dash action and partially disincorporate. Until the end of your current turn, you can move through solid nonmagical objects and creatures as if they were difficult terrain.

If you end your movement inside an object or creature, you are instantly shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you are forced to move.

Mystic Psionics

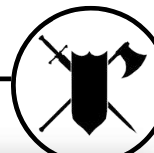
Fighter Level	Spells Known	Psi Points	Mental Limit
3rd	2	2	1st
4th	2	3	1st
5th	3	3	1st
6th	3	4	1st
7th	4	4	2nd
8th	4	5	2nd
9th	5	5	2nd
10th	5	6	2nd
11th	5	6	2nd
12th	5	7	2nd
13th	6	7	3rd
14th	6	8	3rd
15th	6	8	3rd
16th	6	9	3rd
17th	7	9	3rd
18th	7	10	3rd
19th	7	10	4th
20th	7	11	4th

Inscrutable Mind

10th-level Mystic Archetype feature

The vast power of your mind makes you difficult for others to dominate. You have advantage on saving throws to resist being charmed, frightened, or having your thoughts read.

Also, whenever you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can spend 1 Psi Point to force the attacker to make an Intelligence saving throw. On a failed save, it takes psychic damage equal to your Fighter level.



Psionic Ward

15th-level Mystic Archetype feature

You can project psionic power to defend allied minds. As a bonus action, you can spend 5 Psi Points to project a Psionic Ward which emanates out from you in a 30-foot radius for 1 minute. You, and creatures of your choice within range gain resistance to psychic damage and can add your Intelligence modifier (minimum of +1) to any Intelligence, Wisdom, and Charisma saving throws that you are forced to make.

Legendary Mystic

18th-level Mystic Archetype feature

You have unlocked the full potential of your mind. You learn the *telekinesis* spell, but it does not count against your total number of Spells Known. You can manifest this spell once, without expending any Psi Points.

Once you manifest *telekinesis* in this way, you must finish a long rest before you can manifest it again. If you have no uses left, you can expend 5 Psi Points to manifest this spell again.

Finally, when you use Phase Step, you gain a flying speed equal to your walking speed until the end of that turn.

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.

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.

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)

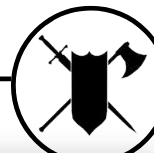
Upon consumption, the creature does not fall unconscious when it is reduced to 0 hit points. However, it still makes death saving throws as normal, dying upon failing three.

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.



Ronin

Though they have been known by many names over the ages, Ronin are Fighters who have been expelled from the service of their original lord or land. Regardless of the reason, these highly skilled warriors now roam the wild seeking absolution through battle. With nothing left to lose, these warriors fight with a deadly ferocity and ruthless focus unlike any other.

Ronin Exploits

3rd-level Ronin 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, counter</i>
5th	<i>aggressive sprint, warrior's challenge</i>
9th	<i>heroic focus</i>

Exiled Courtier

3rd-level Ronin Archetype feature

You were once an influential member of a noble court or an important advisor. You learn to speak, read, and write one additional language of your choice and gain proficiency in either History, Insight, Performance, or Persuasion.

Unyielding Spirit

3rd-level Ronin Archetype feature

You fight with the unrivaled focus and ruthless ferocity of a warrior with nothing left to lose. As a bonus action, you can focus yourself to gain advantage on all weapon attack rolls and ignore any levels of exhaustion you have until the end of your current turn. When you use this bonus action you also gain temporary hit points equal to your Fighter level.

Once you use this bonus action to focus yourself you must finish a short or long rest before you can use it again. When you have no uses remaining you can use this feature again, but you gain one level of exhaustion at the end of that turn.

Lordly Bearing

7th-level Ronin Archetype feature

Your experience and former station shine through no matter how downtrodden you may become. Whenever you make an ability check with your skill gained from Exiled Courtier, you gain a bonus to your roll equal to one roll of your Exploit Die.

You also gain proficiency in Wisdom saving throws. If you are already proficient in Wisdom saving throws, you instead gain proficiency in Charisma or Intelligence saving throws.

Unrelenting

10th-level Ronin Archetype feature

You are able to push through adversity that would defeat a lesser warrior. When you roll initiative with no uses of your Unyielding Spirit feature remaining, you regain one use.

Moreover, whenever you use your Second Wind feature, your current level of exhaustion, if any, is reduced by 1.

Swift Strikes

15th-level Ronin Archetype feature

You rain blows down upon foes like raindrops in a storm. Once per turn when you have advantage on a weapon attack roll against a creature, you can forgo your advantage to make one additional weapon attack against that creature.

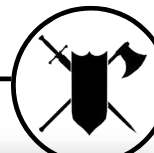
Legendary Ronin

18th-level Ronin Archetype feature

Your battle focus is so absolute that you can avoid the grasp of death itself, if only for a short time. When you are reduced to 0 hit points, you can immediately take an extra turn.

During this extra turn, you remain at 0 hit points, and any damage you take causes your death saving throw failures as normal. At the end of this extra turn, you immediately fall to the ground unconscious with 0 hit points, and if you gained three death saving throw failures during that turn, you die.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses left, you can expend a use of Action Surge to use this feature again.



Runecarver

Before the mortal races rose to power, the world was ruled by giants and their powerful Rune magic. Traces of this ancient magic can still be found in the wild and remote places of the world, and Fighters who learn to use the power of Runes to augment combat ability become known as Runecarvers.

Rune Carving

3rd-level Runecarver Archetype feature

You have learned the ancient art of carving Runes. You learn to speak, read, and write Giant, the language of your Runes, and you gain proficiency with calligrapher's supplies. Your knowledge of Runes also grants you the benefits below:

Runes Known. You learn two Runes of your choice from the list at the end of this Archetype. Some Runes have a Fighter level prerequisite, which you can learn as soon as you reach that Fighter level.

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

When you gain a level in this class you can replace one of the Runes you know with another Rune of your choice.

Inscribing a Rune. Over the course of 1 hour, which can be during a short or long rest, you can use your calligrapher's supplies to inscribe a Rune you know into a weapon, suit of armor, or another object you can wear or hold. While wearing or wielding that object you gain the benefits of that Rune.

Each Rune can only be inscribed in one object. Inscribing it into another object dispels any previous inscriptions.

Invoking a Rune. While you are wearing or wielding an object inscribed with a Rune you can invoke its effect. Once invoked, a Rune cannot be invoked again until you complete a short or long rest. Only you can invoke your Runes.

Runic Exploits. Any Exploits you learn from your Runes do not count against your number of Exploits Known, and you can use them at will without expending an Exploit Die.

Saving Throws. If a Rune requires a creature to make a saving throw, it does so against your Exploit save DC.

Runic Might

3rd-level Runecarver Archetype feature

As a bonus action, you can empower your body with Runic Might, granting you the following benefits for 1 minute:

- You and anything you are wearing grows to become Large in size, so long as there is room for you to grow.
- Once per turn when you make a Strength-based ability check, saving throw, or a weapon damage roll you gain a bonus to the roll equal to one roll of your Exploit Die.

You can empower yourself in this way a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Runic Ward

7th-level Runecarver Archetype feature

You can shield your allies with the stalwart magic of Runes. When a target you can see within 30 feet is hit by an attack, you can use your reaction to add your Constitution modifier (minimum of +1) to its Armor Class against that attack.

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

Unyielding

10th-level Runecarver Archetype feature

The elder magic of the giants has caused physical changes. You have advantage on saving throws to resist being moved against your will, knocked prone, poisoned, or stunned.

Ancient Insight

15th-level Runecarver Archetype feature

Your understanding of the ancient magic of Runes has grown deeper. When you have no uses of a Rune remaining you can expend one Exploit Die to invoke that Rune again.

Legendary Rune Carver

18th-level Runecarver Archetype feature

When you use Runic Might, you can become Huge, so long as there is room for you to grow. While Huge, your reach increases by 5 feet.

Runes

Here is the list of Runes available for a Runecarver to choose when learning a Rune:

Cloud Rune

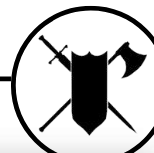
This Rune is imbued with the wily and deceptive magic of Cloud Giants. You learn the *subtle con* Exploit.

When you or a creature you can see within 30 feet is targeted by an attack roll, you can use a reaction to invoke this Rune and force the attacker to target another creature of your choice within range of its attack. You cannot cause the attacker to attack itself.

Fire Rune

This Rune is imbued with the craftsmanship of the Fire Giants. When you make a check with a tool set you gain a bonus to your roll equal to one roll of your Exploit Die.

When you hit a creature with a melee weapon attack, you can invoke this Rune to conjure molten restraints. It must succeed on a Strength saving throw or it takes fire damage equal to two rolls of your Exploit Die and becomes restrained for 1 minute. It can repeat this saving throw at the end of each of its turns, taking fire damage equal to two rolls of your Exploit Die on a failure, and escaping on a success.



Frost Rune

This Rune is imbued with the savage instincts and intuition of the Frost Giants. You learn the *cunning instinct* Exploit.

As a bonus action, you can invoke this Rune to empower your physicality and endurance. For the next 10 minutes, you gain a bonus to all Strength and Constitution ability checks and saving throws equal to one roll of your Exploit Die.

Stone Rune

This Rune is imbued with the esoteric and dreamlike magic of the Stone Giants. You learn the *inquisitive eye* Exploit.

When a creature ends its turn within 30 feet of you, you can use a reaction to invoke this Rune and force it to make a Wisdom saving throw. On a failed save, it descends into a waking dream, is incapacitated, and has a speed of 0 for 1 minute. It can repeat this saving throw at the end of each of its turns, ending these effects on a successful save.

Hill Rune

Prerequisite: 7th-level Fighter

This Rune is imbued with the stubborn and resilient magic of the Hill Giants. You learn the *brace up* Exploit.

As a bonus action on your turn, you can invoke this Rune to gain resistance to all bludgeoning, piercing, and slashing damage for 1 minute. Moreover, when you use Runic Might, you can invoke this Rune as part of that same bonus action.

Storm Rune

Prerequisite: 7th-level Fighter

This Rune is imbued with the prophetic and wise magic of the Storm Giants. You learn the *scholarly recall* Exploit.

As a bonus action on your turn, you can enter a prophetic state that lasts for 1 minute or until you are incapacitated. For the duration, when you or a creature you can see within 30 feet makes an ability check, attack roll, or a saving throw, you can use your reaction to add or subtract one roll of your Exploit Die from the roll. You can use this reaction after the creature rolls, but before you know if it succeeds or fails.



Shadowdancer

The energies of the Shadowfell grant many strange and dark abilities to those who can wield them. The Fighters known as Shadowdancers learn to draw these sinister powers through themselves to create an exact copy of their bodies in combat.

Shadowdancer Exploits

3rd-level Shadowdancer 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>feint, lightstep</i>
5th	<i>dirty hit, whirlwind strike</i>
9th	<i>heroic focus</i>

Conjure Shade

3rd-level Shadowdancer Archetype feature

As a bonus action, you can draw on the umbral power of the Shadowfell to conjure a Shade in an unoccupied space you can see within 15 feet. This Shade is a magical copy of you created from shadow that uses the Shade stat block below. Though it resembles you, it has no personality of its own.

The Shade shares your turn in combat, but it cannot act on its own. You can telepathically command it to move up to its speed on your turn, but if the Shade is more than 30 feet away from you at the end of your turn it is instantly destroyed.

Whenever you take the Attack action, you can choose for each individual attack to originate for you, or your Shade. If you attack from your Shade, you make the attack as if you were in its space, with all of your benefits to that attack.

Your Shade lasts until it is destroyed, or you use your bonus action to dismiss it, or you conjure another Shade.

Dance of Shadows

3rd-level Shadowdancer Archetype feature

You and your Shade dance about in a blur of shadow. If your Shade is within 30 feet of you, you can use a bonus action to switch places with it without provoking opportunity attacks.

Shade Strike

7th-level Shadowdancer Archetype feature

Your connection to shadow magic has grown, empowering your Shades. Immediately after you use Dance of Shadows you can make a single weapon attack from either you or the space of your Shade, as part to of the same bonus action.

You can make this bonus attack a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a short or long rest. When you have no uses left, you can expend an Exploit Die as part of Dance of Shadows to make this bonus attack again.

Shade

Undead (your size), Unaligned

Armor Class 14 + your Charisma modifier

Hit Points 1

Speed 30 ft.

Condition Immunities All conditions

Languages Your Shade understands all the languages you know, but it cannot speak itself.

Dark Bond. If your Shade is forced to make a saving throw it uses your saving throw bonus for the roll.

Incorporeal Echo. The Shade has no physical presence and counts as difficult terrain for creatures that move through its space. It cannot hold or interact with any objects, nor can it attune to or use any magic items.

Umbral Guardian. When a creature would provoke an opportunity attack from your Shade, you can use your reaction to make an opportunity attack against that creature as if you were in your Shade's space.

Umbral Voyage

7th-level Shadowdancer Archetype feature

As an action, you can experience the world through your Shades senses. When you do so, you are blind and deaf to your own surroundings, but your Shade can move up to 1 mile away from you without being instantly destroyed.

This effect lasts for 10 minutes, but it ends early if your Shade is destroyed. or you use your bonus action to end it.

Dark Sacrifice

10th-level Shadowdancer Archetype feature

When a creature within 10 feet of your Shade is hit by an attack, you can use your reaction to cause your Shade to intercept the attack, reducing the damage that the target would take by an amount equal to your Fighter level and causing your Shade to take the damage in its place.

Restorative Shadows

15th-level Shadowdancer Archetype feature

You can draw some of the power of your destroyed Shades back to you. If your Shade is destroyed by damage, you can use your reaction to gain temporary hit points equal to one roll of your Exploit Die + your Charisma modifier.

Legendary Shadowdancer

18th-level Shadowdancer Archetype feature

Your command over the shadow magic you use is unrivaled. Whenever you conjure a Shade, you can choose to conjure two Shades, without expending any additional resources.



Swiftblade

While most warriors gain their martial skill from an academy of war or under the tutelage of a master, the wandering sages known as Swiftblades do not. Striking out into the wilderness with only their chosen weapons, they hone their martial skill on any who would cross swords with them. To a Swiftblade, every battle is an invaluable opportunity for cultivating skill.

Swiftblade Exploits

3rd-level Swiftblade 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>inquisitive eye, parry</i>
5th	<i>martial focus, zephyr slash</i>
9th	<i>gale force slash</i>

Swift Strike

3rd-level Swiftblade Archetype feature

You have trained to unleash devastating strikes at the start of your battles. As an action, you can expend any number of Exploit Dice (up to your Wisdom modifier), draw a weapon, and make one melee weapon attack against a creature you can see. On hit, you deal the normal damage of the weapon, plus additional damage equal to one roll of your Exploit Die for each Exploit Die you spent + your Fighter level.

To use Swift Strike you must have both hands free and have a sheathed melee weapon you can draw for the attack.

Once you use Swift Strike against a creature you cannot use it again until you roll initiative for another battle.

Unarmored Defense

3rd-level Swiftblade Archetype feature

You have trained to be light on your feet and fight without armor restricting your movements. So long as you are not wearing armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Gathering Storm

7th-level Swiftblade Archetype feature

Your fighting spirit grows as the battle rages on. At the start of each of your turns after the first round of combat, so long as you are not incapacitated, you gain 1 Spirit Point. You can have a maximum number of Spirit Points at one time equal to your Wisdom modifier (minimum of 1).

Once per turn when you make a melee weapon attack, you can spend Spirit Points to increase the accuracy and power of your attack. For each Spirit Point you spend you add one roll of your Exploit Die to either your attack or damage roll.

You lose any unused Spirit Points if you are reduced to 0 hit points and each time you finish a short or long rest.

Iron Body

10th-level Swiftblade Archetype feature

Your time wandering the wilds has hardened your body. So long as you have at least 1 Spirit Point and are using your Unarmored Defense, you are resistant to all bludgeoning, piercing, and slashing damage from nonmagical attacks.

Honed Edge

15th-level Swiftblade Archetype feature

Your fighting spirit hones the edge of your blade, making you exceptionally deadly. When you make a melee weapon attack you can expend Spirit Points to expand your critical hit range for that single attack by 1 for each Spirit Point you spend.

For example, if you would normally score a critical hit on a d20 roll of only 20, you could expend 3 Spirit Points, and that attack would score a critical hit on a roll of 17-20 on the d20.

Moreover, you gain 1 Spirit Point when you roll initiative and are not incapacitated or surprised.

Blade of Legend

18th-level Swiftblade Archetype feature

You are an unquestioned master of your signature weapons, and your fighting spirit rivals that of a demigod of war. When you spend Spirit Points as part of an attack and it misses, you regain any Spirit Points you spent as part of that attack.

Also, you gain 1 Spirit Point when you score a critical hit with a melee weapon attack, when you use Second Wind, or when you use Indomitable to succeed on a saving throw.



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.



Sylvan Archer

Originally hailing from the elder forests of the world, Fighters who train to become Sylvan Archers learn to enchant arrows with ancient elven magics. Traditionally, these warriors serve as guardians of places of great natural power, but they have been known to train worth outsiders in their signature magic.

Enchanted Arrows

3rd-level Sylvan Archer Archetype feature

You have learned to enchant arrows and other ammunition with elder Sylvan magic. You gain the benefits listed below:

Shots Known. You learn two Enchanted Shots of your choice from the list at the end of this Archetype description.

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

When you gain a level in this class you can replace one of the Shots you know with another Shot of your choice.

Enchanting a Shot. Whenever you hit a creature with a ranged weapon attack, you can magically apply the effects of one Enchanted Shot you know as part of that attack.

You can use a number of Enchanted Shots equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest. If you have no uses left, you can expend an Exploit Die to use one of your Shots again.

Saving Throws. If one of your Enchanted Shots forces a creature to make a saving throw or an ability check, it makes its roll against your Exploit save DC.

Sylvan Archer Exploits

3rd-level Sylvan Archer 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>precision strike, rustic intuition</i>
5th	<i>martial focus, volley</i>
9th	<i>thunderous shot</i>

Sylvan Lore

3rd-level Sylvan Archer Archetype feature

You are learned in the Sylvan arts. You learn to speak, read, and write Sylvan, the ancient language of forests. You also gain proficiency in Nature. You can make Wisdom (Nature) check in place of the normal Intelligence (Nature) checks.

Finally, you learn the *druidcraft* cantrip, and Wisdom is your spellcasting modifier for it. When you cast *druidcraft* you can use a piece of ammunition as a spellcasting focus.

Sylvan Shot

7th-level Sylvan Archer Archetype feature

You weave small amounts of magic into every shot you take. Your ranged weapon attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks.

Moreover, once per turn when you make a ranged weapon attack and miss, you can use your reaction to curve that shot and repeat the attack with the same ammunition against another target of your choice within range of that weapon.

Enchanted Quiver

15th-level Sylvan Archer Archetype feature

You can conjure ammunition for your favored weapons from thin air. Whenever you make a ranged weapon attack you can conjure a piece of magical ammunition as part of the attack. After the attack, hit or miss, this ammunition vanishes.

Also, when you roll initiative, you regain one expended use of your Enchanted Shots.

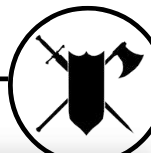
Legendary Sylvan Archer

18th-level Sylvan Archer Archetype feature

The power of your enchantments rivals that of the eldest elves. When you use an Enchanted Shot it deals additional force damage equal to one roll of your Exploit Die.

Also, you can overload one of your Enchanted Shots with overwhelming magic. When you use an Enchanted Shot you can empower it, causing creatures of your choice within 20 feet to suffer the effects of the Shot along with the target.

Once you empower an Enchanted Shot in this way you must finish a long rest before you can do so again.



Enchanted Shots

Listed below are the Enchanted Shots available for a Sylvan Archer to choose from when they learn an Enchanted Shot.

If an Enchanted Shot has a prerequisite Fighter level, you can learn it as soon as you meet the prerequisite.

Beguiling Shot

The creature must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Exploit Die and be charmed by a creature of your choice that it can see until the start of your next turn. This charm effect ends early if you or your allies attack the charmed creature, damage it in any way, or force it to make a saving throw.

Starting at 7th level, the creature also takes half as much psychic damage on a successful saving throw.

Bursting Shot

The creature and any other creature within 10 feet of it must succeed on Dexterity saving throw or they take your choice of acid, cold, fire, lightning, poison, or thunder damage equal to two rolls of your Exploit Die.

Starting at 7th level, the creatures also take half as much damage of the type you chose on a successful saving throw.

Enfeebling Shot

The creature must succeed on a Constitution saving throw or take necrotic damage equal to two rolls of your Exploit Die, and for 1 minute, the damage of its weapon attacks is halved. The creature can repeat this saving throw at the start of each of its turns, ending this effect on a success.

Starting at 7th level, the creature also takes half as much necrotic damage on a successful saving throw.

Grasping Shot

The creature must succeed on a Dexterity saving throw or take poison damage equal to two rolls of your Exploit Die and become wrapped in thorns for 1 minute. While wrapped in thorns, its speed is halved, and the first time it moves on its turn without teleporting it takes piercing damage equal to two rolls of your Exploit Die. A creature can use its action to make a Strength check, removing the thorns on a success.

Starting at 7th level, the creature also takes half as much poison damage when it succeeds on the initial saving throw.

Piercing Shot

The creature, and any creature directly behind it in a straight line out to 30 feet must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Exploit Die.

Starting at 7th level, the creatures also take half as much force damage on a successful saving throw.

Seeking Shot

In place of an attack, you can use this Enchanted Shot to cause a piece of ammunition to fly from a ranged weapon you are holding and magically seek out a creature within range of that weapon that you have seen within the past minute. There must be a path that the ammunition can follow to hit it. The creature must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Exploit Die and you instantly learn its current location.

Starting at 7th level, it also half as much force damage on a successful saving throw, but you do not learn its location.

Shadow Shot

The creature must succeed on an Intelligence saving throw or take psychic damage equal to two rolls of your Exploit Die and be surrounded by visual hallucinations, blinding it for 1 minute. The creature can repeat the saving throw at the start of each turn, ending this effect on a success.

Starting at 7th level, the creature also takes half as much damage psychic damage on a successful saving throw.

Banishing Shot

Prerequisite: 10th-level Fighter

The creature must succeed on a Charisma saving throw or be banished to a harmless demiplane for 1 minute. On each of its turns while it is banished, the creature can use its action to repeat the saving throw, ending the effect on a success. When it ends, it reappears in the space that it was banished from, or if that space is occupied, the closest unoccupied space.

Severing Shot

Prerequisite: 10th-level Fighter

The creature must succeed on a Constitution saving throw or take force damage equal to two rolls of your Exploit Die and be unable to cast spells for 1 minute. The creature can repeat this saving throw at the start of each turn, ending the effect on a success.

Technical Shot

Prerequisite: 10th-level Fighter

The creature must succeed on a Dexterity saving throw or suffer the effects of one Martial Exploit you know. You can use this Enchanted Shot to deliver the effects of Exploits that normally require a you to hit with a melee weapon attack.

Transposing Shot

Prerequisite: 10th-level Fighter

The creature must succeed on a Charisma saving throw or take force damage equal to two rolls of your Exploit Die and instantly switch places with you. Neither you nor the target provoke opportunity attacks with this movement. Creatures take half as much force damage on a successful saving throw.



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.

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.

Rebounding 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.



Water Dancer

Where most who are touched by the magic of the elemental planes become sorcerers, some channel this power alongside their martial skill to become deadly warriors of the elements. Water Dancers combine skill with the armaments of war with a connection to the plane of water to become blurs of water and steel. They model their combat technique on the ebb and flow of water, absorbing and redirecting their enemies blows.

Water Dancer Exploits

3rd-level Water Dancer 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, parry</i>
5th	<i>defensive stance, redirect</i>
9th	<i>mythic resilience</i>

Primordial Soul

3rd-level Water Dancer Archetype feature

Whether by birth, happenstance, or ritual, you have an innate connection with the elemental plane of water. Upon adopting this Archetype you gain the following elemental benefits:

- You can breathe both air and water.
- You can speak, read, and write Aquan. Knowing Aquan allows you to speak and understand Primordial and its three other dialects: Auran, Ignan, and Terran.

Water Dance

3rd-level Water Dancer Archetype feature

Your combat style mimics the continual ebb and flow of the waves, absorbing the strikes of your foes and turning their own momentum against them. Whenever a creature targets you with an attack and misses, you gain 1 Flow, which you can use to fuel your elemental abilities. The maximum Flow you can have at one time is equal to your Fighter level.

When you hit a creature with a melee weapon attack, you can expend any amount of Flow to enhance your strike with elemental water, creating one of the following effects:

- It takes 1d4 additional bludgeoning damage per Flow.
- It must succeed on a Strength saving throw against your Exploit save DC or be pushed away from you in a straight line, 5 feet per Flow. A creature larger than you has this distance halved for each size category it is larger than you.

Finally, you can use a bonus action to expend an Exploit Die to gain Flow equal to your Wisdom modifier.

Flowing Step

7th-level Water Dancer Archetype feature

You can infuse your body with the fluidity of elemental water. You can spend 1 Flow to take the Disengage or Dodge action as a bonus action on your turn.

Elemental Ally

10th-level Water Dancer Archetype feature

You have learned to channel Flow to summon allies from the elemental plane of water. As an action on your turn, you can expend 5 Flow to cast *conjure minor elementals*, but you can only summon Ice Mephits and Steam Mephits.

Upon reaching 15th level, you can expend 10 Flow to cast *conjure elemental*, but only to summon a Water Elemental.

Oceanic Rebuke

15th-level Water Dancer Archetype feature

You can rebuke your enemies with oceanic wrath. When you are hit by a melee attack, you can use your reaction to expend Flow (up to your Wisdom modifier) to force the attacker to make a Strength saving throw. On a failed save, it takes 1d4 cold damage per Flow and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

Creatures that are at least one size larger than you have advantage on this Strength saving throw.

Legendary Water Dancer

17th-level Water Dancer Archetype feature

You are an unquestioned master of the Water Dance. When a creature you can see misses you with a melee attack, you can expend 1 Flow to make a melee weapon attack against it.



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 Witch- blade 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 moil**
*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.



Martial Exploits

Below are the Exploits available to the Fighter. If an Exploit has a prerequisite, like a minimum Ability Score or level, you can learn it at the same time you meet the prerequisites.

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.

Arresting Strike

When you hit a target with a weapon attack, you can expend one Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bonus damage equal to one roll of your Exploit Die and its speed is 0 until the start of your next turn.

Brace Up

Prerequisites: Constitution of 11

You steel yourself for combat, preparing yourself to take a hit. As a bonus action, you can expend one Exploit Die and gain temporary hit points equal to 1 + your Constitution modifier.

Commanding Presence

Prerequisites: Charisma or Strength of 11

When you make a Charisma (Persuasion) or Charisma (Intimidation) 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.

Also, whenever you would normally make a Charisma (Intimidation) check, you can instead make a Strength (Intimidation) check.

Counter

Prerequisites: Dexterity of 11

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and make a single melee weapon attack against your attacker. On hit, you add one roll of your Exploit Die to your damage roll.

Cunning Instinct

Prerequisites: Wisdom of 11

When you make a Wisdom (Perception) or a Wisdom (Survival) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know if you succeed or fail.

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.

Disarm

When you hit a creature with a weapon attack, you can expend an Exploit Die to force it to make a Strength saving throw. On a failed save, it takes additional damage equal to one roll of your Exploit Die, and it drops one item of your choice that it is currently holding on the ground in the space it is occupying.

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.

Feat of Strength

Prerequisites: Strength or Constitution of 11

Whenever you make a Strength or Constitution ability check you can expend Exploit Dice (up to your proficiency bonus), roll those dice, and add the result to your Strength or Constitution check.

Feint

As a bonus action, you can expend one Exploit Die to feint, forcing a creature that can see you within 15 feet to make a Wisdom saving throw. On a failed save, you have advantage on your attacks against it until the end of your current turn.

First Aid

As an action, you can touch a creature that has at least 1 hit point and expend Exploit Dice (up to your proficiency bonus), roll those dice, and that creature regains a number of hit points equal to the total roll + its Constitution modifier.

Heroic Fortitude

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

Hurl

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to throw an object that you are holding at a target you can see within 60 feet. The target must succeed on a Dexterity saving throw or both the object and target take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.

At 11th level, the range of this Exploit becomes 120 feet.

Inquisitive Eye

Prerequisites: Intelligence or Wisdom of 11

When you make an Intelligence (Investigation) or a Wisdom (Insight) 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.

Lightstep

Prerequisites: Dexterity of 11

When you make a Dexterity (Acrobatics) or a Dexterity (Stealth) 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.

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.

Menacing Shout

Prerequisites: Charisma of 11

As a bonus action, you can expend one Exploit Die and force one creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn and must use its action to move as far away from you as possible without harming itself.

Mighty Leap

Prerequisites: Strength of 11

When you move at least 10 feet immediately before you jump, you can expend Exploit Dice (up to your proficiency bonus) to increase the distance of your jump by 10 feet for each Exploit Die expended, even if this exceeds your remaining speed.

Mighty Thrust

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to force one target you touch to make a Strength saving throw. On a failed save, it is knocked back in a line number of feet equal to 5 times your Strength modifier. A target that is more than one size larger than you has advantage on its saving throw.

Parry

Prerequisites: Dexterity of 11

When a creature that you can see targets you with a melee attack, you can use your reaction to expend one Exploit Die, roll it, and add it to your Armor Class against the attack. You must be holding a melee weapon or shield to use this Exploit.

Starting at 5th level, if you use this Exploit and the attack misses, you can make a single melee weapon attack against the creature that attacked you as part of the same reaction.

Precision Strike

Prerequisites: Dexterity of 11

As part of a weapon attack you can expend one Exploit Die, roll it, and add the result to your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

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.

Rustic Intuition

Prerequisites: Wisdom of 11

When you make an Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Medicine) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

Ruthless Strike

Prerequisites: Strength of 11

When you hit a target with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus), roll the dice, and add them to the damage roll of that attack.

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.

Scholarly Recall

Prerequisites: Intelligence of 11

Whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

Skilled Rider

Prerequisites: Wisdom of 11

When your trained mount makes an ability check, attack roll, or saving throw, or you make a Wisdom (Animal Handling) check to control it, 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.

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.

Subtle Con

Prerequisites: Dexterity or Charisma of 11

When you make a Dexterity (Sleight of Hand), a Charisma (Deception), or a Charisma (Performance) check you can expend an Exploit Die, roll it, and add it to your ability check. You can do so after you roll, but before you know the result.

Sweeping Strike

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bludgeoning damage equal to one roll of your Exploit Die and falls prone. A creature more than one size larger than you has advantage on its saving throw.

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.

Warding Strike

When a creature moves within the reach of a melee weapon you are wielding, you can use a reaction to expend an Exploit Die and make a single attack against it with that weapon. On hit, you add one roll of your Exploit Die to your damage roll.



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.

Aggressive Sprint

Prerequisites: 5th level

As a bonus action, you can expend one Exploit Die to move up to your walking speed toward a hostile creature that you can see and make a single melee weapon attack against it.

Blinding Debris

Prerequisites: 5th level, Dexterity of 13

As a bonus action, you can expend an Exploit Die to attempt to blind a creature with debris. A creature you can see within 10 feet must succeed on a Constitution saving throw or take piercing damage equal to one roll of your Exploit Die and become blinded until the beginning of your next turn.

Concussive 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 and force it to make a Constitution saving throw. On a failed save, the target suffers the effects below until the beginning of your next turn:

- Its speed becomes 0, and it can speak only falteringly.
- It has disadvantage on attack rolls and ability checks.
- It has disadvantage on Dexterity saving throws.
- Attack rolls against it have advantage.

Crippling Strike

Prerequisites: 5th level

When you hit a target with a weapon attack, you can expend an Exploit Die to cripple one of its senses. It must succeed on a Constitution saving throw or it takes additional damage equal to one roll of your Exploit Die and is blinded, deafened, or cannot speak (your choice) until the start of your next turn.

Defensive Stance

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die to enter a defensive stance that lasts until the start of your next turn. Each time a creature you can see targets you with an attack while you are in this stance, you can roll your Exploit Die and add the result to your Armor Class against that attack.

Dirty Hit

Prerequisites: 5th level, Dexterity of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike at a vulnerable area. It must succeed on a Constitution saving throw or it takes additional damage equal to a roll of your Exploit Die, falls prone, and it cannot take reactions until the start of your next turn.

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.

Heroic Will

Prerequisites: 5th level

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

Honor Duel

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and shout a challenge at a foe. One creature of your choice within 30 feet that can see or hear you must make a Wisdom saving throw. On a failed save, the creature has disadvantage on all attack rolls it makes against targets other than you for 1 minute.

The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. This effect ends early if you attack a creature other than the target.

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.

Martial Focus

Prerequisites: 5th level

As part of a weapon attack you can expend an Exploit Die to grant yourself advantage on your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

Redirect

Prerequisites: 5th level

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and force it to attack another creature of your choice within range of its attack, adding one roll of your Exploit Die to its attack roll.



Rending Strike

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to rend its armor. It must succeed on a Dexterity saving throw or it takes additional damage equal to one roll of your Exploit Die and its Armor Class is reduced by 1 until the damage is repaired, or it finishes a long rest.

Ringling 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.

Volley

Prerequisites: 5th level, Dexterity of 13

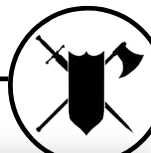
As an action, you can expend one Exploit Die to fire a volley of ammunition at a point you can see within normal range of your weapon. Creatures of your choice within 5 feet of that point must make a Dexterity Saving throw. On a failure, they take piercing damage equal to one roll of your Exploit Die + your Dexterity modifier, and half as much on a success.

You must have enough ammunition to hit each target.

Whirlwind Strike

Prerequisites: 5th level, Strength or Dexterity of 13

In place of an attack, you can expend an Exploit Die to force each target within reach of a melee weapon you are wielding to make a Dexterity saving throw. Targets take damage equal to a roll of your Exploit Die + your Strength or Dexterity modifier on a failed save, and half as much on a success.



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.

Disorienting Blow

Prerequisites: 9th level, Strength of 15

When you hit with a creature with a melee weapon attack, you can expend an Exploit Die to strike with great force, dealing additional damage equal to two rolls of your Exploit Die and it must succeed on a Wisdom saving throw or suffer the following effects for 1 minute:

- Its speed is halved and it cannot take reactions.
- Its Armor Class is reduced by 2.
- It has disadvantage on Dexterity saving throws.
- On its turn it can only take an action or a bonus action.
- It cannot make more than one attack during its turn, even if a feature would allow it to make multiple.

It can make a Wisdom saving throw at the end of each of its turns, ending these effects on a success.

This Exploit's effects do not stack with the *slow* spell.

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.

Heroic Focus

Prerequisites: 9th level

As a bonus action, you can expend one Exploit Die to enter a heightened 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:

- Your speed is doubled.
- You gain a +2 bonus to your Armor Class.
- You have advantage on Dexterity saving throws.
- You gain an additional action on each of your turns. It can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action.

When the effect ends, you must succeed on a Constitution saving throw against your Exploit save DC, or you can't move or take actions until after the end of your next turn.

This Exploit's effects do not stack with the *haste* spell.

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.

Mythic Athleticism

Prerequisites: 9th level, Strength or Constitution of 15

As a bonus action, you can expend Exploit Dice (up to your proficiency bonus) to enter a heightened state of physical performance which you must concentrate on as if you were concentrating on a spell. You gain the benefits listed below:

- Whenever you make a Strength or Constitution check, you can treat a roll of 9 or lower on the d20 as a 10.
- Your walking speed increases by a number of feet equal to 5 times your Strength modifier (minimum of 5 feet).
- You count as one size larger for the purposes of carrying capacity and the size of creatures that you can grapple.
- Both your long and high jump distances double, even if that distance would exceed your remaining movement.

The effects last for 10 minutes for each Exploit Die spent as part of this Exploit, and end early if you are incapacitated.



Mythic Resilience

Prerequisites: 9th level, Constitution of 15

When you take damage from a source you can see, you can expend Exploit Dice (up to your proficiency bonus) to reduce the incoming damage. For each Exploit Die you expend you roll three Exploit Dice, adding your Constitution modifier to the total of all the dice. You reduce the damage by the total.

If the total rolled exceeds the amount of damage, you gain temporary hit points equal to the remaining amount.

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.

Thunderous Shot

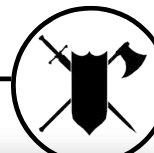
Prerequisites: 9th level, Strength or Dexterity of 15

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) and fire a piece of ammunition in a line, out to the weapon's normal range. Creatures in the line must succeed on a Dexterity saving throw or take piercing damage equal to two rolls of your Exploit Die for each Exploit Die you spent. On a success, they take half as much damage.

War Cry

Prerequisites: 9th level

As an action, you can expend one Exploit Die and issue a mighty cry, forcing creatures of your choice that can hear you in an adjacent 30-foot cone to make a Wisdom saving throw. On a failed save, they drop whatever they are holding and are frightened of you for 1 minute. If a frightened creature ends its turn and does not have line of sight to you, it can repeat the saving throw, ending the effect on a success.



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.

Expert Determination

Prerequisites: 13th level

As an action, you can expend one Exploit Die to focus your mind and temporarily sharpen one of your skills. Choose a skill or tool that you are proficient in. For the next hour, you can add one roll of your Exploit Die to any check you make that uses that skill, without expending an Exploit Die.

Fluid Movements

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die to enter a heightened state of movement 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:

- Your movement is unaffected by difficult terrain.
- You can use a bonus action on your turn to gain the benefits of both the Dash and Disengage action.
- Spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.
- You can spend 5 feet of movement to instantly escape from nonmagical restraints like manacles or a grapple.
- Swimming or being underwater imposes no penalties on your movements or your attack rolls.

Quick Draw

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die and enter into a heightened state of focus which you must concentrate on as if concentrating on a spell. For the next minute, or until you lose concentration, you can use a bonus action, including the bonus action you used to use this Exploit to make two ranged weapon attacks so long as you have ammunition.

This Exploit's effects don't stack with the *swift quiver* spell.

Staggering Blow

Prerequisites: 13th level, Strength of 17

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) to strike with legendary power and force it to make a Wisdom saving throw. On a failed save, it takes additional damage equal two rolls of your Exploit Die for each Exploit Die you spent and for 1 minute it has disadvantage on all attack rolls, ability checks, and it cannot take reactions. On a success, it takes half as much damage and suffers no additional effects.

The creature can make a Wisdom saving throw at the start of each of its turns, ending the effects of this Exploit on a successful save.

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.

Unbreakable

Prerequisites: 13th level, Constitution of 17

When you take damage that would reduce you to 0 hit points, even if that damage would kill you outright, you can expend Exploit Dice (up to your proficiency bonus) and fall to 1 hit point. For each Exploit Die you spent, roll three Exploit Dice, and you gain temporary hit points equal to the total roll.



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*.

Storm of Arrows

Prerequisites: 17th level, Dexterity of 19

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) to fire a volley of ammunition at a point you can see within the range of your weapon. Creatures of your choice within 30 feet of that point must succeed on a Dexterity saving throw or they take piercing damage equal to two rolls of your Exploit Die for each Exploit Die you spent + your Dexterity modifier. Any creature that succeeds on its saving throw takes half as much piercing damage.

You must have enough ammunition to hit each target.

Steel Wind Slash

Prerequisites: 17th level, Strength or Dexterity of 19

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) and flourish a melee weapon then vanish. Choose up to five targets that you can see within 30 feet and make one melee weapon attack against each one.

On a hit, each target takes damage of your weapon's type equal to two rolls of your Exploit Die for each Exploit Die you spent + either your Strength or Dexterity modifier.

You then appear in an unoccupied space of your choice you can see within 5 feet of one of the targets of this Exploit.

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 the 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.



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>



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