

ALTERNATE FIGHTER EXPANDED



HOME BREW



A Multitude of Additional Options for the Alternate Fighter



ALTERNATE FIGHTER EXPANDED

The unyielding fighter is a staple in nearly every fantasy story. In 5e, the fighter, while mechanically balanced, falls short of the fantasy it tries to capture. The [Alternate Fighter](#) strives to capture the fantasy of playing a master of battle. Included below are additional options for the Alternate Fighter class:

Additional Fighting Styles. The Fighting Styles included with the Alternate Fighter emulate the most common forms of combat. Fighting Styles included here can be more exotic, specific, or dangerous for those who makes use of them.

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

Additional Martial Exploits. The Exploits included with the Alternate Fighter represent the most common feats of martial skill learned by fighters. Exploits included here may be harder to learn, or require a specific master to teach.

Advanced Martial Exploits. The Exploits included in this section are based on the power of spells that currently exist in the game. If the tone of your game or setting allows for more fantastical Exploits, consider choosing from this list.

Exclusive Exploits. Also included are Archetype Exclusive Exploits for official fighter Archetypes that were published after the *Player's Handbook*: the Cavalier, Samurai, Arcane Archer, Echo Knight, Psi Warrior, and Rune Knight.

Additional Warrior Archetypes. Included below are five additional Archetypes for fighters to choose from at 3rd level.

Additional Fighter Builds. At the conclusion are included nine more example Fighter Builds using the content here.

ADDITIONAL FIGHTING STYLES

Martial warriors of all types usually adopt a signature Fighting Style. The options below are available to the Alternate Fighter, in addition those included in the base class. You cannot select a Fighting Style more than once, even if a feature lets you choose again.

BERSERKERGANG

You fight with reckless abandon in battle. Once per turn, you can grant yourself advantage on a single attack roll. Once you take this advantaged attack, your Armor Class is reduced by 2 until the beginning of your next turn.

HEAVYWEIGHT FIGHTING

You use your weight, and that of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +2 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

MOUNTED WARRIOR

Once per turn, when you hit a creature with a melee attack while riding a mount, you can force the target to make a Strength saving throw against your Exploit save DC. On a failed save, a Large or smaller target is knocked prone.

PIT FIGHTING

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

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

SHIELD WARRIOR

You can use a shield as a martial melee weapon. On hit, you deal 2d4 bludgeoning damage. If you are wielding a shield and no other weapons, you gain a +1 bonus to both your damage rolls with shield attacks, and to your Armor Class.

STRONGBOW

You can use your Strength score, in place of your Dexterity, for attack and damage rolls with longbows and shortbows.

ALTERNATE RULE: STYLE RE-TRAINING

Some Fighting Styles, especially those here, are specific in application. Consider allowing fighters in your game to re-train their Fighting Style over a few long rests to adjust to the challenges ahead.





MARTIAL FEATS

The feats here, like the ones in the *Player's Handbook*, are an optional rule. Make sure to check with your GM before you adopt one of the following feats for your player character.

MARTIAL TRAINING

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

- You learn two Martial Exploits of your choice from those available to the Alternate Fighter. If an Exploit you use requires the target to make a saving throw to resist the effects, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain two Exploit Dice, which are d4s. This die is used to fuel your Exploits. An Exploit Die is expended when you use it. You all expended Exploit Dice when you finish a short or long rest. If you already have Exploit Dice from another source, these are added to your pool of dice.

MASTERFUL TECHNIQUE

Prerequisite: At least one Fighting Style Known

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

- You increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You learn an additional Fighting Style from those available to the Alternate Fighter. However, you can only be under the effects of one Fighting Style you know at a time.
- As a bonus action on your turn, you can switch your Fighting Style to another Fighting Style you know.

ADDITIONAL MARTIAL EXPLOITS

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

Some of the Martial Exploits included here may require you to be wielding a certain type of weapon or a shield.

AGGRESSIVE STRIKE

As a bonus action, you can expend an Exploit Die to move up to your full movement speed towards a hostile creature and make one weapon attack against that creature. On hit, you deal additional damage equal to your Exploit Die.

You can use this Exploit so long as you have at least 5 feet of movement speed remaining.

EXECUTE

You can expend an Exploit Die in place of an attack to try to execute an incapacitated or prone creature. Make an attack roll with your weapon. If your roll exceeds the creature's remaining hit points, their hit points are reduced to 0.

FEINT

As a bonus action, you can expend an Exploit Die to force a creature within 30 feet, that can see you, to make a Wisdom saving throw. On a failed save, the next attack you make against that creature has advantage, and on hit, it deals additional damage equal to your Exploit Die.

FORM UP

While you are wielding a shield, you can use your action to expend an Exploit Die to form a defensive formation with your allies. Until the start of your next turn, you, and each friendly creature within 5 feet of you, gains a +1 bonus to their Armor Class for each friendly creature within 5 feet.

HURL

You can expend an Exploit Die in place of an attack to throw an object that you can hold in one hand at a creature you can see within 60 feet. The target must succeed on a Dexterity saving throw or take bludgeoning damage equal to your Exploit Die + your Strength modifier. The object you throw takes the same damage, regardless if you hit or miss.

RENDING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force them to make a Constitution saving throw. On a failed save, the target takes additional damage equal to your Exploit Die and their Armor Class is reduced by 1 until the start of your next turn.

SHIELD IMPACT

As a reaction when you are hit by a melee attack, you can expend an Exploit Die to reduce the damage by an amount equal to your Exploit Die + your Constitution modifier. You must be wielding a shield to use this Exploit.

TAKE COVER

When a creature that you can see hits you with a ranged attack or forces you to make a Dexterity saving throw, you can expend an Exploit Die to immediately fall prone. When you fall prone you gain temporary hit points equal to your Exploit Die that last until you stand up.



ADVANCED MARTIAL EXPLOITS

The following Advanced Exploits based on existing spells are available to the Alternate Fighter. Some of these Exploits may not fit the tone of your game, so check with your GM before learning any of the Advanced Exploits below.

If an Exploit has fighter level prerequisite, you can learn it at the same time you meet its level prerequisites.

FLAMING SHOT

When you make a ranged weapon attack, you can expend an Exploit Die to light the ammunition aflame. On hit, the target takes additional fire damage equal to your Exploit Die.

If the target is flammable, and it is not being worn or carried, you can choose to ignite it rather than deal damage.

SHATTERING SLAM

As an action, you can expend any amount of Exploit Dice and strike the ground at your feet, forcing creatures within 5 feet to make a Dexterity saving throw. On a failed save, they take bludgeoning damage equal to the Exploit Dice you spent and fall prone. On a success they take half damage.

If the area you strike is loose earth or stone, it becomes difficult terrain until a creature uses its action to clear it.

STRIKE OF THE ZEPHYR

As an action, you can flourish your weapon and expend any amount of Exploit Dice to move up to your full movement speed in a straight line. Any creature you move through must make a Dexterity saving throw. Creatures take damage of your weapon's type equal to the Exploit Dice you spent on a failed save, and half as much on a success.

This movement does not provoke opportunity attacks.

THUNDEROUS BLOW

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Strength saving throw. On a failed save, they takes additional thunder damage equal to your Exploit Die and is pushed away from you 10 feet in a straight line. Creatures more than one size larger than you have advantage on their saving throw.

For each additional Exploit Die you expend as part of the attack, the creature is knocked back an additional 10 feet.

DESTRUCTIVE SLAM

Prerequisite: 5th level fighter

As an action, you can expend Exploit Dice 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 the Exploit Dice you spent and fall prone. On a success they take half damage.

The area becomes difficult terrain until a creature takes 1 minute to clear it, and any objects take maximum damage.

GALE FORCE SLASH

Prerequisite: 5th level fighter

As an action, you can flourish your weapon and expend Exploit Dice to rend the air in front of you. Creatures in an adjacent 20-foot cone must make a Constitution saving throw. On a failed save, they take thunder damage equal to the Exploit Dice you spent. On a success they take half damage.

THUNDEROUS SHOT

Prerequisite: 5th level fighter

As an action while you are wielding a ranged weapon, you can expend Exploit Dice and fire a piece of ammunition in a straight line the length of your weapon's normal range. Any creature that the ammunition passes through must make a Dexterity saving throw. They take the normal damage of the weapon, plus thunder damage equal to the Exploit Dice you spent on a failed save. On a success they take half damage.

CATAclysmic SLAM

Prerequisite: 9th level fighter

As an action, you can expend Exploit Dice and strike the ground at your feet with overwhelming power. A shockwave of earth and thunderous force erupts from you, forcing any creatures within 30 feet to make a Constitution saving throw. On a failed save, they take thunder damage equal to the Exploit Dice you spent and fall prone. On a successful save they take half as much damage.

The area becomes difficult terrain until a creature takes 1 minute to clear it, and any objects take maximum damage.

STORM OF ARROWS

Prerequisite: 9th level fighter

As an action while you are wielding a ranged weapon, you can expend Exploit Dice and choose a point within the normal range of your weapon. Creatures within 30 feet of that point must make a Dexterity saving throw. They take piercing damage equal to the Exploit Dice you spent on a failed save, and half as much on a success.

You must have a piece of ammunition to hit each creature in order for that target to take damage of this Exploit.

STRIKES OF STEEL WIND

Prerequisite: 9th level fighter

As an action, you can flourish your weapon and expend any amount of Exploit Dice to move at blinding speed. Make a melee attack against up to five creatures you can see within 30 feet. On a hit, a target takes damage of your weapon's type equal to the Exploit Dice you spent.

You then appear to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

LEGENDARY EXPLOIT

Prerequisite: 17th level fighter

Epic level fighters should be capable of legendary feats on par with powerful spellcasters. Should your table allow it, consult your GM to design a Legendary Exploit for your fighter, considering the following guidelines for creation:

- You should expend Exploit Dice as an action to use it.
- If it targets a single creature, it should deal damage equal to the Exploit Dice you spent + your Strength or Dexterity modifier in bludgeoning, piercing, or slashing damage. Consider adding a rider effect like stunned or blinded.
- If it targets an area, reduce the damage of the Exploit accordingly. The larger the area, the less damage.
- If it targets an area, it should force creatures in that area to make a Strength, Dexterity, or Constitution saving throw based on the Exploit's nature to resist its effects.
- If it causes a condition in addition to damage (such as prone, blinded, stunned, etc) the damage should also be reduced according to the strength of the condition.



EXCLUSIVE EXPLOITS

Below are exclusive Martial Exploits for official Archetypes published after the *Players Handbook*: Cavalier, Samurai, Arcane Archer, Echo Knight, Psi Warrior, and Rune Knight.

CAVALIER EXPLOITS

The Exploits below are exclusive to fighters of the Cavalier Archetype. Cavalier Exploits focus on defending their allies and making use of their trained mounts in combat.

CAVALIER'S TRAINING

When you make a Charisma (Persuasion), Wisdom (Insight) or Wisdom (Animal Handling) check, 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.

MOUNTED STRIKE

When you hit a creature with an attack from atop a mount, you can expend an Exploit Die, adding it to the damage of your attack and forcing it to make a Strength saving throw. On a failed save, it is knocked prone.

SKILLED RIDER

Whenever a mount you are riding makes an ability check or saving throw, you can expend an Exploit Die and add it to the result of the roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

SAMURAI EXPLOITS

The Exploits below are exclusive to fighters of the Samurai Archetype. Samurai Exploits focus on their regal demeanor in diplomacy and relentless fighting spirit on the battlefield.

CRITICAL STRIKE

When you score a critical hit with a weapon attack, you can expend an Exploit Die to re-roll any amount of the damage dice for that attack. You must use the result of the new rolls.

REGAL SPIRIT

Whenever you are forced to make a saving throw to resist being charmed, frightened, or stunned, 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.

SAMURAI'S NOBILITY

When you make an Intelligence (History), Wisdom (Insight), or Charisma (Persuasion) check, 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.

ARCANE ARCHER EXPLOITS

If you play an Arcane Archer with the Alternate Fighter class, treat the Arcane Shots as Archetype Exclusive Exploits that are available to be learned whenever you learn a new Exploit.

Also, If you have no uses of Arcane Shot remaining, you can expend an Exploit Die to use an additional Arcane Shot as part of that attack. However, when you expend an Exploit Die to use an Arcane Shot in this way, any damage dealt by the Arcane Shot you use is replaced by two rolls of your Exploit Die, instead of the normal damage of that Shot.

ECHO KNIGHT EXPLOITS

The Exploits listed below are exclusive to fighters of the Echo Knight Archetype. Echo Knight Exploits focus on strange shadow magic which they can use to duplicate themselves.

ECHO KNIGHT'S ESOTERICA

When you make a Intelligence (Arcana), Dexterity (Stealth) or Wisdom (Insight) check, 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.

ENHANCED ECHO

When you create an Echo, you can expend an Exploit Die as part of that bonus action and add it to the Echo's hit points.

SHADOW TRANSPOSITION

As a bonus action, you can expend an Exploit Die to switch places with your Echo. You and your Echo instantly teleport to the other's location without provoking opportunity attacks.

PSI WARRIOR EXPLOITS

The Exploits listed below are exclusive to fighters of the Psi Warrior Archetype. Psi Warrior Exploits focus on combing their wondrous psionic power with deadly martial skill.

AWAKENED MIND

When you are forced to make a Intelligence, Wisdom, or Charisma save to resist the effects of a spell, 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.

PSI WARRIOR'S AURA

When you make a Wisdom (Insight), Charisma (Intimidation), or Charisma (Persuasion) check, 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.

PSIONIC STRENGTH

When you make a Strength (Athletics) check, you can expend an Exploit Die, and you gain a bonus to that roll equal to your Exploit Die + your Intelligence modifier (minimum of +1).

RUNE KNIGHT EXPLOITS

The Exploits listed below are exclusive to the Rune Knight Archetype. Rune Knight Exploits focus on channeling the ancient and powerful runic magic of the giants and dragons.

RUNE KNIGHT'S KNOWLEDGE

When you make a Intelligence (Arcana), Intelligence (History) or smith's tools check, 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.

RUNIC ENDURANCE

When you take bludgeoning, piercing, or slashing damage, you can expend an Exploit Die to reduce the damage by an amount equal to twice your Exploit Die.

RUNIC LORE

When you make a Charisma check related to Giants, you can expend a Exploit Die and add it to the result of your roll.



WARRIOR ARCHETYPES

Choose one of the following Warrior Archetypes that best represents the training and skill of your fighter: Guardian, Guerrilla, Pact Warrior, Quartermaster, or Tinker Knight.

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 FEATURES

Fighter Level	Feature
3rd	Guardian Stance, Warrior Smith
7th	Rallying Wind
10th	Stalwart Defender
15th	Improved Guardian Stance
18th	Legendary Guardian

GUARDIAN STANCE

Beginning at 3rd level, so long as you are wielding a shield, you can expend an Exploit Die as a bonus action to enter a Guardian Stance. It lasts for 1 minute, and ends early if you are incapacitated, you doff your shield, or you end it as a free action. While in this Stance, you gain the following features:

- Your movement speed is reduced by 10 feet.
- Creatures of your choice within 5 feet that are wielding a shield gain a +1 bonus to their Armor Class.
- As a reaction, when a creature within 5 feet is hit by an attack, you can become the target of the attack, taking the damage of the attack if it would hit you.
- As a bonus action, you can make a special melee attack with your shield. On hit, your shield deals bludgeoning damage equal to 1d4 + your Strength modifier.

WARRIOR SMITH

You gain the skills to maintain your arms and armor so that you may better defend your allies. At 3rd level you gain proficiency with leatherworker's tools and smith's tools.

If you are already proficient with these tools you gain proficiency with another set of artisan's tools of your choice.

RALLYING WIND

You can rally your allies to hold the line. Starting at 7th level, when you use Second Wind, creatures of your choice within 5 feet gain temporary hit points equal to your fighter level.

STALWART DEFENDER

Your defensive tactics grow stronger when amongst your allies. Starting at 10th level, while you are in your Guardian Stance, you gain a +1 bonus to your Armor Class for each friendly creature within 5 feet of you that is wielding a shield.

In addition, so long as you are not surprised when you roll initiative, you can choose to enter your Guardian Stance as a reaction without expending an Exploit Die.



IMPROVED GUARDIAN STANCE

Starting at 15th level, while you are in your Guardian Stance, creatures of your choice within 5 feet of you gain the benefits of half cover, even if they are not wielding a shield.

LEGENDARY GUARDIAN

You have become a master Guardian. Starting at 18th level, any benefits from your Guardian Stance and Guardian Archetype Exploits affect creatures of your choice within 10 feet of you, even if they are not wielding a shield.

GUARDIAN EXPLOITS

The Exploits below are exclusive to fighters of the Guardian Archetype. Guardian Exploits focus on defending their allies and improving their own formidable defensive capabilities.

GUARDIAN'S RESILIENCE

When you are forced to make a Strength saving throw, a saving throw to resist the effects of exhaustion, or a smith's tools check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

HEART OF STEEL

As a reaction when you are hit by a melee attack, you can expend an Exploit Die and reduce the damage by an amount equal to twice your Exploit Die + your Constitution modifier.

IMMOVABLE

As an action, you can expend an Exploit Die and plant your feet in an immovable stance. Until the end of your next turn, a creature that would move you, or move through your space, must succeed on a Strength saving throw in order to do so.





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.

GUERRILLA FEATURES

Fighter Level	Feature
3rd	Adaptable Combatant, Survivalist
7th	By Land or Sea
10th	Adaptable Fighting Style
15th	Unwavering
18th	Legendary Guerrilla

ADAPTABLE COMBATANT

Starting at 3rd level, you can adjust your skills to meet the challenge at hand. At the end of a long rest, you can replace one Exploit you know with another Exploit of your choice.

In addition, you learn an Exploit of your choice from your list of Guerrilla Exploits. This additional Exploit doesn't count against your total number of Exploits Known.

SURVIVALIST

At 3rd level, you gain proficiency in two of the following skills of your choice: Athletics, Perception, Stealth, or Survival.

Starting when you reach 7th level in this class, you can add double your proficiency bonus to any ability check you make that uses either proficiency you gained through this feature.

BY LAND OR SEA

You have trained to succeed in any environment, no matter the obstacles. At 7th level, you gain one of the features below. You gain the other feature from this list at 10th level.

Alpine Combatant. You steel yourself for battle at great heights. You gain a climbing speed equal to your movement speed, and as a reaction, you can reduce any falling damage you take by an amount equal to your fighter level.

Marine Combatant. You have prepared for amphibious combat. You gain a swimming speed equal to your movement speed, and you can hold your breath for up to 1 hour.

ADAPTABLE

FIGHTING STYLE

You can change your style of fighting to better counter your foes. Starting at 10th level, when you finish a long rest, you can replace your Fighting Style with another Fighting Style of your choice from the list in the fighter class description.

UNWAVERING

You are remarkably resilient. Beginning at 15th level, 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 can add double your proficiency bonus to the first Strength, Dexterity, or Constitution ability check or saving throw you make within the next minute.

LEGENDARY GUERRILLA

Starting at 18th level, there is nothing that can stand between you and your goals should you have time to prepare. You can use your Adaptable Combatant and Adaptable Fighting Style features at the end of each short or long rest.

GUERRILLA EXPLOITS

The Exploits below are exclusive to fighters of the Guerrilla Archetype. Guerrilla Exploits enhance their ability to adapt, and allow them to overcome any obstacle they may face.

ADAPT

When you make a saving throw to resist the effects of a hostile environment, or you make Strength (Athletics) or a Dexterity (Acrobatics) check, 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.

IMPROVISE

When you make an ability check that does not include your proficiency bonus, you can expend an Exploit Die and add it to your roll. You must use this Exploit before you roll.

OVERCOME

When you are reduced to 0 hit points but not killed outright, you can use your reaction to expend an Exploit Die and make a Constitution saving throw. The save DC equals 10 or half the damage you take, whichever number is higher. On a successful save, you drop to 1 hit point instead of 0.



PACT WARRIOR

Those who walk the dark path of the Pact Warrior 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 WARRIOR FEATURES

Fighter Level	Feature
3rd	Pact Magic, Sanguine Offering, Eldritch Power
7th	Otherworldly Step
10th	Enchanted Strikes
15th	Improved Sanguine Offering
18th	Profane Sacrifice

PACT MAGIC

At 3rd level, the bargain you have struck with your Patron allows you to cast spells, much like a warlock does.

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

Spell Slots. The Pact Warrior 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 warlock spells of 1st-level or higher, you must expend a spell slot. You regain all expended 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 warlock spell list. The Spells Known column of the Pact Warrior Spellcasting table shows when you learn more warlock 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 reach 7th level, for example, you learn a new warlock spell of your choice, which can be 1st or 2nd-level.

When you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell of your choice from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your warlock 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

You have learned to sacrifice your own vitality to your Patron for increased martial potency. Starting at 3rd level, when you hit a creature with a melee weapon attack, you can expend one of your fighter Hit Die as part of the attack to deal an additional 2d10 necrotic damage to the target, in addition to the normal damage of your weapon.



PACT WARRIOR SPELLCASTING

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





ELDRITCH POWER

When you adopt this Archetype at 3rd level, you gain minor eldritch abilities that reflect the source of your power. Work with your GM to determine the source of your power. Is it an Otherworldly Patron available to warlocks? Did you undergo a cataclysmic arcane event that left you with strange power?

You gain one proficiency of your choice, and you learn one cantrip of your choice from any class spell list. This cantrip doesn't count against your total number of Cantrips Known.

Often, and at the discretion of your GM, the proficiency and cantrip you gain through this ability should reflect the nature of the Eldritch Power that granted you your arcane abilities.

OTHERWORLDLY STEP

Beginning at 7th level, you can draw upon the dark power gifted to you by your Patron to slip through cracks in reality. As an action, you can expend an Exploit Die to teleport up to 60 feet to an unoccupied space that you can see. If you appear within 5 feet of a creature, you can make one melee weapon attack against them as part of the same action.

ENCHANTED STRIKES

The eldritch magic within your blood seeps into your weapon strikes, undercutting resistance to spells. Starting at 10th level, when you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

IMPROVED SANGUINE OFFERING

You can restore your own vitality by inflicting pain on others. Beginning at 15th level, when you empower a weapon attack with your Sanguine Offering, you gain temporary hit points equal to the additional necrotic damage dealt to the creature.

Temporary hit points from this ability last for one minute, or until you gain temporary hit points from a different source.

PROFANE SACRIFICE

Upon reaching 18th level, you can offer the death of your foes to your Eldritch Power in return for enhanced abilities. As a reaction when a creature dies within 30 feet of you, you gain one of the following benefits of your choice:

- You have advantage on any weapon attack you make before the end of your next turn.
- You regain 1d4 +1 expended Hit Dice.
- You regain one expended Pact Magic spell slot.

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

PACT WARRIOR EXPLOITS

The Exploits listed below are exclusive to the Pact Warrior Archetype, and draw on their otherworldly eldritch abilities.

CURSED BLADE

As a bonus action, you can expend an Exploit Die to enhance a weapon you touch. For 1 minute, attacks with that weapon count as magical for the sake of overcoming resistances and immunities to attacks with non-magical weapons.

ELDRITCH INSIGHT

When you make an Intelligence (Arcana) or a check using the proficiency gained from your Eldritch Power, 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.

SPELLGUARD

As a reaction when you make an Intelligence, Wisdom, or Charisma saving throw to resist a spell, 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.



QUARTERMASTER

Every successful adventurer knows the value of teamwork, but none value it more than those known as Quartermasters. These supportive warriors strive to help their allies reach their full potential. Constantly putting the needs of their companions before their own, Quartermasters keep their team in top condition with a fresh Ration and a helping hand.

QUARTERMASTER FEATURES

Fighter Level	Feature
3rd	Bonus Proficiencies, Rations
7th	Dependable
10th	Improved Rations
15th	Ever Ready
18th	Iron Stomach

BONUS PROFICIENCIES

At 3rd level you gain proficiency with cook's utensils, land vehicles, and in the Animal Handling skill. If you are already proficient with any of these skills, you can add double your proficiency bonus to any check that uses that tool or skill.

RATIONS

Beginning at 3rd level, you can prepare Rations, morsels of potent food that keep your allies in peak condition. At the end of each long rest, you can prepare a number of Rations equal to your Constitution modifier (minimum of 1 Ration).

As an action, you can expend an Exploit Die to prepare additional Rations. You can eat a Ration, or feed the Ration to a creature within 5 feet as part of the same action used to create it. Prepared Rations can be eaten or fed to another creature as a bonus action. Any Rations you create become inert at the end of your next short or long rest. Consuming a Ration ends any current Ration effects on that creature.

DEPENDABLE

Starting at 7th level, you can use a bonus action on your turn to take the Help action, targeting a creature within 10 feet.

IMPROVED RATIONS

Starting at 10th level, you can use a bonus action to spend an Exploit Die to create a Ration, and any Ration with a duration of 1 minute has its duration increased to 1 hour.

EVER READY

You are always ready to support your companions. Beginning at 15th level, when you roll initiative, you prepare a single Ration of your choice without expending an Exploit Die.

IRON STOMACH

Your work taste testing experimenting with new wondrous Ration formulas has toughened your body and hardened your stomach. Upon reaching 18th level your Constitution score, and maximum Constitution score, both 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. It does not need to be a Ration that you prepared, and 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 level prerequisite, it refers to your fighter level, and you must meet the prerequisite to prepare it. A creature gains the Ration's benefits immediately upon consuming it.

Fortifying Ration (3rd level). Choose either Strength, Dexterity, or Constitution. For 1 minute, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw for the chosen ability score.

Invigorating Ration (3rd level). The creature regains hit points equal to your Constitution modifier + your Exploit Die.

Revitalizing Ration (3rd level). The creature ends one of the following conditions currently effecting it: blindness, deafness, poison, or they reduce their exhaustion level by 1.

Heightening Ration (7th level). Choose either Charisma, Intelligence, or Wisdom. For 1 minute, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw for the chosen ability score.

Tenacious Ration (7th level). Choose blinded, charmed, deafened, frightened, poisoned, paralyzed, or stunned. For 1 minute, the creature gains immunity to that condition.

Warding Ration (7th level). You gain resistance to one of the following damage types for 1 minute: acid, bludgeoning, cold, fire, piercing, poison, lightning, slashing, or thunder.

Berserker Ration (15th level). For 1 hour, you do not fall unconscious when reduced to 0 hit points. You still make death saving throws as normal, and die upon three failures. A creature that consumes this Ration cannot gain the benefits of another Ration until they finish a long rest.

Rejuvenating Ration (15th level). You instantly gain all the benefits of a short rest, including the ability to spend Hit Dice, as part of consuming this Ration. In addition to the short rest, you immediately gain 1 level of exhaustion. A creature that consumes this Ration cannot gain the benefits of another Ration until they finish a long rest.





SWORDSAGE

Swordsage, blade master, sword saint; expert warriors who dedicate their lives to the art of war have had many names throughout history. Only drawing their weapon when they are prepared to kill, a Swordsage will only strike down their foe when necessary. They are always looking to improve their technique, mastering ever more impressive martial skills.

Legends say that these reclusive masters take only one apprentice in their lifetime, passing on everything they know to a single student. Other folk tales tell of elusive sages who only take on the most promising young warriors. Whatever the origin of your skill, you are a Swordsage of legend, and your title inspires disbelief, fear, jealousy, and wonder.

SWORDSAGE FEATURES

Fighter Level Feature

3rd	Student of the Blade, Battle Trance
7th	Heightened Reflexes
10th	Improved Battle Trance
15th	Legendary Swordsage (d6)
18th	Legendary Swordsage (d8)

STUDENT OF THE BLADE

In your study of the sword you have mastered other skills adjacent to swordplay. At 3rd level, you gain proficiency in either Acrobatics, Insight, Intimidation, or Performance.

In addition, when you adopt this Archetype you learn one additional Martial Exploit. This Exploit can be from any list, including Archetype exclusive Exploits, and it doesn't count against your total number of Exploits Known.

You learn an additional Exploit in this way when you reach 7th level in this class, and again when you reach 18th level.

BATTLE TRANCE

At 3rd level, you learn to enter a Battle Trance. This Trance grants you improved abilities, provided you are not wearing heavy armor, using a shield, or wielding a heavy weapon.

As a bonus action, you can expend an Exploit Die to enter a Battle Trance for 1 minute. It ends if you are incapacitated, or if you don a shield, heavy armor, or a heavy weapon. While in your Battle Trance you gain the following benefits:

- Your movement speed increases by 10 feet.
- You gain a bonus to your Armor Class equal to half your proficiency bonus (rounded down).
- You have advantage on Strength (Athletics) checks.
- Once per turn, when you roll an Exploit Die for an Exploit you can roll twice and take the higher of the two rolls.
- As a reaction when you are forced to make a saving throw, you can expend an Exploit Die and add it to your roll.

HEIGHTENED REFLEXES

You have honed your reflexes in pursuit of martial perfection. At 7th level, you gain proficiency in Dexterity saving throws, and you can add your proficiency bonus to initiative rolls.

IMPROVED BATTLE TRANCE

You have mastered the Battle Trance of the Swordsage. Starting at 10th level, when you roll initiative, you can enter your Battle Trance without expending an Exploit Die.

LEGENDARY SWORDSAGE

Starting at 15th level, you become a whirlwind of deadly steel while in your Battle Trance. Once per turn, while you are in your Battle Trance, you can use an Exploit you know, rolling a d6 in place of expending an Exploit Die.

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



TINKER KNIGHT

The fighters known as Tinker Knights seek an unorthodox form of martial skill. Rather than master martial techniques they look to augment their physical ability with mechanical inventions and innovative weaponry. Though they spend most of their time theorizing, tinkering, and experimenting with new Schematics, Tinker Knights and their inventive arsenals are a force to be reckoned with on the field of battle.

TINKER KNIGHT FEATURES

Fighter Level Feature

3rd	Bonus Proficiencies, Inventive Arsenal
7th	Tinker's Expertise
10th	Mechanical Synergy
15th	Flexible Innovation
18th	Masterwork Inventions

BONUS PROFICIENCIES

When you adopt this Archetype at 3rd level, you gain the skill to maintain your inventions. You gain proficiency with tinker's and smith's tools. If you already proficient with these tools, you gain proficiency with another set of tools of your choice.

INVENTIVE ARSENAL

You have come up with a cacophony of strange modifications for weapons and armor, known as Schematics. At 3rd level, you learn two Schematics of your choice from the list at the end of this Archetype. When you gain a level, you can replace one Schematic you know with another of your choice.

As you gain levels in this class, your number of Schematics known grows; at 7th level (3), 10th level (4), and 15th level (5).

At the end of each a long rest, you can touch a number of objects equal to your number of Schematics Known and you modify each object with the features of one Schematic. These features last until the end of your next long rest. An object can only be modified by one Schematic at a time, and 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

Your skills rival the best of innovators. Starting at 7th level, 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 your Schematics to magic weapons and armor.

TINKER KNIGHT'S IN YOUR SETTING

Tinker Knights are a strange type of warrior who value brains over brawn. While the descriptive text here describes metal gears and springs, they can just as easily create their wondrous inventions with rocks, crystals, bones, sticks, and scales.



MECHANICAL SYNERGY

Your modifications work in tandem. Beginning at 10th level, you can apply two Schematics to one object, so long as the object meets the prerequisites for both Schematics.

FLEXIBLE INNOVATION

Your inventive arsenal can adjust to meet the challenges at hand. Starting at 15th level, 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 when transferred.

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

MASTERWORK INVENTIONS

Your innovations are wondrous in their effects. Beginning at 18th level, a weapon modified by a Schematic gains a +1 bonus to attack and damage rolls for each Schematic applied to it, and a set of armor modified by a Schematic gains a +1 bonus to Armor Class for each Schematic 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.





TINKER KNIGHT SCHEMATICS

The following Schematics are available to Tinker Knight fighters. If a Schematic has a level requirement, you can learn it at the same time you meet the requirement.

FEATHERWEIGHT SCHEMATIC

You modify the metallurgical makeup of an item, making it lighter. The wearer or wielder of an object modified by this Schematic has their movement speed increased by 10 feet.

Heavy Armor. When applied, the wearer ignores any Strength requirements the armor may have, or any penalty it may impose upon their Dexterity (Stealth) checks.

Light Armor. When applied, 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. When applied, a Heavy weapon becomes normal weight, and a normal weapon becomes a Light weapon.

INTUITIVE SCHEMATIC

You modify an item to take advantage of your martial and investigative instincts. The wearer or wielder of an object modified by this Schematic gains proficiency in Investigation and they can add double their proficiency bonus to any Intelligence (Investigation) checks they make.

Armor. When applied, the wearer can use their Intelligence in place of Dexterity, when calculating their Armor Class.

Weapon. When applied, the wielder can use their Intelligence modifier, in place of Strength or Dexterity, for attack and damage rolls with this weapon.

RADIANT SCHEMATIC

You imbue an item with a source of radiant energy. The wearer or wielder of an object modified by this Schematic can use a bonus action to cause the object to emit bright light in a 15-foot radius, and dim light 15 feet beyond that. They can extinguish the light as a bonus action on their turn.

Armor or Weapon. As a reaction when you are hit by an attack (armor), or hit a creature with an attack (weapon), you can force the creature to make a Constitution saving throw. On a failure, it is blinded for 1 minute. It can repeat the save at the end of each turn, ending the effect on a success.

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

REBOUNDBING SCHEMATIC

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

Armor. As a reaction when the wearer of this armor is hit by an attack, they can reduce the damage by an amount equal to 1d12 + 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 you use this feature you must finish a short or long rest before you can use it again.

Non-Heavy Weapon. When applied, the weapon gains the Thrown property with a range of 20 feet. After making an attack with this weapon, it immediately returns to the wielder.

EMPOWERED SCHEMATIC

Prerequisite: 7th level Tinker Knight

You modify an object with clockwork mechanics that improve physical ability and sharpens reflexes. The wearer or wielder of an object modified by this Schematic gains a bonus to their initiative equal to your Intelligence modifier (minimum of +1).

Heavy Armor. When applied, the wearer can use your Intelligence score, in place of Strength, for any Strength ability checks or saving throws they make.

Light Armor. When applied, the wearer can use your Intelligence score, in place of Dexterity, for any Dexterity ability checks or 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 Tinker Knight

You modify the metallurgical makeup of this item to make it far 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 their will.

Armor. When applied, this armor grants resistance to nonmagical bludgeoning, piercing, and slashing damage.

Weapon. When applied, this weapon deals bonus damage equal to your Intelligence modifier (minimum of 1) + your fighter level when you score a critical hit.



ALTERNATE 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 a fighter's Archetype, Fighting Style, and Martial Exploit choices, they reflect any warrior type from popular fiction and fantasy.

Each build suggests an Archetype, Fighting Styles, Martial Exploits, and Feats, all of which come from this document, the Alternate Fighter, the *Player's Handbook*, *Xanathar's Guide to Everything** or *Tasha's Cauldron of Everything***.

BLADE MASTER

Blade masters are hermits who wander the world looking to aid the common folk with their skills. Masters of many forms, they only draw their blade when they are prepared to kill.

Archetype:	<i>Swordsage</i>
Fighting Style:	<i>Classical Swordplay, Versatile Fighting</i>
Exploits:	<i>Defensive Stance, Disarm, Martial Focus, Redirect, Riposte, Swordsman's Grace</i>
Feats:	<i>Alert, Mobile, Great Weapon Master</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>Interception*, Protection</i>
Exploits:	<i>Disarm, Disorienting Blow, Menacing Cry, Sweeping Strike, Taunt</i>
Feats:	<i>Alert, Crusher, Sentinel, Shield Master</i>

CHOSEN ONE

You were selected at birth by a powerful extraplanar entity or mortal faction. Your actions are blessed, and you have a way of succeeding at a task or feat when all others fail.

Archetype:	<i>Samurai</i>
Fighting Style:	<i>Dueling, Improvised Fighting</i>
Exploits:	<i>Brace Up, Critical Strike, Feat of Strength, Hurl, Regal Spirit, Warrior's Reflexes</i>
Feats:	<i>Alert, Inspiring Leader, Lucky, Mobile</i>

CULT BLADE

Trained by servants of strange gods and eldritch beings, you are the elite warrior of a cult. When your sinister masters need something done, or someone slain, you are the go to.

Archetype:	<i>Pact Warrior</i>
Fighting Style:	<i>Dueling, Great Weapon Fighting</i>
Exploits:	<i>Arcane Smite, Dirty Hit, Eldritch Insight, Spellguard, Take Down, Zephyr Focus</i>
Feats:	<i>Mage Slayer, Skulker, War Caster</i>

LANCER

You are a master of mounted combat who has trained from birth to fight from atop a fearsome beast of war. You are adept at running down foes and leading charges in battle.

Archetype:	<i>Cavalier</i>
Fighting Style:	<i>Great Weapon Master, Mounted Warrior</i>
Exploits:	<i>Cavalier Training, Martial Focus, Menacing Cry, Skilled Rider, Taunt, Weakening Blow</i>
Feats:	<i>Heavy Armor Master, Mounted Combatant</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>Classical Swordplay, Marine Fighting</i>
Exploits:	<i>Adapt, Charlatan's Guile, Dirty Hit, Feat of Strength, Mighty Leap, Overcome</i>
Feats:	<i>Alert, Skill Expert, Slasher</i>

MEDIC

Medics are masters of keeping their allies in top condition, assuaging their hurts, and keeping spirits high in battle.

Archetype:	<i>Quartermaster</i>
Fighting Style:	<i>Defensive Fighting, Protection</i>
Exploits:	<i>Brace Up, Feat of Strength, First Aid, Suppressing Strike, Take Down, Taunt</i>
Feats:	<i>Chef*, Healer, Inspiring Leader</i>

PHALANX

Phalanx warriors are masters of a particular fighting style that utilizes a spear and shield. They are able to pivot from defensive formations to deadly spear attacks in an instant.

Archetype:	<i>Guardian</i>
Fighting Style:	<i>Defensive Fighting, Dueling</i>
Exploits:	<i>Defensive Stance, Feat of Strength, Heart of Steel, Immovable, Martial Focus</i>
Feats:	<i>Polearm Master, Sentinel, Shield Master</i>

MYSTIC

Mystics are guardians of peace and prosperity that are raised from birth to make use of their psionic potential in battle. They are pacifists who only use violence as a last resort.

Archetype:	<i>Psi Knight*</i>
Fighting Style:	<i>Blind Fighting, Versatile Fighting</i>
Exploits:	<i>Awakened Mind, Defensive Stance, Martial Focus, Psi Warrior's Aura, Zephyr Focus</i>
Feats:	<i>Alert, Resilient (Wisdom), Sentinel</i>



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ALTERNATE FIGHTER EXPANDED

A multitude of additional options to be used with the Alternate Fighter: additional Fighting Styles, Martial Exploits, Six Warrior Archetypes, and exclusive Exploits for the Martial Archetypes published after the *Player's Handbook*!

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