



MARTIAL ARCHETYPES

HOME BREW

Twelve new Martial Archetypes for the Fighter Class
in the World's Greatest Roleplaying Game



MARTIAL ARCHETYPES

At 3rd level, a Fighter gains the Fighter Archetype feature. The following Archetypes are available to Fighters, along with those in the *Player's Handbook* and official options:

Commander	Guerrilla	Quartermaster
Crusader	Marksman	Swordsage
Drifter	Martial Artist	Tinker Knight
Guardian	Master of Hounds	Witch Knight

COMMANDER

Not all Fighters rely solely on themselves in battle, some use their knowledge of battlefield tactics to command their allies. Commanders are warriors who lead their soldiers from the front, issuing Orders and inspiring greatness in others with their own brave deeds. By their presence, a Commander can transform an unorganized militia into a deadly force.

Fighter Level	Feature
3rd	Art of War, Tactical Orders
7th	Strategic Command
10th	Heroic Surge
15th	Invigorating Orders
18th	Legendary Commander

ART OF WAR

3rd-level Commander feature

You have spent time studying not only the strategy and tactics of war but also the theory of politics. You gain proficiency in one of the following skills: History, Insight, Investigation, or Persuasion. Moreover, whenever you make an ability check with that skill, you treat a d20 roll of 7 or lower as an 8.

TACTICAL ORDERS

3rd-level Commander feature

When you take the Attack action on your turn, you can issue one of the Orders from the list below in place of one attack. You can issue an Order to a willing creature within 30 feet, other than yourself, that can hear and understand you:

ATTACK ORDER

The next time the target of this Order 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

The target of this Order can use its reaction to immediately take the Dodge action.

MANEUVERING ORDER

The target of this Order can use its reaction to move up to its speed without provoking opportunity attacks.

SUPPORT ORDER

The target of this Order can use its reaction to immediately take the Help, Hide, Search, or Use an Object action.

STRATEGIC COMMAND

7th-level Commander feature

You rally your allies even as you fight. When you use Second Wind, you can choose three creatures within 30 feet that can hear you to regain hit points equal to your Fighter level.

CAPTAINS, TACTICIANS, & WARLORDS

The battlefield commander is an archetype that is conspicuously absent in 5e. This Archetype, along with the [Warlord Class](#) attempts to fill that niche.



HEROIC SURGE

10th-level Commander feature

Your action inspires your allies. When you use Action Surge, you can choose one creature within 30 feet that can hear you. As a reaction, it can move up to its speed without provoking opportunity attacks. At the end of this movement, it can make a single weapon attack as part of the same reaction.

INVIGORATING ORDERS

15th-level Commander feature

Your orders inspire greatness in those who fight alongside you. Whenever you issue an Order to a creature, it has advantage on the first weapon or spell attack roll that it makes within the next minute.

LEGENDARY COMMANDER

18th-level Commander feature

Your ability to inspire others and lead allies into battle rivals the great conquerors and commanders of legend. When you use Action Surge, your Heroic Surge can affect up to two creatures of your choice within 30 feet that can hear you.

CRUSADER

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

Crusaders serve many gods and causes, but they all have one thing in common; fanatical devotion to what they believe is right. Their belief is forged in the fires of devotion, and a Crusader will snap rather than bend.

Fighter Level	Feature
3rd	Crusader's Ire, Fanatical Disciple
7th	Renewed Fervor
10th	Zealous Fury
15th	Righteous Judgment
18th	Legendary Crusader

CRUSADER'S IRE

3rd-level Crusader 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 the creature forces you to make a saving throw, you can roll a d6, and add the result to your saving throw.

Your Mark lasts for 1 minute, or until the Marked creature is slain. Once you Mark a creature in this way you must finish a short or long rest before you can Mark another creature as the target of your Crusader's Ire.



FANATICAL DISCIPLE

3rd-level Crusader feature

You gain proficiency in Religion, and whenever you make an Intelligence (Religion) check related to the god or cause you serve you add double your proficiency bonus to your roll.

RENEWED FERVOR

7th-level Crusader 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 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, instantly making 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.

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.



RIGHTEOUS JUDGMENT

15th-level Crusader 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 feature

When the target of Crusader's Ire target's 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.

DRIFTER

While most warriors hone their craft in organized schools of war or combat units, some mastered their combat skill in the wild. Known colloquially as Drifters, these solitary warriors can be found wandering from town to town, making a living hunting bounties - whether they be man, beast, or monster.

Fighter Level	Feature
3rd	Wayward Soul, Wrangler
7th	Hair-Trigger
10th	Tenacious Pursuit
15th	Deadly Hunter
18th	Legendary Drifter

WAYWARD SOUL

3rd-level Drifter feature

You have spent many days and nights scratching a living out in the wild. You gain proficiency in Perception or Survival, and when you make a check with either of these skills, you can treat a d20 roll of 7 or lower as an 8.

You have also learned the language of the criminal world. You can identify, read, and speak in Thieves' Cant.

WRANGLER

3rd-level Drifter feature

You are especially adept at bringing your quarries in alive, though you have no qualms if they force you to take more extreme measures. As a bonus action on your turn, you can Mark a creature that you can see within 30 feet as your Quarry, granting you the following benefits:

- When you make a Strength (Athletics) check to shove or grapple your Quarry, you have advantage on your roll.
- As a reaction when your Quarry misses you with a melee attack, you can force it to make a Dexterity saving throw (Save DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save, you can choose to knock it prone or to grapple the creature (if you have a free hand).
- You have advantage on any Wisdom (Survival) or Wisdom (Perception) checks you make to track your Quarry.

The creature remains your Quarry indefinitely, but this Mark ends early if your Quarry is Hidden from you, you are incapacitated, or you Mark another creature as your Quarry.

Once you Mark a creature as your Quarry you must finish a short or long rest before you can Mark another creature.

HAIR-TRIGGER

7th-level Drifter feature

You can add your proficiency bonus to initiative rolls, and when you roll initiative and are not surprised, you can use your reaction to mark a creature as your Quarry.

TENACIOUS PURSUIT

10th-level Drifter feature

Once you have a foe in your sights it is rare that they escape your grasp. Once per turn when you make a weapon attack against your Quarry, you roll your damage dice twice and use the higher result.

Also, if you start your turn more than 30 feet away from your Quarry, you can take the Dash action as a bonus action on that turn. However, you must use the extra movement to end your turn closer to your Quarry than when you began.



DEADLY HUNTER

15th-level Drifter feature

You are ruthless in combat against your chosen foes. Your weapon attacks against your Quarry score a critical hit on a roll of 19 or 20 on the d20.

Also, you can use Wrangler to Mark a creature as your Quarry up to three times, and you regain all expended uses of this feature when you finish a short or long rest.

LEGENDARY DRIFTER

18th-level Drifter feature

You are an unquestioned masterful hunter of creatures, both mortal and immortal. You gain the benefits listed below:

- When you mark a creature as your Quarry, the Mark only ends if you mark another creature, or your Quarry is slain.
- When you force your Quarry to make a saving throw, you can end the Mark to cause it to automatically fail.
- You always know the direction of your Quarry so long as you are both on the same plane of existence.

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.

Fighter Level Feature

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

GUARDIAN STANCE

3rd-level Guardian 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 grants you the benefits below:

- Your speed is reduced by 10 feet.
- 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 feature

You gain the skills to maintain your arms and armor so that you may defend your allies to the best of your ability. You gain proficiency in leatherworker's and smith's tools.

During a long rest, you can spend 1 hour using either set of tools to reinforce one shield or a set of armor you touch. This object grants its wearer a special +1 bonus to its Armor Class until the end of your next long rest.

RALLYING WIND

7th-level Guardian feature

You inspire your allies to hold their position against all odds. 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 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 friendly creature within 5 feet of you that is not incapacitated.
- You cannot be moved against your will or knocked prone while you are in your Guardian stance.
- Both you, and friendly creatures within 5 feet of you, have advantage on Strength and Constitution saving throws while you are in your Guardian Stance.
- When you roll initiative you can immediately enter your Guardian Stance as long as you are not surprised.





IMPROVED STANCE

15th-level Guardian feature

You improve your defensive technique to better defend those who stand beside you. When you are in Guardian Stance, you grant creatures of your choice within 5 feet the benefits of half cover, in place of the +1 Armor Class bonus.

LEGENDARY GUARDIAN

18th-level Guardian feature

You are a master Guardian and a near-supernatural shield to defend the weak. The range of all your Guardian features increase to include any creature of your choice within 15 feet.

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.

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

SURVIVALIST

3rd-level Guerrilla feature

You are an expert at overcoming natural obstacles. You gain proficiency in two skills of your choice from the following list: Athletics, Perception, Stealth, or Survival.

When you reach 7th level, you choose two skills from the list above. If you are not proficient in a chosen skill you gain proficiency. If you are already proficient in a chosen skill you can add double your proficiency bonus to any ability check that you make with that skill.

ADAPTABLE SUPERIORITY

3rd-level Guerrilla feature

You have trained to utilize a special selection of Maneuvers, similar to a Battle Master. You gain the following features:

Maneuvers. You learn three Maneuvers of your choice from those available to the Battle Master. You can use only one Maneuver per attack. You learn another Maneuver of your choice at 7th, 10th, and 15th level in this class.

Versatility. At the end of a long rest, you can replace one Maneuver you know with another Maneuver of your choice.

Superiority Dice. You have four Superiority Dice, which are d6s for you. To use one of the Maneuvers you know, you must expend a Superiority Die as part of your attack. You regain all expended Superiority Dice when you finish a short or long rest. You gain one additional Superiority Die at 10th level and another Superiority Die 18th level (for a total of 6).

Saving Throws. Some Maneuvers require your target to make a saving throw to resist the Maneuver's effects. Your Maneuver saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

BY LAND OR SEA

7th-level Guerrilla feature

You have trained to succeed in any environment. At 7th level, and again at 15th level you gain one of the following features:

Alpine Combatant. You have trained for battle at great heights. You gain a climbing speed equal to your walking speed, and when you fall, you can use your reaction to reduce any falling damage by an amount equal to your fighter level.

Marine Combatant. You prepare for amphibious combat. You gain a swimming speed equal to your walking speed, and you can hold your breath for up to 1 hour underwater.

ADAPTABLE FIGHTING STYLE

10th-level Guerrilla feature

You can adapt your style of fighting to better counter your enemies. When you finish a long rest, you can replace one Fighting Style you know with another Style of your choice.



UNWAVERING

15th-level Guerrilla 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 Superiority Dice.
- Your level of exhaustion, if any, is reduced by 1.
- You gain a bonus to the next Strength, Dexterity, or Constitution ability check or saving throw you make within the next minute equal to your Superiority Die.

LEGENDARY GUERRILLA

18th-level Guerrilla feature

There is nothing that can stand between you and your goals should you have time to prepare. You can use your Adaptable Fighting Style feature at the end of each short or long rest.

Moreover, when you roll initiative and are not surprised, you gain one of the following benefits of your choice:

- You gain temporary hit points equal to your level.
- You can instantly move up to your walking speed.

MARKSMAN

While all Fighters learn to draw a bow or hurl a javelin, those trained as Marksmen dedicate their lives to mastering ranged weapons of all types. Often, their deadly skills are backed up with an unmistakable swagger and unshakable confidence. Relying on their innate talents and signature grit, there are few challenges a true Marksman cannot overcome.

Fighter Level	Feature
3rd	Elite Training, Steady Aim
7th	Cunning Shot
10th	Reposition
15th	Reliable Shot
18th	Legendary Marksman

ELITE TRAINING

3rd-level Marksman feature

Your specialized Marksman training has enhanced your reaction times. When you make a Dexterity ability check or saving throw, you can roll a d6 and add it to your roll. You can use this feature after you roll, but before you know if your roll is a success or failure.

You can grant yourself this bonus a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses when you finish a short or long rest.

STEADY AIM

3rd-level Marksman feature

You can quiet your body so as to fire with deadly accuracy. If you start your turn and are not surprised or incapacitated, you can choose to Focus, which applies the features listed below until the end of your current turn:

- Your speed is reduced to 0 feet.
- You have advantage on attack rolls with ranged weapons until you hit a target with a ranged weapon attack.
- 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 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 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.

GUNPOWDER & FIREARMS

If your game uses the optional rules for firearms from Chapter 9 of the *Dungeon Master's Guide*, and your Marksman has been exposed to the inner workings and operation of such weapons, you are proficient with all simple and martial firearms.



RELIABLE SHOT

15th-level Marksman feature

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

In addition, once per turn, when you have advantage on a ranged weapon attack, you can forgo advantage and make one additional ranged weapon attack against that creature.

LEGENDARY MARKSMAN

18th-level Marksman feature

Your marksmanship is supernatural in its precision. When you use Focus, the benefits last for 1 minute, and you have advantage on all ranged weapon attacks for the duration. This effect only ends early if you move more than 10 feet in one turn, or you are incapacitated.

Also, when you use your Elite Training feature, you gain a bonus to that ability check or saving throw equal to 2d6.

MARTIAL ARTIST

While some Fighters train in military academies or schools of war, others learn to fight in remote dojos. Generally known as Martial Artists, these elite Fighters hone their bodies into deadly weapons. Whether masters of hand-to-hand combat or street fighters, these warriors are peak physical specimens.

Fighter Level	Feature
3rd	Iron Physique, Martial Arts
7th	Counter
10th	Evasive Footwork
15th	Unbreakable
18th	Legendary Martial Artist

IRON PHYSIQUE

3rd-level Martial Artist feature

You have learned to take a hit better than most and prefer to absorb blows rather than dodge. You can your Constitution modifier, in place of your Dexterity, when calculating your Armor Class in light and medium armor.

Moreover, if you are not wearing any armor or wielding a shield, your Armor Class is equal to 10 + your Dexterity modifier + your Constitution modifier.

MARTIAL ARTS

3rd-level Martial Artist feature

Your body itself is a deadly weapon. You gain proficiency with improvised weapons, and whenever you make an improvised weapon attack or an unarmed strike you gain these benefits:

- You can roll a d6 in place of the damage die for that attack if the normal damage die was not already higher.
- You can use your Dexterity, in place of your Strength, for your attack and damage rolls.
- When you take the Attack action on your turn and make only improvised weapon attacks or unarmed strikes, you can make a Shove or Grapple attack as a bonus action.

COUNTER

7th-level Martial Artist feature

You have learned to exploit every opening your foe gives you. When a creature that you can see within your reach misses you with an attack, you can use your reaction to make one unarmed strike, improvised weapon, Shove, or Grapple attack against your attacker. When you do so, you have advantage on the attack roll or Strength (Athletics) check.

EVASIVE FOOTWORK

10th-level Martial Artist 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, you can take the Disengage or Dash action in place of one of your attacks on that turn.

UNBREAKABLE

15th-level Martial Artist feature

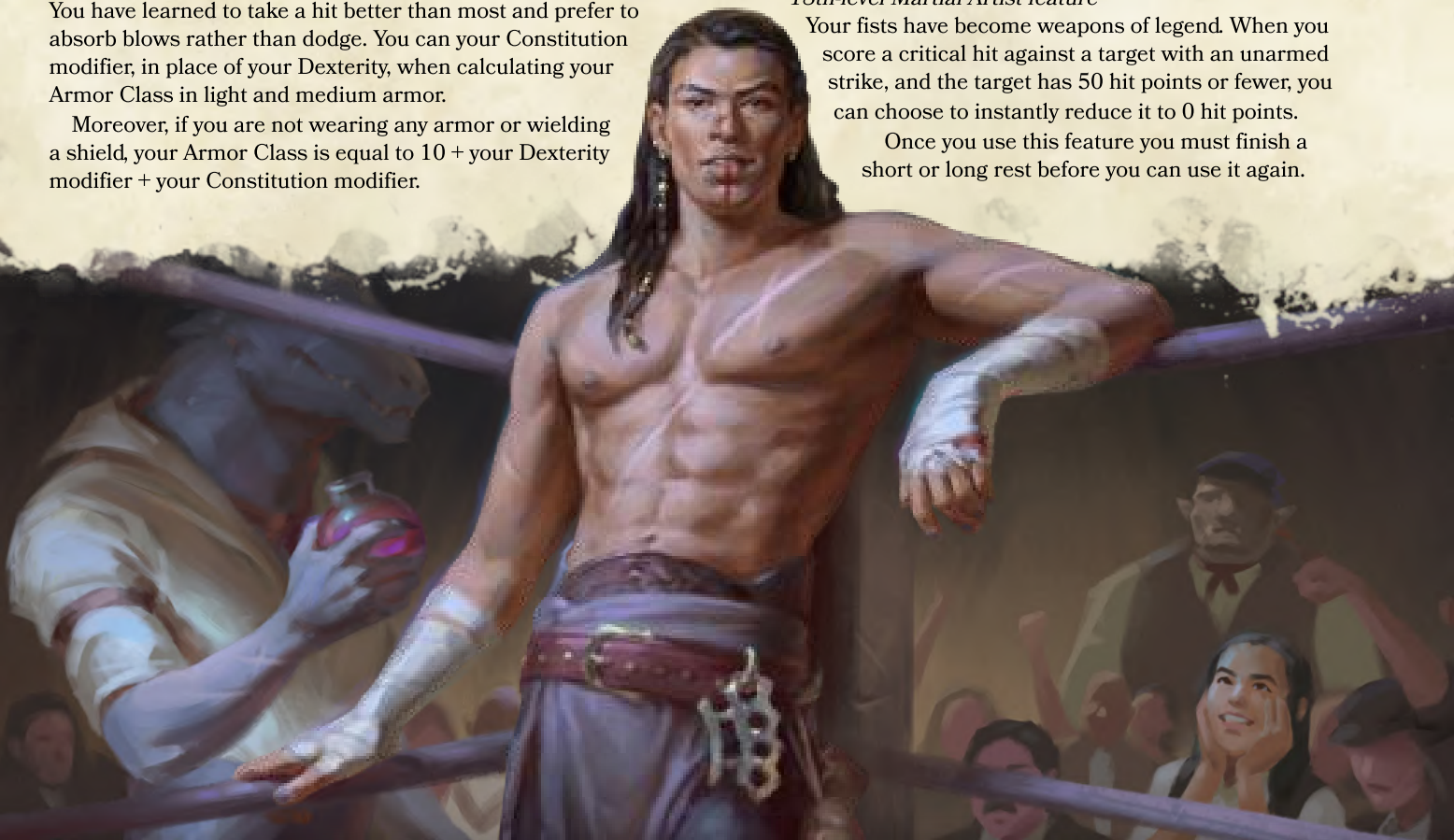
You have learned to take hits that would be deadly to weaker heroes. When a creature you can see hits you with an attack that would drop you to 0 hit points, but not kill you outright, you can expend one of your Hit Dice to drop to 1 hit point.

LEGENDARY MARTIAL ARTIST

18th-level Martial Artist feature

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

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



MASTER OF HOUNDS

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

Fighter Level	Feature
3rd	Loyal Hound, Packleader
7th	Iron Jaws
10th	Steadfast Companion
15th	Canine Fury
18th	Hound of Legend

LOYAL HOUND

3rd-level Master of Hounds feature

You have completed the training of a Loyal Hound. Your Hound is friendly to you and obeys commands. It uses the Loyal Hound stat block, that uses your proficiency bonus (PB) in several places.

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 your bonus action to command it to take an action from its stat block, or another action. When you take the Attack action, you can command your Hound to take the Attack action in place of one of your attacks. If you are incapacitated, your Loyal Hound can act on its own to defend you.

If your Hound is reduced to 0 hit points, it makes death saving throws like a player character would. If your Hound dies, 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.

PACKLEADER

3rd-level Master of Hounds feature

You gain proficiency in Animal Handling, and add double your proficiency bonus to any Wisdom (Animal Handling) checks related to dogs, canines, or other similar creatures.

IRON JAWS

7th-level Master of Hounds feature

Your Hound has been infused with a portion of your own fighting spirit. Your Hound's Bite and Maul attacks ignore resistance to nonmagical piercing and slashing damage.

In addition, any creature that is at least one size smaller than your Hound has disadvantage on its Strength saving throw to resist your Loyal Hound's grapple.

LOYAL HOUNDS & OTHER CANINES

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

In most mundane settings, your Loyal Hound is most likely going to be a dog, wolf, or similar four-legged canine creature. In a fantastical game, any quadruped beast or monstrosity could be trained as a Loyal Hound. Talk to your DM about options!



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 (DC equals 10 + PB) or be grappled. The Hound can only grapple one creature at a time.

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



STEADFAST COMPANION

10th-level Master of Hounds 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.

CANINE FURY

15th-level Master of Hounds feature

Your commands inspire wild fury. Whenever you command your Loyal Hound to take the Attack action, it can make two Maul attacks, or one Maul attack and one Bite attack.

HOUND OF LEGEND

18th-level Master of Hounds 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.

QUARTERMASTER

Every successful adventurer comes to know the importance of teamwork, but none value it more than the Fighters known as Quartermasters. Rather than improve their own individual abilities, these supportive warriors work to help companions reach their potential. Always putting the needs of their allies first, they keep their team in top condition with fresh Rations.

Fighter Level	Feature
3rd	Down to Earth, Rations
7th	Dependable
10th	Quick Ration
15th	Ever Ready
18th	Iron Stomach

DOWN TO EARTH

3rd-level Quartermaster feature

You have mastered the skills to provide. You gain proficiency with cook's utensils, land vehicles, and in Animal Handling. Moreover, when you make an ability check that uses one of these proficiencies, you treat a d20 roll of 7 or lower as an 8.

RATIONS

3rd-level Quartermaster feature

You are able to prepare potent morsels of food that keep your allies in peak condition. At the end of each long rest, you can prepare a number of these Rations equal to your Constitution modifier (minimum of 1) from the list at 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.

DEPENDABLE

7th-level Quartermaster 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.

FOOD FOR THOUGHT

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

Whether monster chef or battle alchemist, all Quartermasters' Rations have the same effects.



QUICK RATION

10th-level Quartermaster 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 feature

You are always ready to support companions with a Ration. If you have no Rations remaining when you roll initiative, you can use Quick Ration without expending a use of the feature.

IRON STOMACH

18th-level Quartermaster 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.

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 throw for 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 they regain that exceed their 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 exhaustion level by 1.

At 10th level, this Ration can also cure a creature of the charmed, frightened, paralyzed, or stunned condition.

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 the roll for any Hit Dice they choose to expend during that short rest.

At 10th level, consuming this Ration allows the creature to treat any Hit Dice it expends during the 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 the creature's speed increases by 20 feet.

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 the creature 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 for the chosen ability score.

At 10th level the duration of the effect becomes 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 becomes 1 hour, and the creature can choose 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 Fighter (duration, 1 hour)

Upon consumption, the creature is guarded from the effects of death. Should it fall to 0 hit points within the next hour, it does not fall unconscious. However, it still makes death saving throws as normal, dying upon failing three.

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

REJUVENATING RATION

Prerequisite: 15th level Fighter (duration, instantaneous)

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 Ration.





SWORDSAGE

Swordsage, blade master, sword saints; expert warriors who dedicate their lives to the art of battle have had many names throughout history. Only drawing their weapon when they are prepared to kill, a Swordsage will only slay another creature when necessary. A master Swordsage will only ever take one apprentice, teaching everything they know to a single warrior.

Fighter Level Feature

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

STUDENT OF THE BLADE

3rd-level Swordsage feature

In your study of the sword you have mastered other skills adjacent to swordplay. You gain proficiency in your choice of Acrobatics, Insight, Intimidation, or Performance.

You also learn to utilize special Maneuvers to enhance your martial skill in battle. You gain the following features:

Maneuvers. You learn three Maneuvers of your choice from those available to the Battle Master. You can use only one Maneuver per attack. You learn another Maneuver of your choice at 7th, 10th, and 15th level in this class.

Superiority Dice. You have four Superiority Dice, which are d6s for you. To use one of the Maneuvers you know, you must expend a Superiority Die as part of your attack. You regain all expended Superiority Dice when you finish a short or long rest. You gain a fifth Superiority Die at 10th level and a final sixth Superiority Die 18th level.

Saving Throws. Some Maneuvers require your target to make a saving throw to resist the Maneuver's effects. Your Maneuver saving throw DC is calculated as follows:

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

BATTLE TRANCE

3rd-level Swordsage feature

So long as you are not wearing heavy armor or a shield, you can use a bonus action to enter a Battle Trance. Your Battle Trance grants you the benefits below 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 Maneuver, you can roll your Superiority Die twice and use the result of your choice.

Your Battle Trance ends early if you are incapacitated, or you don a shield or heavy armor. Once you enter a Battle Trance you must finish a short or long rest before you can do so again. If you have no uses left, you can expend one of your Superiority Die to enter a Battle Trance again.

HEIGHTENED REFLEXES

7th-level Swordsage 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.

MASTERFUL TRANCE

10th-level Swordsage feature

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

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

LEGENDARY SWORDSAGE

15th-level Swordsage 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 Maneuver that you know, rolling a d6 in place of expending one of your Superiority Dice.

When you reach 18th level in this class the once per turn d6 from this feature becomes a d8.

SUPERIORITY, MANEUVERS, & EXPLOITS

The Swordsage Archetype presented here grants a Fighter some Maneuvers from the Battle Master. If you think the entire Fighter class should be able to use such martial combat techniques, check out the [Alternate Fighter Class](#) and its Martial Exploits!



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 when they take to the field.

Fighter Level Feature

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

ANALYTICAL MIND

3rd-level Tinker Knight feature

You gain proficiency with tinker's tools and smith's tools. If you are already proficient with these tools, you instead gain proficiency with another set of tools of your choice.

Moreover, whenever you make a check that uses tinker's tools, you can treat a d20 roll of 7 or lower as an 8.

INVENTIVE ARSENAL

3rd-level Tinker Knight feature

You have designed a cacophony of unique modifications for weapons and armor, known as Schematics. You know two Schematics of your choice from the list at the end of this subclass. When you gain a Fighter 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 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. Each object can only be modified by one Schematic at a time, and it must meet the requirements in the Schematic 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 feature

Your proficiency bonus is doubled for any ability check that uses your proficiency with tinker's tools or smith's tools.

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

TINKER KNIGHT'S IN YOUR SETTING

Tinker Knights are strange warriors who value brain over brawn. While the abilities here describe metal gears and springs, a Tinker Knight can just as easily modify gear with crystals, bones, sticks, and scales.



MECHANICAL SYNERGY

10th-level Tinker Knight 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 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.

MASTERWORK INVENTIONS

18th-level Tinker Knight feature

Weapons 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. When the wielder hit a creature with this weapon, it can force it 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 turn, ending the effect on a success.

Once the wielder uses this reaction, it must finish a short or long rest before it can use this reaction 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 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 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 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 its initiative equal to your Intelligence modifier (minimum of +1).

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

Light Armor. The wearer can use your Intelligence score, in place of its Dexterity, for any Dexterity-based ability checks or Dexterity saving throws it makes.

Weapon. When the wielder rolls a 1 or 2 for a damage roll with this weapon, it can choose to re-roll the die, but it must use the new result of the roll, 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 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 resistance to 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.

WITCH KNIGHT

Those who walk the dark path of the Witch Knight 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.

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

SANGUINE OFFERING

3rd-level Witch Knight 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.

WITCH KNIGHTS & BLOOD MAGIC

The Witch Knight 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.



PACT MAGIC

3rd-level Witch Knight 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 Warlock spell list. Upon reaching 10th level in this class you learn one additional Warlock cantrip of your choice.

Spell Slots. The Witch Knight 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 Witch Knight 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 gain a level, you can choose a Warlock spell you know and replace it with another spell from the Warlock spell list, which 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

OTHERWORLDLY STEP

7th-level Witch Knight 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 Witch Knight feature

The Eldritch magic within your blood seeps into your weapon strikes. 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.

GREATER OFFERING

15th-level Witch Knight 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.

PROFANE SACRIFICE

18th-level Witch Knight feature

You can offer the death of your foes to your Eldritch Power for enhanced abilities. As a reaction when a creature dies within 30 feet of you, you can regain one of your expended Pact Magic spell slots, 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.



WITCH KNIGHT 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



ADDITIONAL FIGHTING STYLES

The Fighting Styles below are available to player characters that gain the Fighting Style feature, in addition to the options presented in the *Player's Handbook*. A character must have 1 level in the prerequisite class to learn that Fighting Style.

BERSERKERGANG

Classes: *Fighter, Paladin*

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

CLASSICAL SWORDPLAY

Classes: *Fighter, Paladin*

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

DUAL WIELDING

Classes: *Fighter, Ranger*

When you take the Attack action while two-weapon fighting, you can make a 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.

FEATHERWEIGHT FIGHTING

Classes: *Fighter, Ranger*

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.

HEAVYWEIGHT FIGHTING

Classes: *Fighter, Paladin*

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 +2 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

IMPROVISED FIGHTING

Classes: *Fighter*

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

Classes: *Fighter, Ranger*

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

Classes: *Fighter, Ranger*

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

Classes: *Fighter, Ranger*

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

Classes: *Fighter, Paladin*

While riding a trained mount, both you and your mount gain a +1 bonus to your Armor Class, and you can use a bonus action to command it to take one action from its stat block.

PIT FIGHTING

Classes: *Fighter*

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

Classes: *Fighter, Paladin*

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

STANDARD BEARER

Classes: *Fighter, Paladin*

When a creature within 5 feet of you makes an attack against a creature that you can see, you can grant it advantage on its attack roll as a reaction. You must be carrying a banner, flag, or standard in your hand to use this reaction.

STRONGBOW

Classes: *Fighter, Paladin, Ranger*

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

VERSATILE FIGHTING

Classes: *Fighter, Paladin, Ranger*

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the start of your next turn. When wielding it one-handed you gain a +1 bonus to attack rolls and to your Armor Class. Wielding it two-handed you gain a +2 bonus to your damage rolls.

WRESTLER

Classes: *Fighter*

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

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 ARCHETYPES

Charge into battle with these expanded options for the 5e Fighter Class! Includes 12 new Martial Archetypes and 16 new Fighting Styles.

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Wish the Fighter had more tactical options in combat? Check out the [Alternate Fighter Class!](#)