

FIGHTER: SLASHER ARCHETYPE

*"Do you still believe in those silly ghost stories?
Don't be such a baby, there's no such thing as the
Slasher of Swordco-URGH!"*

KILLER KOMBAT

You found unnatural strength in the tragedy of the past. You may be an ancient vengeful soul, a tormenting nightmare, or just somebody in a mask. Regardless of your origins, you have become a truly haunting feature on, and off, the battlefield. Whole platoons run in fear at your presence, unknowingly sealing their doom with their screams.

SPECIALTY WEAPON

At 3rd level, when you choose the archetype, you choose a single weapon type to specialize in. This weapon can be anything, such as a dagger, battleaxe, short sword, or even an improvised weapon. You gain proficiency with the chosen weapon, if you do not already have it. When attacking with this weapon type, roll the damage dice twice, taking the highest result.

At 10th level, whenever you are holding your specialty weapon type, it becomes magical for the purposes of overcoming resistance and vulnerabilities.

At 15th level, if you're using a non-magical specialty weapon, it is considered magical and gains a +1 to attack and damage rolls. At 18th level, this increases to +2.

FRIGHTENING PRESENCE

As an action, you can exude a terrifying aura all around you. Each creature of your choice that is within 30 feet and is aware of you must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or become frightened of you for 1 minute. Affected creatures can repeat the saving throw at the end of each of their turns, ending the effect for itself on a success. If a creature's saving throw is successful or if the effect ends for it, the creature is immune to your Frightening Presence for 24 hours.

If attacking frightened creatures with your Specialty Weapon, the attacks deal additional necrotic damage equal to your Charisma modifier.

You can use this feature once before finishing a long rest.

At 10th level, you can use this feature once before finishing a short or long rest.

At 15th level, the range of this effect is increased to 60 feet.

At 18th level, you can use this feature a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest, but only once in an hour.

UNMOVABLE

At 10th level, you have become nearly unstoppable. You have advantage on saving throws against being blinded, grappled, paralyzed, petrified, knocked prone, restrained, and stunned. In addition, you are immune to being frightened.

TELEPORTATION

You know the spell *misty step* and can cast it a number of times equal to your Charisma modifier (minimum of once) without expending a spell slot. The potential range of the spell is increased to 60 feet if you are teleporting within 10 feet of a creature who is under the effects of your Frightening Presence. In addition, if you kill a creature who is under the effects of your Frightening Presence, you can regain one expended use of this feature.

SEQUEL

At 18th level, your reputation alone is enough to keep you from death's door. If you have 0 hit points, instead of making a death saving throw, you can instead expend a number of Hit Dice equal to your Charisma modifier (minimum of one) to regain hit points equal to the roll. You must finish a long rest before using this feature again.

Like this kind of nonsense, consider supporting more silly creations!

[@Snickelsox](#) | Patreon.com/Snickelsox