**Class Features:**

Fighter Class

|  |  |  |
| --- | --- | --- |
| Level | Proficiency Bonus | Features |
| 1st | +2 | Fighting Style, Second Wind,  Master of Arms |
| 2nd | +2 | Action Surge (one use) |
| 3rd | +2 | Martial Archetype |
| 4th | +2 | Feat- Martial |
| 5th | +3 | Extra Attack |
| 6th | +3 | Feat |
| 7th | +3 | Martial Archetype feature |
| 8th | +3 | Feat |
| 9th | +4 | Indomitable (one use) |
| 10th | +4 | Martial Archetype feature |
| 11th | +4 | Extra Attack (2) |
| 12th | +4 | Feat- Martial |
| 13th | +5 | Indomitable (short rest) |
| 14th | +5 | Feat |
| 15th | +5 | Martial Archetype feature |
| 16th | +5 | Feat |
| 17th | +6 | Action Surge (two uses) Indomitable (two uses) |
| 18th | +6 | Martial Archetype feature |
| 19th | +6 | Feat- Martial |
| 20th | +6 | Extra Attack (3), Action Surge (three uses) |

As a fighter, you gain the following class features.

**Hit Points:**

* Hit Points at 1st Level: 10 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d10 (**minimum roll of 6**) + your Constitution modifier per fighter level after 1st.

**Proficiencies:**

Class type: Martial. This tag allows this character to gain certain feats at this classes Feat levels.

* Armor: All armor, shields
* Weapons: Simple weapons, martial weapons
* Tools: None

**Saving Throws:** Strength, Constitution

**Skills:**  
Choose between: Athletics or Acrobatics.   
  
Additional Skills:  
You may choose Acrobatics or Athletics a Second time, if you do double your proficiency bonus with that skill.  
Choose two skills from**:** Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, and Survival.   
 **Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) a set of heavy armor or (b) a set of medium armor or (c) a set of light armor
2. a ranged weapon and 20 munitions of your choice
3. a martial weapon and a shield or (b) two martial weapons
4. (a) 5 javelins or (b) two handaxes
5. (a) a dungeoneer’s pack or (b) an explorer’s pack

**Fighting Style**  
  
At 1st level you gain the Fighting style feat.  
  
**Second Wind**

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again. You may use this feature twice between rests at 13th level.  
  
**Master of Arms**As part of an action, bonus action, reaction or when you make a weapon attack, you may stow any weapons your currently have in your hands and draw a new weapon or set of weapons (if each is a single handed weapon or if you wish just stow a weapon/’s). You may also equip a shield as a free action on your turn rather than an action.  
  
It takes half the time for you to equip armor than it normally would. If the armor would only take an action to equip for you it only takes a bonus action instead.  
 **Action Surge**

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again.   
  
Starting at 17th level, you can use it twice before a rest, but only once on the same turn.  
Martial Archetype.  
  
Starting at 20th level, you can use it three times before a rest, but only once on the same turn.  
  
**Martial Archetype**

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level. (*See Subclass Guide*)

**Feat**

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, Gain a feat.   
  
This class also gains an additional ability score increase of your choice by 1 at 4th and 12th and 19th level. As normal, you can’t increase an ability score above 20 using this feature.

**Martial Versatility**  
  
Starting at 4th level, whenever you reach a level in this class that grants the feat feature, you can do one of the following, as you shift the focus of your martial practice:

* Replace a fighting style you know with another fighting style available to fighters.
* If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

**Extra Attack**

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.  
  
**Focused Recovery: Fighter**  
  
Beginning at 5th level you may spend 1 Minute to recover all of your **fighter class features** that recover on a short rest.  
  
During this time you may not perform any actions, bonus actions, reactions. You cannot climb or swim unless you have a climb speed or swim speed. If you perform an action this will break your recovery and you must start over to gain the benefits of this ability. Once you use this ability you cannot use it again until you finish a long rest.  
 **Indomitable**

Beginning at 9th level, once per long rest if you fail a saving throw, you can choose to succeed instead.   
  
This feature recovers on a short rest at 13th level  
(in addition to long rests).   
  
At 17th level you gain two uses of this ability between rests.

## Arcane Marksman

Features

|  |  |
| --- | --- |
| Fighter Level | Feature |
| 3rd | Munitions, Marksman Guile, Arcane shot |
| 7th | Magic Munitions, Curving Shot |
| 10th | Fire and lightning Munitions |
| 15th | Ever-Ready shot |
| 18th | Magical Traversal |

#### Munitions

Starting at 3rd level, you learn to make your own munitions for your ranged weapons. You gain proficiency with smiths tools.

You learn the elemental ammunitions cantrip. Intelligence is your spellcasting ability for this spell.

#### Marksman Guile

Starting at 3rd level, you gain one of the following features that allow you to position, track, and hone in on your targets.  
  
**Seize the high ground:** You know the jump spell and may cast it at will. Intelligence is your spellcasting modifier for this spell.

**Defensive reprisal:** You may attack with the butt of your gun, shaft of your bow, or handle of your crossbow as a melee weapon. This attack does not use your ammunition for the attack and deals 1d4+ your strength or dexterity modifier.  
*(you may treat it as melee weapon for features of your choice when you make this attack.)*

**Hidden viper:** You may cast pass without a trace once per short rest without needing to expend a spell slot. You may only target yourself with this spell and uses your intelligence modifier as its spellcasting modifier for this spell.

**Arcane Generation:** You learn one cantrip of your choice from the wizard’s spell list. Intelligence is your spellcasting modifier for this spell.

You may select another option and gain it at 15th level.

#### Arcane Shots

Starting at 3rd level, you learn to unleash special magical effects with some of your shots. When you finish a long rest, you may prepare **two** shot options similar to how a wizard or cleric would prepare their spells. Whenever you finish a long rest, you may change any number of shots you have prepared. (see “Arcane Shot Options” below).

Once per turn when you fire a munition from a ranged weapon as part of the attack action, you can apply one of your Arcane Shot options to that munition. You decide to use the option when the munition hits a creature, unless the option doesn’t involve an attack roll. You have three uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

You gain additional uses of this feature at 7th, 10th, and 15th level.

You may prepare an additional two shots every long rest at 10th level.

#### Magic Munitions

Starting at 7th level, you gain the ability to infuse munitions with magic. Whenever you fire a nonmagical munition from a nonmagical weapon, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the munition immediately after it hits or misses its target.

#### Curving Shot

Starting at 7th level, you learn how to direct an errant munition toward a new target. When you make an attack roll with a magic munition and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

#### Ever-Ready Shot

Starting at 15th level, whenever you roll initiative, you regain one use of your expended arcane shots features.

#### Elemental Munitions

Starting at 10th level, you learn to cast the elemental munition spells, you may cast this spell once per short rest without needing to expend a spell slot. Intelligence is your spellcasting modifier for this spell.

#### Magical traversal

Starting at 18th level, you know the far step spell and can cast it at will. Intelligence is your spellcasting modifier for this spell.

#### Arcane Shots List

If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

**Banishing Munition**: You use abjuration magic to try to temporarily banish your target to a harmless location. The creature hit by the munition must also succeed on a Charisma saving throw or be banished. While banished in this way, the target’s speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

**Beguiling Munition**: Your enchantment magic causes this munition to temporarily beguile its target. The creature hit by the munition takes an extra 1d6 psychic damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.

**Bursting Munition**: You imbue your munition with force energy drawn from the school of evocation. The energy detonates after your attack. Immediately after the munition hits the creature, the target and all other creatures within 10 feet of it take 1d6 + your intelligence modifier as force damage each.

**Enfeebling Munition**: You weave necromantic magic into your munition. The creature hit by the munition takes an extra 1d6 necrotic damage. The target must also succeed on a constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

**Shadow Munition**: You weave illusion magic into your munition, causing it to occlude your foe’s vision with shadows. The creature hit by the munition takes an extra 1d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

**Grasping Munition**: When this munition strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the munition takes an extra 1d6 poison damage, its speed is reduced by 10 feet, and it takes 1d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again.

**Piercing Munition**: You use transmutation magic to give your munition an ethereal quality. When you use this option, you don’t make an attack roll for the attack. Instead, the munition shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The munition passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the munition, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

**Seeking Munition**: Using divination magic, you grant your munition the ability to seek out a target. When you use this option, you don’t make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The munition flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon’s range and there is a path large enough for the munition to travel to the target, the target must make a Dexterity saving throw. Otherwise, the munition disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the munition, plus an extra 1d6 force damage, and you learn the target’s current location. On a successful save, the target takes half as much damage, and you don’t learn its location.

## Champion

Features

|  |  |
| --- | --- |
| Fighter Level | Feature |
| 3rd | Improved Critical |
| 7th | Remarkable Athlete |
| 10th | Additional Fighting Style |
| 15th | Superior Critical |
| 18th | Survivor |

#### Improved Critical

Starting at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20. This effect stacks with all features that expand your critical range with your weapon attacks.

#### Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn’t already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Your movement speed is increased by 10ft.

#### Additional Fighting Style

At 10th level, you gain the fighting style feat.

#### Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18–20. This effect stacks with all features that expand your critical range with your weapon attacks.

#### Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don’t gain this benefit if you have 0 hit points.

Blade Singer

Features

|  |  |
| --- | --- |
| **Fighter Level** | **Feature** |
| 3rd | Training in war and magic, Blade-Song, Spellcasting (Intelligence) |
| 7th | War Magic |
| 10th | Song of Defense |
| 15th | Arcane Charge |
| 18th | Song of victory |

Training in War and Magic

Starting at 3rd level you gain the following features:

* You gain proficiency in the arcana skill.
* Your class gains the spellcasting tag.
* You can’t be disarmed of weapons you wield unless you are incapacitated.

Blade-song

Starting at 3rd level, you can use your bonus action to start the Blade-song, which lasts for 1 minute. It ends if you are incapacitated or you can also dismiss it at any time (no action required).  
  
While your Blade-song is active you gain the following benefits:

* Your walking speed increases by 10 ft.
* You have advantage on concentration checks for spells you cast.
* You have advantage on Dexterity (Acrobatics) checks.

You can use this feature once per short or long rest.

#### Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See spell rules for the general rules of spellcasting and the spell listing for the wizard spell list.

**Cantrips**

You prepare two cantrips of your choice from the wizard spell list. You prepare an additional wizard cantrip of your choice at 10th level.

**Spell Slots**

The Blade Singer Spellcasting table shows how many spell points you have to cast your Blade Singer of 1st level and higher. To cast one of these spells, you must expend a number of spell points equal to the spell level, you cannot upcast your spells. You regain all expended spell points when you finish a long rest.

**Spells Known**

You know three 1st-level wizard spells of your choice.

The Spells Known column of the Blade Singer Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells you learn must be of a level equal to what is shown in the table for your level or lower. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the Blade Singer spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level equal to what is shown in the table for your fighter level or lower

**Spellcasting Ability**

Intelligence is your spellcasting ability for your Blade Singer spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Blade Singer spell you cast and when making an attack roll with one.

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

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

#### War Magic

Blade Singer

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Fighter Level | Spell Points | Cantrips Prepared | Spells Learned | Maximum Spell Level |
| 3rd | 2 | 2 | 3 | 1st |
| 4th | 3 | 2 | 4 | 1st |
| 5th | 5 | 2 | 5 | 2nd |
| 6th | 8 | 2 | 5 | 2nd |
| 7th | 8 | 2 | 6 | 2nd |
| 8th | 8 | 2 | 6 | 2nd |
| 9th | 9 | 2 | 7 | 3rd |
| 10th | 10 | 3 | 7 | 3rd |
| 11th | 10 | 3 | 8 | 3rd |
| 12th | 10 | 3 | 8 | 3rd |
| 13th | 16 | 3 | 9 | 4th |
| 14th | 16 | 3 | 10 | 4th |
| 15th | 16 | 3 | 10 | 4th |
| 16th | 19 | 3 | 11 | 4th |
| 17th | 19 | 3 | 11 | 4th |
| 18th | 19 | 3 | 11 | 4th |
| 19th | 20 | 3 | 12 | 4th |
| 20th | 20 | 3 | 13 | 5th |

Starting at 7th level, when you use your action to cast a spell or cantrip, you can make one weapon attack as a bonus action.

#### Song of Defense

Starting at 10th level, you can direct your magic to absorb damage. When you take damage, you can use your reaction to expend a number of spell points and reduce that damage to you by an amount equal to five times the number of spell points spent in this way.

#### Arcane Charge

Starting at 15th level, you gain the ability to teleport up to 50 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

#### Song of Victory

Starting at 18th level, once during each of your turns, you may add your Intelligence modifier (minimum of +1) to an attack roll, ability check, or damage roll. You may add this bonus after you make the attack roll, ability check, or damage roll but before outcomes are determined.  
  
If you action surge during your turn, you may use this ability a second time during that turn.

Psi Warrior

Features

|  |  |
| --- | --- |
| **Fighter Level** | **Feature** |
| 3rd | Psionic Power |
| 7th | Telekinetic Adept |
| 10th | Guarded Mind |
| 15th | Bulwark of Force |
| 18th | Telekinetic Master |

Psionic Power

Starting at 3rd level, you harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power’s description, and you can’t use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can’t do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use your Psionic Energy dice.

***Protective Field.*** When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to expend one Psionic Energy die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.

***Psionic Strike.*** You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of you with an attack and deal damage to it with a weapon, you can expend one Psionic Energy die, rolling it and dealing force damage to the target equal to the number rolled plus your Intelligence modifier.

***Telekinetic Movement.*** You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. Once you take this action, you can’t do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

#### Telekinetic Adept

Starting at 7th level, you have mastered new ways to use your telekinetic abilities, detailed below.

***Psi-Powered Leap.*** As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this bonus action, you can’t do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

***Telekinetic Thrust.*** When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If the save fails, you can knock the target prone or move it up to 10 feet in any direction horizontally.

#### Guarded Mind

Starting at 10th level, the psionic energy flowing through you has bolstered your mind. You have resistance to psychic damage. Moreover, if you start your turn charmed or frightened, you can expend a Psionic Energy die and end every effect on yourself subjecting you to those conditions.

#### Bulwark of Force

Starting at 15th level, you can shield yourself and others with telekinetic force. As a bonus action, you can choose creatures, which can include you, that you can see within 30 feet of you, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures is protected by half cover for 1 minute or until you’re incapacitated.

Once you take this bonus action, you can’t do so again until you finish a long rest, unless you expend a Psionic Energy die to take it again.

#### Telekinetic Master

Starting at 18th level, your ability to move creatures and objects with your mind is matched by few. You can cast the telekinesis spell, requiring no components, and your spellcasting ability for the spell is Intelligence. On each of your turns while you concentrate on the spell, including the turn when you cast it, you can make one attack with a weapon as a bonus action.

Once you cast the spell with this feature, you can’t do so again until you finish a long rest, unless you expend a Psionic Energy die to cast it again.

Court Warrior

Features

|  |  |
| --- | --- |
| **Fighter Level** | **Feature** |
| 3rd | Bonus Proficiencies, Exemplar of Form |
| 7th | Elegant Courtier |
| 10th | Tireless, Focused, Honed |
| 15th | Rapid Strike |
| 18th | Strength Before Death |

#### Bonus Proficiency

Starting at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion.

Additionally, you learn one language of your choice.

#### Exemplar of Form

Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of temporary hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level.

You can use this feature two times, and you regain all expended uses of it when you finish a short or long rest. You may use this feature an additional time at 7th level and one more time at 15th level.

#### Elegant Courtier

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier.

Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

#### Tireless, Focused, Honed

Starting at 10th level, when you roll initiative, you regain one expended use of exemplar of form.

#### Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you take the attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

#### Strength before Death

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that reduces you to 0 hit points and doesn’t kill you outright, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn, interrupting the current turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points.

Once you use this feature, you can’t use it again until you finish a long rest.

Purple Dragon Knight

Features

|  |  |
| --- | --- |
| **Fighter Level** | **Feature** |
| 3rd | Bonus Proficiencies, Rallying Cry, Pushed to the Limit, Stand your Ground, Drop the Banner |
| 7th | WE MUST HOLD!, Hoist is high |
| 10th | Inspiring Surge |
| 15th | Knights Call |
| 18th | Bulwark |

#### *Note*

*This class is a support class and may often use its features to enable other players.*

#### Bonus Proficiency

Starting at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

#### Rallying Cry

Starting at 3rd level, you learn how to inspire your allies to fight on past their injuries.

You gain an additional two uses of your Second wind Feature *(three in total)*. You may use these as a bonus action to heal an ally within 60ft that can hear you instead of yourself. *(you can still use the feature to heal yourself)*You gain an additional use of second wind at 10th level.

#### Pushed to the Limit

Starting at 3rd level, during another creatures turn that is within 10ft of you, you may expend a use of your action surge. If you do that creature can take an additional action on their turn. If they do not then the ability is not wasted and you recover the use of your action surge.

#### Stand your Ground

Starting at 3rd level, once during each of your turns when you take the attack action. You may forgo one attack to allow another friendly creature that can see or hear you within 60ft to use their reaction to make one weapon attack.

#### Drop the Banner

Starting at 3rd level, you may now summon a banner with bolstering magic. Once per short rest you may summon banner within 5 feet of you magically that plants itself in the location it was summoned (it does not need to contact a surface).

**Aura:** Friendly creatures gain an additional +1 to their weapon attack rolls while within 30ft of the banner. The banner can be destroyed and has 5 x your fighter level worth of hp and 10 Ac. Once placed the banner cannot be moved by any means. It is ethereal in nature and does not actually occupy its location.

#### WE MUST HOLD!

Starting at 7th level, whenever you see a friendly creature that can see or hear you within 60ft of you drop to 0 hp. You may use your reaction to expend a use of your second wind to heal them with your Rallying Cry feature.

#### Hoist it High

Starting at 7th level, creatures within your banner’s aura gain a +1 to damage rolls on weapon attacks.

#### Inspiring Surge

Starting at 10th level, you gain an additional use of action surge. This additional use can only be used with your pushed to the limit class feature.

Additionally, you may now effect creatures within the range of your banner regardless of how far you are from them.

#### Knight’s Call

Beginning at 15th level, you may grant two separate creatures the benefit of your stand your ground feature when you forgo an attack. *(you still only forgo one attack)*

#### Bulwark

Beginning at 18th level, whenever you see or hear an ally within 60 ft of you fail a saving throw, you may use your reaction and expend a use of your indomitable to grant them the benefits of it.

Battle Master

Features

|  |  |
| --- | --- |
| **Fighter Level** | **Feature** |
| 3rd | Combat Superiority, Student of War |
| 7th | Know Your Enemy  (Additional maneuvers: total 5) (additional Superiority Dice: total 6) |
| 10th | Improved Combat Superiority (d10) (Additional maneuvers: total 7) |
| 15th | Relentless (Additional maneuvers: total 9) (additional Superiority Dice: total 8) |
| 18th | Total Kombat (Improved Combat Superiority (d12)) |

#### Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

**Maneuvers.** You learn three maneuvers of your choice, which are detailed under “Maneuvers” below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

**Superiority Dice.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain two superiority additional die at 7th level and two more at 15th level.

**Saving Throws.** Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

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

#### Student of War

At 3rd level, you gain proficiency with one type of artisan’s tools of your choice.

#### Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

* Strength score
* Dexterity score
* Constitution score
* Armor Class
* Current hit points
* Total class levels (if any)
* Fighter class levels (if any)

#### Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

#### Relentless

Starting at 15th level, when you roll initiative and you regain one superiority die.

#### Total Kombat

Starting at 18th level, you have access to every maneuver.

#### Maneuvers

**Ambush**: When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren’t incapacitated.

**Bait and Switch**: When you’re within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn’t incapacitated. This movement doesn’t provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

**Brace**: When a creature you can see moves into the reach you have with the melee weapon you’re wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon’s damage roll.

**Commanders Strike**: When you take the attack action on your turn, you can forgo one of your attacks to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack roll.

**Commanding Presence**: When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one superiority die and add the superiority die to the ability check.

**Disarming Attack**: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it’s holding. You add the superiority die to the attack’s damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

**Distracting Strike**: When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack’s damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

**Evasive Footwork**: Roll the superiority die, you gain the benefits of the dodge condition for the next number of attacks or dexterity saves as the number you rolled, this lasts until your next turn.

**Feinting attack**: You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add the superiority die to the attack’s damage roll.

**Goading Attack**: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack’s damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Grappling Strike**: Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action. Add the superiority die to your Strength (Athletics) check.

**Lunging Attack**: When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack’s damage roll. If you are falling (without the aid of flying or the effects of slow fall) at least 15ft before you make the attack roll. Your critical strike range for this attack is increased by the number rolled on the dice.

**Maneuvering Strike**: When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack’s damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

**Menacing Attack**: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack’s damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

**Parry**: When another creature damages you with an attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Strength or Dexterity modifier.

**Precision Attack**: When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

**Pushing Attack**: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack’s damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

**Prepare For Battle** - When a friendly creature within 30 feet of you is surprised but you are not, you can immediately expend one superiority die to spur the creature into action and allow them to act on their initiative count. However, that creature cannot take bonus actions, make more than a single weapon attack, or cast a spell except a cantrip during that turn. A creature must be able to see or hear you to benefit from this maneuver.

**Quick Toss**: As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon’s damage roll.

**Rally**: On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

**Riposte**: When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon or unarmed strike attack against the creature. If you hit, you add the superiority die to the attack’s damage roll.

**Sweeping Attack**: You may expend a use of your superiority dice to attack an additional creature within the range of your melee attack. You may add the superiority dice to the first damage roll you make.

**Tactical Assessment**: When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

**Trip Attack**: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack’s damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.