**Form Up!**

Starting when you chose this archetype at 3rd level, when youroll initiative and are not surprised, any number of friendlycreatures within 30 feet of you can move up to a number offeet equal to five times your Wisdom modifier (minimum 5feet).

**On Your Feet**

When you choose this archetype at 3rd level, When you take a short rest or You Finsh a long rest, you may gain addihsnal use of you seconed wind. you may use this ability a number of time eqaul to you wisdome modifer (1 use min), You regain all uses when you complete a long rest.

In addtion you can use a bonus action spend a use of your secnond wind to restore allies will to fight. Choose a friendly creature within 5 feet of you. That creature regains hit points equal to your fighter level.When you use this feature to restore hit points to a creature at 0 hit points, you can add your Wisdom modifier to the amount of hit points restored. If the creature is prone, it can choose to stand immediately.

**Keen Pointer**

Starting at 7th level, When take the attack action, you may replace one of your attack with a help action the creature you help must be within 5 feet of you when they make the attack to gain the advantage.

**Martial Surge**

Starting at 10th level, you've learned to leverage fightinga longside an ally. when you use your Action Surge feature, you can choose up to Number of creatures equal to your Wisdom modifier within 30 feet of you that are allied with you. Thouse creatures can make one weapon attack or cast a cantrip with its reaction, provided they can see or hear you.

**Bulwark**

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. Starting at 15th level, when you and/or any number of friendly creatures within 60 feet of you make a Saving Throw against the same effect, You may spend a use of your Indomitable feature to allow anyone who failed to reroll its saving throw and must use the new roll.