**Striker**

**Hit Points**

**Hit Dice:** 1d8

**Hit Points at 1st Level:** 8 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d8 + your Constitution modifier.

**Proficiencies**

**Armor:** Light Armor, Medium Armor

**Weapons:** Simple Weapons, Martial Weapons.

**Saving Throws:** Strength

**Tools:** none

**Skills:** Choose two from Intimidation, Perception, Athletics, and survival.

**Equipment**

1. Martial Ranged Weapon & 20x its ammunition and a simple weapon
2. OR
3. Two Martial Melee Weapons
4. Chain Shirt

|  |  |  |
| --- | --- | --- |
| Level | Proficiency Bonus | Features |
| 1st | +2 | Stance |
| 2nd | +2 |  |
| 3rd | +2 | Archetype Features |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 |  |
| 6th | +3 | Archetype Features |
| 7th | +3 |  |
| 8th | +3 | Ability Score Improvement |
| 9th | +4 |  |
| 10th | +4 | Archetype Features |
| 11th | +4 |  |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 |  |
| 14th | +5 | Archetype Features |
| 15th | +5 |  |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 |  |
| 18th | +6 |  |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Archetype Features |

**Stance:**You can choose your combat stance from the following:

Defensive Stance: +1 to AC but all weapon damage is reduced by 1d4

Offensive Stance: -1 to AC but all weapon damage is increased by 1d4

Neutral Stance: Normal, no negatives or positives.

You can change your stance before or after combat but not during.

**Archetypes:**

**Twin Marauder:**

You specialize in wielding two two-handed weapons. You are part of the Twin Marauders’ group. A group that praises The Twins as their inspiration for battle. The Twins, Draegon and Acheron (more commonly known as Chaos and Disorder) combined as one during battle against the gods. When the battle was over they were cursed to stay as one, but with two heads.

When dual wielding two two-handed weapons, they must be of the same type (note the class name “TWIN Marauder”

**Unyielding Strike:**

Once per day you can unleash the true power of The Twins and strike down your enemy. When you make an attack roll you gain advantage and deal an extra damage die equal to the weapons’ damage die.

**United Means:**

Once per day you can call upon The Twins and Unite your two weapons to form one great weapon. The new weapon has all the characteristics of both and does both of their damage die plus an additional damage die of the first weapon. United Means ends if you have not been in combat for 5 minutes or if you stop wielding the weapon with two hands.

**Counter-Part:**

Once per day you can call upon the Twins and summon your Counter-Part. The summoned being is a clone of you. When you use this ability, you can only wield a weapon in one hand, and the clone wields your other weapon in the opposite hand. You control your Counter-Part. The counter-Part combines back into you after 1 minute. (While this ability is in effect, you cannot dual wield two weapons. The ability to dual wield Two-Handed weapons is regained when your Counter-Part disappears.)

**Evoke:**

Once per battle, you can roll a d20 and see if you can evoke the enemy. Challenging them to a one on one combat. Neither you or the creature may try to attack another target until the previous target has been knocked unconscious or killed.

**Otherworldly Influence:**

Once per day you can call upon Draegon and Acheron to influence one creature to do anything. Even if it goes against their beliefs.

**Pugilist:**

You specialize in punching… a lot, and fast. You are a part of Fleeting Beating, a fighting group that holds little tournaments. Entertainers, but also serious fighters.

**Your unarmed attacks do 1d6 bludgeoning damage.**

**Blow-by-Blow:**

After a creature attacks, if it attacked you, you may force it into single combat with you, you both constantly hit each other until either you are knocked unconscious or the creature dies.

**Saved by the bell:**

You are “saved by the bell”. For one round of combat (six seconds) target enemy CANNOT make an attack against you.

**Roll with the Punches:**

When an enemy uses the same attack on you multiple times you can roll a d20 to potentially dodge it.

2nd attack: You must roll higher than an 18.

3rd attack: You must roll higher than a 16.

4th attack: You must roll higher than a 15.

Any attack after 4th decreases what you must roll to dodge by 1.

**On the Ropes:**

When you are under half health your AC increases by 1.

**Killer Instinct:**

Once per battle you may sense a “critical” spot on an enemy. Any attack made against this spot has advantage and does 1.5x damage.

**Beat them to the Punch:**

When an enemy attacks you, you may use your reaction to punch it first.