



FIGHTERS

In a world with untamed wilds like Asha, it is no wonder that there are those that rise above it all to become skilled fighters with exploits that are the stuff of legends. Fighters are those who specialize in combat, learning the basics of all combat styles.

GRIT

Grit embodies the unyielding courage and resolve of the fighter. It's the inner fire that fuels a lone fighter to face a horde of bandits. Grit is the subtle blend of bravery and recklessness, allowing one to push beyond their limits, stand tall in the face of overwhelming odds, and snatch victory from the jaws of defeat. It's not a measure of endurance, but a testament to one's spirit.

STYLE

Fighters distinguish themselves from their peers by adopting and perfecting a particular style or method of waging combat. Although this style might be a natural outgrowth of a Fighter's personality, that's not always the case. Fighters can be elegant or brutal, cunning or energetic. Moving with precise grace and total control, or causing attacks to rain down like hammer blows meant to splinter bone and send blood flying.

TRAINED FOR DANGER

Not every member of the city watch, the village militia, or the queen's army is a Fighter. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are Fighters. Some feel drawn to use their training as adventurers. The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter, not all that different from the life they left behind.

WELL ROUNDED SPECIALISTS

Fighters learn the basics of all combat styles. Every fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, use a bow, and even trap foes in a net with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each fighter specializes in a certain style of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes fighters superior combatants on battlefields and in dungeons alike.

FIGHTER

Level	Prof. Bonus	Features	Stunts
1st	+2	Grit, Martial Archetype, Second Wind	1
2nd	+2	Action Surge (one use), Weapon Mastery	1
3rd	+2	Martial Archetype Feature	3
4th	+2	Ability Score Improvement,	3
5th	+3	Extra Attack, Weapon Mastery (2)	3
6th	+3	Ability Score Improvement	3
7th	+3	Martial Archetype Feature	5
8th	+3	Ability Score Improvement	5
9th	+4	Weapon Mastery (3), Indomitable (one use)	5
10th	+4	Martial Archetype Feature	7
11th	+4	Extra Attack (2)	7
12th	+4	Ability Score Improvement	7
13th	+5	Indomitable (two uses)	7
14th	+5	Ability Score Improvement	7
15th	+5	Martial Archetype Feature	9
16th	+5	Ability Score Improvement, Weapon Mastery (4)	9
17th	+6	Action Surge (two uses), Indomitable (three uses)	9
18th	+6	Martial Archetype Feature	9
19th	+6	Ability Score Improvement	9
20th	+6	Extra Attack (3)	9

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Fighter level

Hit Points: 1d10 + your Constitution Modifier

Stunt Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

GRIT

At 1st level, you gain a number of grit points equal to your Wisdom modifier (minimum of 1). You regain 1 expended grit point each time you roll a critical hit on a d20 roll for an attack, or deal a killing blow with a weapon to a creature of significant threat (DM's discretion). You regain all expended grit points after a short or long rest. You may expend these grit points to perform Stunts. You learn 3 Stunts at 3rd level, and gain two additional Stunts at 7th, 10th, and 15th levels. Some Stunts require your target to make a saving throw to resist the Stunt's effects. The saving throw DC is calculated as follows:

Stunt Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

MARTIAL ARCHETYPE

At 1st level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choices are detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

SECOND WIND

At 1st level, 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 $1d10 + \text{your fighter level}$. Once you use this feature, you must finish a short or long rest before you can use it again.

WEAPON MASTERY

At 2nd level, you learn a particular fighting style as your specialty. Choose one of the following styles. You can't choose the same style twice, even when you later get to choose again. Whenever you finish a Long Rest, you can practice weapon drills and swap a style choice. The number of styles you know increases at levels 5, 9, and 16.

Archery - gain a +2 to attack rolls with ranged weapons.

Blind Fighting - when in combat you have blindsight with a range of 5 feet. With that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can sense an invisible creature within that range, unless that creature successfully hides from you.

Close Quarters Shooter - when making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three quarters cover against targets within 30 feet of you.





Dueling - while you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting - when you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Interception - as a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in this defensive stance, you can make opportunity attacks without using your reaction, and you can use your ordinary reaction attack against a creature that moves more than 5 feet while within your reach.

Thrown Weapon Fighting - You can draw and attack with a thrown weapon in one attack. Also, gain +2 damage with ranged attacks from thrown weapons.

Two Weapon Fighting - when using two weapons, add your ability modifier to the damage of the second attack.

Unarmed Fighting - your unarmed strikes can deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$ on a hit. If you aren't wielding any weapons or a shield when you attack, the d6 becomes a d8. At the start of each of your turns, you can deal $1d4$ bludgeoning damage to one creature you are grappling as a free action.

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.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

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.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

EMBELLISHMENTS

HERALDIC SIGN

Fighters typically do battle for a cause. Some fight on behalf of kingdoms besieged by monsters, while others quest only for personal glory. In either case, a Fighter often displays a heraldic sign that represents that cause, either adopting the symbol of a nation or a royal line, or creating a crest to represent one's own self-interest.

INSTRUCTOR

Some Fighters are natural-born combatants who have a talent for surviving in battle. Others learn the basics of their combat prowess in their formative years from spending time in a military or some other martial organization, where they were taught by the leaders of the group. A third type of Fighter comes from the ranks of those who received one-on-one instruction from an accomplished veteran of the craft. That instructor was, or perhaps still is, well versed in a certain aspect of combat that relates to your background.



HERALDIC SIGNS

D6 Sign

- | | |
|---|--|
| t | A rampant golden dragon on a green field, representing valor and a quest for wealth |
| 2 | The fist of a storm giant clutching lightning before a storm cloud, symbolizing wrath and power |
| 3 | Crossed great swords in front of a castle gate, signifying the defense of a city or kingdom |
| 4 | A skull with a dagger through it, representing the doom you bring to your enemies |
| 5 | A phoenix in a ring of fire, an expression of an indomitable spirit |
| 6 | Three drops of blood beneath a horizontal sword blade on a black background, symbolizing three foes you have sworn to kill |

INSTRUCTORS

D6 Instructor

- | | |
|---|--|
| 1 | Gladiator. They understand the brutal efficiency of combat, and need for victory |
| 2 | Military. They served with a group of soldiers, seen battle and value teamwork |
| 3 | City Watch. Crowd control and peacekeeping are their specialities |
| 4 | Tribal Warrior. In a tribe, primal strength and cunning are needed to survive. |
| 5 | Street Fighter. They excel at urban combat, combining close-quarters work with silence and efficiency |
| 6 | Weapon Master. They helped you to become one with your chosen weapon, by imparting highly specialized knowledge of how to wield it most effectively |

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose, reflects this approach.



CHAMPIONS

Champions focus on the development of raw physical power honed to deadly perfection. They can unleash devastating blows to cripple enemies.



ARCANE KNIGHTS

Combining martial mastery with a careful study of Wizardry. They dabble in both might and magic, forming a bond with a weapon.



BLADESINGERS

The Elven tradition of combining Sorcery and Swordsmanship, they enter a trancelike state during battle increasing their awareness.



KAETHU WATER DANCERS

ELVES ONLY

Water Dancing is an Elvish fighting style as well as performance art using a Kahedafa or "dancing sword".



UMBRAL KNIGHTS

ELVES ONLY

Umbral knights have mastered Umbramancy to call upon living shadows for use in battle



WEAPONMASTERS

Preferring to fight with a single weapon, they use it with finesse and precision. They master the use of stances to grant an edge in battle.





CHAMPION

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

BRUTAL FIGHTING

At 1st level, gain an additional Grit point.

IMPROVED CRITICAL

At 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE

At 7th level, you can add half your proficiency bonus (rounded 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 your Strength modifier in feet.

UNYIELDING

At 10th level, when an effect would move you, knock you prone, or both, you can expend a Grit point to be neither moved nor knocked prone.

SUPERIOR CRITICAL

At 15th level, your weapon attack scores a critical hit on a roll of 18-20.

SURVIVOR

At 18th level, if you have no more than half of your hitpoints left, you regain hit points equal to $5 + \text{your Constitution modifier}$. You don't gain this benefit if you have 0 hit points.

ARCANE KNIGHT

The archetypal Arcane Knight combines the martial mastery common to all fighters with a careful study of Wizardry. These Fighters learn a comparatively small number of spells, committing them to memory instead of keeping them in a spell book.

WEAPON BOND

At 1st level, you learn a ritual that creates a magical bond between yourself and a weapon. You perform the ritual over the course of a short rest bonding an arcane core such that the weapon becomes your arcane focus. The weapon must be within your reach throughout the ritual, at the conclusion of which the bond is forged.

Once you have bonded to a weapon, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon it by expending a Grit point, causing it to teleport instantly to your hand. You can have up to two bonded weapons, summoning them both with 2 Grit points. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

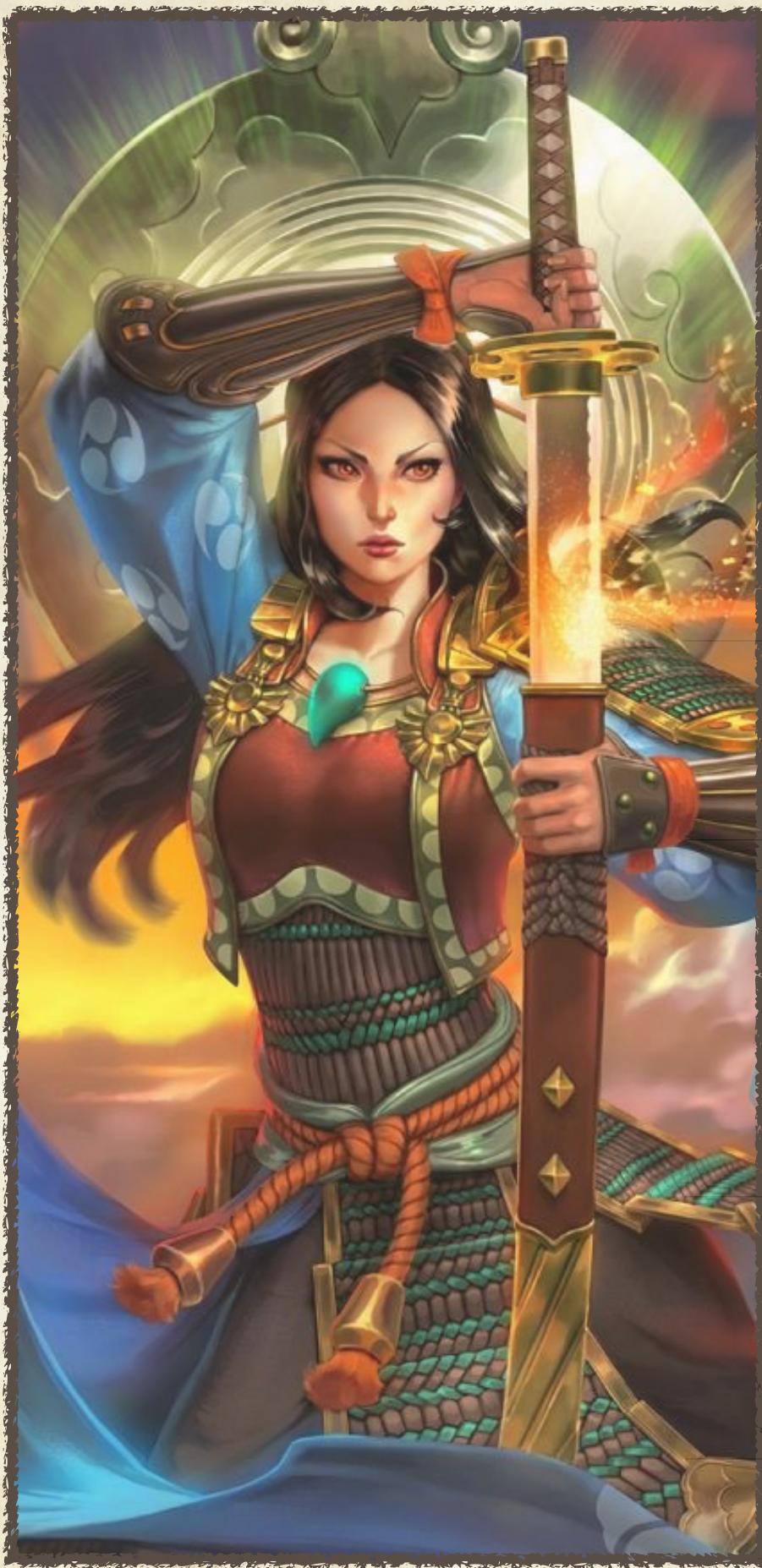
SPELLCASTING ABILITY

At 3rd level, you augment your martial prowess with the ability to cast spells. You learn two cantrips of your choice from the Wizard spell list and gain an

ARCANE KNIGHT SPELLCASTING

Level	Cantrips Known	Spells Known	— Spell Slots per Spell Level —			
			1st	2nd	3rd	4th
1st	-	-	-	-	-	-
2nd	-	-	-	-	-	-
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	3	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1





additional Cantrip at 10th level.

Intelligence is your spell casting ability for your Wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spell casting ability.

Spell Save DC = 8 + proficiency bonus + Intelligence modifier

Spell Attack Modifier = proficiency bonus + Intelligence modifier

You can perform somatic components of spells even when you have weapon or a shield in one or both hands. Your bonded weapon acts as your arcane focus.

WAR MAGIC

At 7th level, when you use your action to cast a Cantrip, you can make one weapon attack as a bonus action.

ARCANE STRIKE

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack using your bonded weapon, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

ARCANE CHARGE

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

IMPROVED WAR MAGIC

At 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

BLADESINGER

A Bladesinger is the combination of Sorcery and Swordsmanship. They can enter into a trancelike state in which they allow the natural mana of the world to flow through them, enhancing their combat prowess and awareness.

SPELLCASTING ABILITY

At 1st level, you augment your martial prowess with the ability to cast spells. You learn two cantrips of your choice from the Sorcerer spell list.

Each Sorcery Bloodline uses a unique attribute to determine spellcasting ability. Demonic: Strength, Draconic: Dexterity, Celestial: Intelligence, Fey: Wisdom, and Dwarvish: Constitution. You use this attribute to determine your spell save DC and spell attack modifier.

Spell Save DC = 8 + proficiency bonus + Bloodline Attribute modifier

Spell Attack Modifier = proficiency bonus + Bloodline Attribute modifier

Once per short rest, when making a weapon attack and before you roll to hit, you may also cast a Cantrip. On a hit, the target takes both weapon damage and the spell's effects. If a saving throw is required, the target makes its save at disadvantage. On a miss, no weapon damage occurs, and the spell has no effect. These Cantrips are cast as if by characters of level 1.

MARTIAL MAGIC

At 3rd level, you can perform somatic components of spells even when you have weapon or a shield in one or both hands.

Font Of Magic - You gain a number of sorcery points which you regain after a short or long rest.

Flexible Casting - You may sacrifice sorcery points to create spell slots as a bonus action. 2 Sorcery Points = 1st level spell slot, 3 Points = 2nd level slot, and 5 Points = 3rd level slot.

Metamagic - You gain two Metamagic options (see Metamagic Options on Sorcerer class sheet).



BLADESONG

TWICE PER SHORT REST

At 3rd level, you can invoke and concentrate on a technique called a Bladesong by expending 1 Grit. While your Bladesong is active, you gain the following benefits if you aren't wearing medium or heavy armor or using a shield:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your movement speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.

Your Bladesong lasts for 1 minute, and you cannot cast or concentrate on spells while it is active. Your Bladesong ends early if you are knocked unconscious, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a single weapon. You can also dismiss your Bladesong at any time you choose as a bonus action.

INNER EYE

At 7th level, your Bladesong now grants you Tremor Sense up to a 20 foot radius when active.

SONG OF CELERITY

At 10th level, whenever combat stirs, you can act unnaturally fast. When you roll for initiative and aren't surprised you can choose to immediately invoke your Bladesong by spending the appropriate Grit. In addition, when you make a melee attack while your Bladesong is active, that creature can't make opportunity attacks against you for the rest of your turn.

SONG OF VICTORY

At 15th level, while your Bladesong is active, you add either your remaining Grit or Sorcery points to the damage of your melee weapon attacks.

SAPPING SONG

At 18th level, when you reduce a hostile creature to 0 hit points while your Bladesong is active, you gain

BLADESINGER SPELLCASTING

Level	Cantrips Known	Spells Known	Sorcery Points	Spell Slots per Spell Level			
				1st	2nd	3rd	4th
1st	2	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-
3rd	4	2	2	2	-	-	-
4th	4	3	2	3	-	-	-
5th	4	3	2	3	-	-	-
6th	4	4	2	3	-	-	-
7th	4	4	2	3	2	-	-
8th	4	4	3	4	2	-	-
9th	4	4	3	4	2	-	-
10th	4	4	3	4	3	-	-
11th	4	5	3	4	3	-	-
12th	4	5	3	4	3	-	-
13th	4	5	4	4	3	2	-
14th	4	5	4	4	3	2	-
15th	4	5	4	4	3	2	-
16th	4	6	4	4	3	3	-
17th	4	6	4	4	3	3	-
18th	4	6	4	4	3	3	-
19th	4	7	5	4	3	3	1
20th	4	7	5	4	3	3	1

a temporary Grit point. These temporary points can not exceed your Sorcery's key attribute modifier, and when you would spend a Grit while you have temporary points, the temporary points are spent first. When your Bladesong ends, you lose any of these remaining temporary points.



attack and damage rolls of your melee weapons as long as you are wielding a weapon in each hand. You also gain proficiency in one skill of your choice: Acrobatics or Performance.

STANCE OF CRASHING WAVES

At 3rd level, you gain the ability to parry Magic. If a spell or spell-like ability with an attack roll targets you, you may attempt to parry it with your own attack roll. If your roll is equal to or higher than the spell's, the spell is nullified.

GUARDIAN WATERS

ONCE PER SHORT REST

At 7th level, your trained graceful movement and perfected fluid motions have given you the ability to avoid most blows with a honed precision. Once per short rest, you may make a Performance check as a free action. The result of this check replaces your Armor Class and/or the result of any Dexterity Saving Throw you would have to make until the start of your next turn. This ability does not function if you are restrained, stunned, paralyzed or incapacitated.

KAETHU - WATER DANCING

ELVES ONLY

Kaethu, or "Water Dancing" is an Elvish martial art developed by The Emerald Order to counter the unchecked power of rogue magic users. Utilizing a Kahedafa or "dancing sword", this style combines swift, acrobatic maneuvers and powerful, graceful strikes, making it simultaneously an effective combat form and a revered performance art among Elves. The unpredictable nature of a Kaethu master keeps foes guessing, and their study of the science of magic makes them formidable protectors against Desecration brought on by Magic.

TWO-WEAPON GRACEFULNESS

At 1st level, you are adept at wielding two weapons in combat as gracefully as a dancer. You can use your Dexterity modifier instead of Strength for the

CALCULATED STRIKE

ONCE PER TURN

At 10th level, before you make a melee attack with a weapon, you can expend a Bonus Action and expend 1 Grit point to roll the attack with disadvantage. You may expend an extra grit to bypass any AC bonus gained by Spellcraft (eg Mage Armor, Shield). If the attack hits, it overcomes damage resistances and immunities. You may use this feature once per turn.

NIMBLE FOOTWORK

ONCE PER TURN

At 15th level, you weave in and out of combat with ease, avoiding most strikes. Once per turn, when you make a melee weapon attack, you can move up to half of your walking speed after you make the attack. Opportunity attacks made against you for this movement are made with disadvantage.

WHIRLING BLADES

ONCE PER LONG REST

At 18th level, you gain the ability to dispel magic by expending 1 Grit Point per spell level. Spells of equal or lower level to the Grit points expend are nullified. For higher-level spells, make a dispel check ($1d20 + \text{expended Grit}$) against a DC of $11 + \text{the caster's level}$.

KAHEDAF

The Kahedaf or “Dancing Sword” is a unique invention of the Elves. It is a remarkable weapon featuring two crescent-shaped blades that can be connected at the hilt, forming a sword staff. This weapon can be wielded as a polearm or separated into two individual blades for dual-wielding. Its design allows for a fluid and agile combat style, perfect for swift and stealthy strikes. The weapon’s elegant curves and sharp edges make it as beautiful as it is deadly, embodying the Elves’ mastery of both form and function. The blades can be safely folded into the hilts, allowing for more compact and discreet storage. The design was perfected by The Emerald Order, who honed its blade to be capable of cutting through mana and spellcraft.

SINGLE BLADED FORM

Martial Melee Weapon

Damage: 1d6 Slashing, Finesse

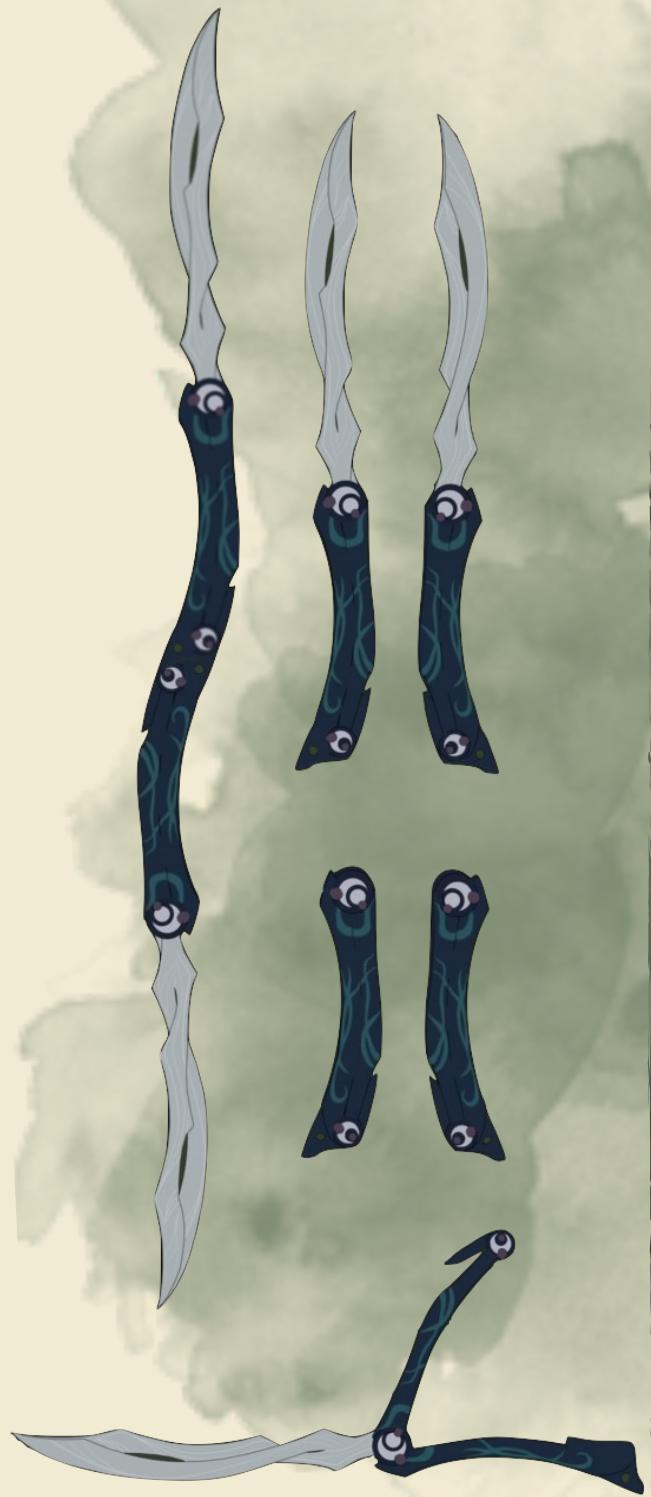
DOUBLE BLADED CONNECTED FORM

Martial Melee Weapon

Damage: 1d10 Slashing, Finesse, Reach

* Note: it takes a bonus action to shift between forms:
Concealed, Single Blade, Double Blade.

KAHEDAF “DANCING SWORD”



UMBRAL KNIGHT

ELVES ONLY

A mysterious and feared frontline warrior of the Draugaira, the Umbral Knight has mastered the art of using Umbramancy to summon the fading shades of the Shadowfell to aid them in battle. Surrounded by shadows of their own might, they charge into the fray as a cycling swarm of darkness and strikes.

LIVING SHADOW

At 1st level, you can use a bonus action to magically manifest a shadow of yourself in an unoccupied space you can see within 15 feet of you. This shadow is a magical, translucent, black image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another shadow, or until you're incapacitated.

Your shadow has an AC equal to your Stunt Save DC, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the shadow to move up to 30

feet in any direction (no action required). If your shadow is ever more than 30 feet from you at the end of your turn, it is destroyed.

- As a bonus action, you can teleport, magically swapping places with your shadow at a cost of 1 Grit, regardless of the distance between the two of you..
- When a creature that you can see within 5 feet of your shadow moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the shadow's space.

UNLEASH INCARNATE

At 3rd level, When you take the Attack action on your turn, any attack you make with that action can originate from your space or the shadow's space. You make this choice for each attack. Whenever you take the Attack action, you can make one additional melee attack from the shadow's position. To use this feature you must expend 1 Grit.



RECLAIM POTENTIAL

At 3rd level, you've learned to absorb the fleeting magic of your shadow. When a shadow of yours is destroyed by taking damage, you gain 1 Grit.

RAVEN AVATAR

At 7th level, you can temporarily transfer your consciousness to your shadow. As an action, you can see through your shadow's eyes and hear through



its ears. It has superior darkvision with a range of 120 feet, and can see through magical darkness. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

SILENT MARTYR

ONCE PER SHORT REST

At 10th level, you can make your shadow throw itself in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to teleport the shadow to an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your shadow.

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

RECLAIMED VITALITY

WISDOM MODIFIER PER LONG REST

At 15th level, when a shadow of yours is destroyed by taking damage, you can gain a number of temporary hit points equal to $2d6 + \text{your Wisdom modifier}$, provided you don't already have temporary hit points. You can use this feature a number of times equal to your wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

UMBRAL LEGION

At 18th level, you can use a bonus action to create two shadows with your Living Shadow feature, and these shadows can co-exist. If you try to create a third shadow, the previous two shadows are destroyed. Anything you can do from one shadow's position can be done from the other's instead.

WEAPONMASTER

Preferring to fight with a single weapon, they use it with finesse and precision. They have mastered the use of stances to grant them an edge in battle.

ONE WITH THE WEAPON

You have the ability to become familiar with a single, specific Simple or Martial weapon in your possession. Whenever you finish a Long Rest, you can practice weapon drills with another weapon and change which weapon you are in tune with. While bonded to a weapon, it gains the Finesse property for you only, as long as you wield it alone without a shield or companion weapon.

LONE WEAPON DUELING

Starting at 3rd level, your bonded weapon grants you +1 to attack rolls you make with it, and gains the Versatile property.

COMBAT STANCES

At 7th level, you are able to choose from a number of combat stances to activate while you are wielding your bonded weapon. Only one can be active at any time. At the start of each turn you decide which stance you will activate.

BLOODSTANCE

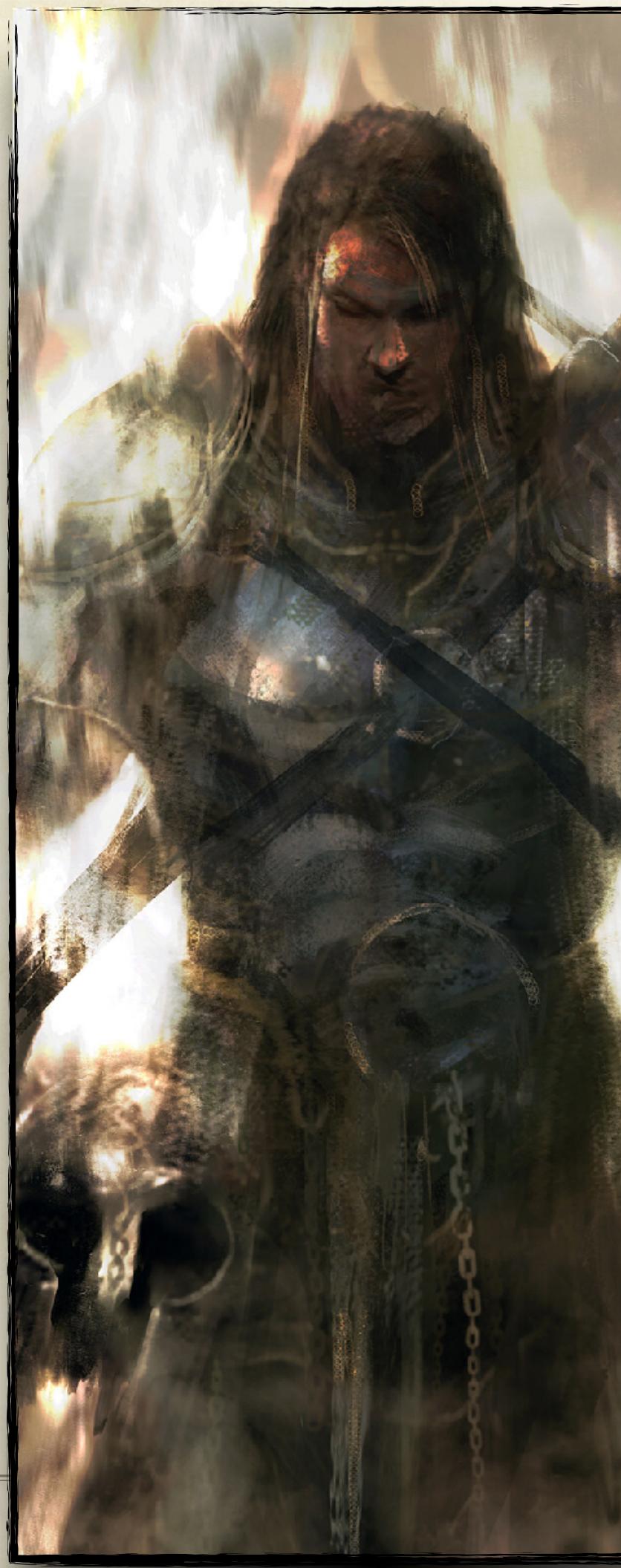
A stance for someone who doesn't care if they get hit. All attacks you make are at advantage, and all attacks against you are also at advantage.

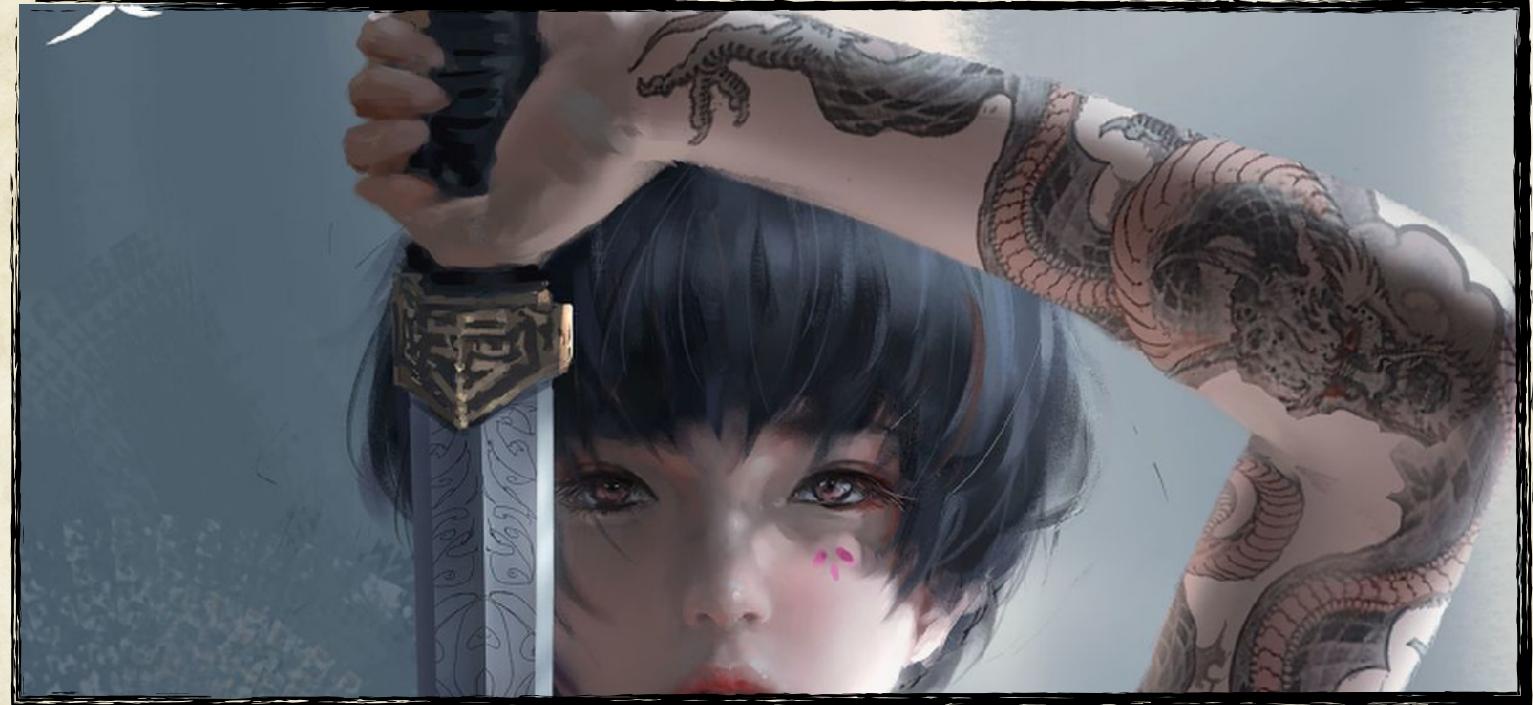
VINESTANCE

A slow and steady form punctuated by sudden quick lunges. When you make an attack, you can move an additional 10 feet for each expended Grit.

WINDSTANCE

The best stance against many foes, attacks against you don't get advantage from flanking. You are at disadvantage to hit the same foe with more than one attack on the same turn.





DEADLY ARTISTRY

At 10th level, when you use your Action Surge, your melee attacks deal an additional 1d4 damage until the start of your next turn.

ADVANCED COMBAT STANCES

At 15th level, you gain more combat stances:

SMOKESTANCE

Your movement through the battlefield appears an ever-flowing dance. Your speed is reduced by 10 feet however you ignore difficult terrain and gain a +2 bonus to your AC and Dexterity saving throws until the start of your next turn. You must move at least 20 feet for these benefits to become active.

FLAMESTANCE

You spend 1 Grit and gain blindsight to a range of 15 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can sense an invisible creature within that range, unless the creature successfully hides from you.

MASTER STROKE

ONCE PER SHORT REST

At 18th level, your mastery of the blade is without peer, striking when your enemies are most vulnerable. When a creature makes an attack roll against you, you can use a reaction and spend 1 Grit to make an attack with your bonded weapon. If this attack hits, the creature takes an additional 2d10 damage, and the attack against you misses. You must complete a short rest before using this feature again.



STUNTS

BAIT AND SWITCH (1 GRIT):

MOVEMENT STUNT

When you're within 5 feet of a creature on your turn, you can expend one Grit and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the Incapacitated condition. This movement doesn't provoke Opportunity Attacks.

COMMANDER'S STRIKE (1 GRIT):

ATTACK STUNT

When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Grit. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike, adding 1d8 to the attack's damage roll on a hit.

COMMANDING PRESENCE (1 GRIT):

SOCIAL STUNT

When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one Grit and add 1d8 to the roll.

CRIPPLING BLOW (1 GRIT):

ATTACK STUNT

When you hit a creature with an attack, you can expend one Grit to attempt to cripple it. On a hit, the target creature must make a Dexterity saving throw. On a failed save, the creature's speed is reduced to 0 until the end of your next turn.

DISTRACTING STRIKE (1 GRIT):

ATTACK STUNT

When you hit a creature with an attack roll, you can expend one Grit to distract the target. Add 1d8 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.



EMPOWERED STRIKE (1 GRIT):

ATTACK / MAGIC STUNT

When you successfully hit a creature with a melee or ranged attack, you can spend 1 grit point to upcast a spell you cast on the same turn by 1 level. For every additional grit point spent, the spell's level increases by 1.

EVASIVE FOOTWORK (1 GRIT):

MOVEMENT STUNT

As a Bonus Action, you can expend one Grit and take the Disengage action. You can add your remaining Grit to your AC until the start of your next turn.

EXTORTION (1 GRIT):

SOCIAL STUNT

When a creature within 5 feet of you is being grappled by yourself or an ally, then you can inflict pain to coerce them to comply with you. Upon spending 1 Grit and making a successful attack



against the creature, it must make a Wisdom saving throw or be Frightened of you for as long as it is being grappled and 1 round afterwards. You may choose to make this damage non-lethal.

Additionally, you can turn fear into compliance. The creature has disadvantage on Deception checks against you while frightened.

FEINTING ATTACK (1 GRIT):

ATTACK STUNT

As a Bonus Action, you can expend one Grit to feint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add 1d8 to the attack's damage roll.

GOADING ATTACK (1 GRIT):

ATTACK STUNT

When you hit a creature with an attack roll, you can expend one Grit to attempt to goad the target into attacking you. Add 1d8 to the attack's damage roll. The target must succeed on a Wisdom saving throw or have Disadvantage on attack rolls against targets other than you until the end of your next turn.

LUNGING ATTACK (1 GRIT):

MOVEMENT STUNT

As a Bonus Action, you can expend one Grit and take the Dash action. If you move at least 5 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add 1d8 to the attack's damage roll.

MANEUVERING ATTACK (1 GRIT):

MOVEMENT STUNT

When you hit a creature with an attack roll, you can expend one Grit to maneuver one of your comrades into another position. Add 1d8 to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an Opportunity Attack from the target of your attack.

MENACING ATTACK (1 GRIT):

ATTACK STUNT

When you hit a creature with an attack roll, you can expend one Grit to attempt to frighten the target. Add 1d8 to the attack's damage roll. The target must

succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn.

PARRY (1 GRIT):

DEFENSIVE STUNT

When another creature damages you with a melee attack roll, you can take a Reaction and expend one Grit to reduce the damage by 1d8 plus your Strength or Dexterity modifier (your choice).

PRECISION ATTACK (1 GRIT):

ATTACK STUNT

When you miss with an attack roll, you can expend one Grit, roll 1d8, and add it to the attack roll, potentially causing the attack to hit.

RALLY (1 GRIT):

DEFENSIVE STUNT

As a Bonus Action, you can expend one Grit to bolster the resolve of a companion. Choose an ally of yours within 30 feet of yourself who can see or hear you. That creature gains Temporary Hit Points equal to 1d8 plus half your Fighter level (round down).

RIPoste (1 GRIT):

DEFENSIVE STUNT

When a creature misses you with a melee attack roll, you can take a Reaction and expend one Grit to make a melee attack roll with a weapon or an Unarmed Strike against the creature. If you hit, add 1d8 to the attack's damage.

SHOVE ATTACK (2 GRIT):

ATTACK STUNT

When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend two Grit to attempt to drive the target back. Add 1d8 to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.

STEEL NERVES (1 GRIT):

DEFENSIVE STUNT

When you make a Wisdom, Intelligence, or Charisma saving throw, you may use your reaction and expend one Grit to add 1d8 to the result. You may do so after you roll, but before you know whether or not you have succeeded.



Sweeping Attack (1 Grit):

Attack Stunt

When you hit a creature with a melee attack roll using a weapon or an Unarmed Strike, you can expend one Grit to attempt to damage another creature. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to 1d8. The damage is of the same type dealt by the original attack.

