



FIGHTER

LET ME KNOW WHEN YOU'RE ALL DONE TALKING.

—Tordek

Of all the adventurers in the worlds of D&D, the fighter is perhaps the greatest paradox. On the one hand, a singular feature of the class is that no two fighters ply their craft in quite the same way; their weapons, armor, and tactics differ across a vast spectrum. On the other hand, regardless of the tools and methods one uses, at the heart of every fighter's motivation lies the same basic truth: it is better to wound than to be wounded.

Although some adventuring fighters risk their lives fighting for glory or treasure, others are primarily concerned with the welfare of others. They put more value on the well-being of the society, the village, or the group than on their own safety. Even if there's gold in the offing, the true reward for most fighters comes from sending enemies to their doom.

The sections below offer ways to add a little depth and a few personal touches to your fighter character.

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 self-interest.

Your character could be affiliated with an organization or a cause, and thus might already travel under a banner of some sort. If that's not the case, consider devising a heraldic sign that symbolizes an aspect of your nature or speaks to what you see as your purpose in the world.

Sticks and stones may break my bones,
but swords will never hurt me—as long
as I stay really high and shoot down at
an angle.



HERALDIC SIGNS

d6	Sign
1	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 greatswords 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

INSTRUCTOR

Some fighters are natural-born combatants who have a talent for surviving in battle. Others learned the basics of their combat prowess in their formative years from spending time in a military or some other martial organization, when 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 the student's background.

If you decide that your character had an individual instructor, what is that person's specialty? Do you emulate your instructor in how you fight, or did you take the instructor's teachings and adapt them to your own purposes?

INSTRUCTORS

d6	Instructor
1	Gladiator. Your instructor was a slave who fought for freedom in the arena, or one who willingly chose the gladiator's life to earn money and fame.
2	Military. Your trainer served with a group of soldiers and knows much about working as a team.
3	City Watch. Crowd control and peacekeeping are your instructor's specialties.
4	Tribal Warrior. Your instructor grew up in a tribe, where fighting for one's life was practically an everyday occurrence.
5	Street Fighter. Your trainer excels at urban combat, combining close-quarters work with silence and efficiency.
6	Weapon Master. Your mentor helped you to become one with your chosen weapon, by imparting highly specialized knowledge of how to wield it most effectively.

Arrows are the worst. They go much farther than eye rays. That's why I stay indoors all the time. Besides, the sky is totally overrated.



SIGNATURE STYLE

Many 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—someone's approach to the world in general does not necessarily dictate how that person operates when lives are on the line.

Do you have a combat style that mirrors your outlook on life, or is something else inside you unleashed when weapons are drawn?

SIGNATURE STYLES

d6 Style

- 1 **Elegant.** You move with precise grace and total control, never using more energy than you need.
- 2 **Brutal.** Your attacks rain down like hammer blows, meant to splinter bone or send blood flying.
- 3 **Cunning.** You dart in to attack at just the right moment and use small-scale tactics to tilt the odds in your favor.
- 4 **Effortless.** You rarely perspire or display anything other than a stoic expression in battle.
- 5 **Energetic.** You sing and laugh during combat as your spirit soars. You are happiest when you have a foe in front of you and a weapon in hand.
- 6 **Sinister.** You scowl and sneer while fighting, and you enjoy mocking your foes as you defeat them.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook*: the Arcane Archer, the Cavalier, and the Samurai.

ARCANE ARCHER

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Arcane Archers are some of the most elite warriors among the elves. They stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

ARCANE ARCHER FEATURES

Fighter Level	Feature
3rd	Arcane Archer Lore, Arcane Shot (2 options)
7th	Curving Shot, Magic Arrow, Arcane Shot (3 options)
10th	Arcane Shot (4 options)
15th	Ever-Ready Shot, Arcane Shot (5 options)
18th	Arcane Shot (6 options, improved shots)

ARCANE ARCHER LORE

At 3rd level, you learn magical theory or some of the secrets of nature—typical for practitioners of this elven martial tradition. You choose to gain proficiency in either the Arcana or the Nature skill, and you choose to learn either the *prestidigitation* or the *druidcraft* cantrip.

ARCANE SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see “Arcane Shot Options” below).

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

You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

MAGIC ARROW

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

CURVING SHOT

At 7th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow 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, your magical archery is available whenever battle starts. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

ARCANE SHOT OPTIONS

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

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



LEFT TO RIGHT: SAMURAI, CAVALIER, AND ARCANE ARCHER

Banishing Arrow. You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow 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.

After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

Beguiling Arrow. Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes an extra 2d6 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.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Bursting Arrow. You imbue your arrow with force energy drawn from the school of evocation. The energy detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each.

The force damage increases to 4d6 when you reach 18th level in this class.

Enfeebling Arrow. You weave necromantic magic into your arrow. The creature hit by the arrow takes an extra 2d6 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.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

Grasping Arrow. When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 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.

The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.

Piercing Arrow. You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow 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 arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

Seeking Arrow. Using divination magic, you grant your arrow 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 arrow 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 arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the arrow disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the arrow, 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.

The force damage increases to 2d6 when you reach 18th level in this class.

Shadow Arrow. You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 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.

The psychic damage increases to 4d6 when you reach 18th level in this class.

CAVALIER

The archetypal Cavalier excels at mounted combat. Usually born among the nobility and raised at court, a Cavalier is equally at home leading a cavalry charge or exchanging repartee at a state dinner. Cavaliers also learn how to guard those in their charge from harm, often serving as the protectors of their superiors and of the weak. Compelled to right wrongs or earn prestige, many of these fighters leave their lives of comfort to embark on glorious adventure.

CAVALIER FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Born to the Saddle, Unwavering Mark
7th	Warding Maneuver
10th	Hold the Line
15th	Ferocious Charger
18th	Vigilant Defender

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

BORN TO THE SADDLE

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

CAVALIERS, SAMURAI, AND HISTORY

While both cavaliers and samurai existed in the real world, our inspirations for both fighter archetypes are taken from popular culture (folk tales, movies, and comic books), not from history. Our intent is to capture the cinematic, heroic element of both archetypes in the game, rather than create an accurate historical representation of either one.

UNWAVERING MARK

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

WARDING MANEUVER

At 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

HOLD THE LINE

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

So there are different names for different sorts of people who swing swords? Why? Let me try: big sword swinger and tiny sword swinger. No, that sounds like it's the size of the sword that matters. How about: big meat bag with a sword and little meat bag with a sword!

FEROCIOUS CHARGER

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

VIGILANT DEFENDER

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

SAMURAI

The Samurai is a fighter who draws on an implacable fighting spirit to overcome enemies. A Samurai's resolve is nearly unbreakable, and the enemies in a Samurai's path have two choices: yield or die fighting.

SAMURAI FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Fighting Spirit (5 temp. hp)
7th	Elegant Courtier
10th	Tireless Spirit, Fighting Spirit (10 temp. hp)
15th	Rapid Strike, Fighting Spirit (15 temp. hp)
18th	Strength before Death

BONUS PROFICIENCY

When you choose this archetype 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.

FIGHTING SPIRIT

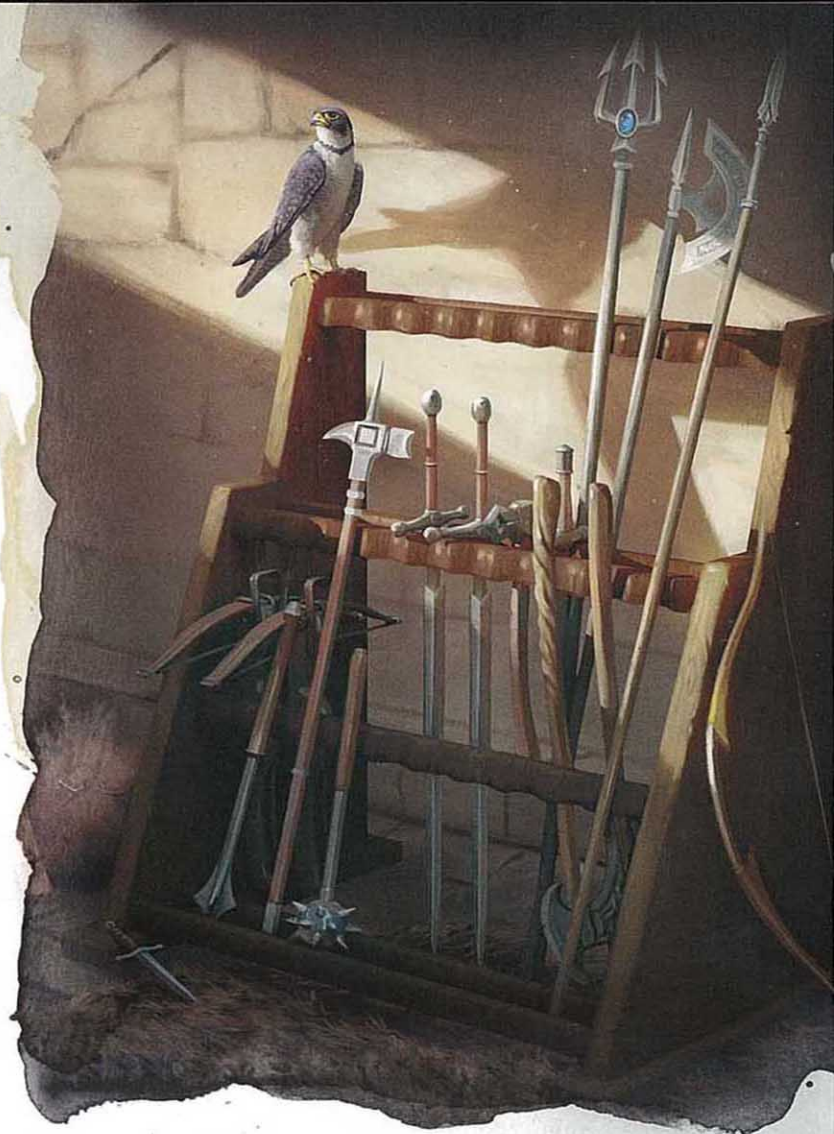
Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of temporary hit points increases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

You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

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 SPIRIT

Starting at 10th level, when you roll initiative and have no uses of Fighting Spirit remaining, you regain one use.

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.