

Fighter

Description

A human in clanging plate armor...

holds her shield before her as she runs toward the massed goblins. An elf behind her, clad in studded leather armor, peppers the goblins with arrows loosed from his exquisite bow. The half-orc nearby shouts orders, helping the two combatants coordinate their assault to the best advantage.

A dwarf in chain mail interposes his shield between the ogre's club and his companion, knocking the deadly blow aside. His companion, a half-elf in scale armor, swings two scimitars in a blinding whirl as she circles the ogre, looking for a blind spot in its defenses.

A gladiator fights for sport in an arena, a master with his trident and net, skilled at toppling foes and moving them around for the crowd's delight—and his own tactical advantage. His opponent's sword flares with blue light an instant before she sends lightning flashing forth to smite him.

All of these heroes are fighters, perhaps the most diverse class of characters in the worlds of Dungeons & Dragons. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

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.

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 fighters 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 he or she left behind. There are greater risks, perhaps, but also much greater rewards—few fighters in the city watch have the opportunity to discover a magic flame tongue sword, for example.



Creating a Fighter

Creating a Fighter

As you build your fighter, think about two related elements of your character's background: Where did you get your combat training, and what set you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? A threat to your homeland, a thirst for revenge, or a need to prove yourself might all have been factors.

You might have enjoyed formal training in a noble's army or in a local militia. Perhaps you trained in a war academy, learning strategy, tactics, and military history. Or you might be self-taught—unpolished but well tested. Did you take up the sword as a way to escape the limits of life on a farm, or are you following a proud family tradition? Where did you acquire your weapons and armor? They might have been military issue or family heirlooms, or perhaps you scrimped and saved for years to buy them. Your armaments are now among your most important possessions—the only things that stand between you and death's embrace.

Quick Build

You can make a fighter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Constitution, or Intelligence if you plan to adopt the Eldritch Knight martial archetype. Second, choose the [soldier](#) background.

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.

D6	Heraldic Signs
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

D6	Heraldic Signs
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?

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.

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?

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.



Basic Details

Hit Points

Hit Dice: 1d10

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10(or 6) +your constitution modifier per Fighter level after 1st.

Variant Hit Points: 10 + your Constitution modifier x Your current Fighter level

Proficiencies

Armor: Light Armor, Medium Armor, Heavy Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength (or Dexterity) and Constitution

Skills: Choose 2 from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Medicine, Nature Perception, and Survival

Starting Equipment

You start with the following items; plus anything provided by your background.

- (a) [chain mail](#) or (b) [leather armor](#), [longbow](#), and [20 arrows](#)
- (a) a [martial weapon](#) and a [shield](#) or (b) two [martial weapons](#)
- (a) a [light crossbow](#) and [20 bolts](#) or (b) two [handaxes](#)
- (a) a [dungeoneer's pack](#) or (b) an [explorer's pack](#)

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

Multiclassing

Ability Score Minimum: Strength 13 or Dexterity 13

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies.

Armor: [light armor](#), [medium armor](#), [shields](#)

Weapons: [simple weapons](#), [martial weapons](#)



Levels and Features

Level	Proficiency Bonus	Features	Maneuvers Known	Superiority Die
1st	+2	Fighting Style, Second Wind	-	-
2nd	+2	Combat Superiority	2	3
3rd	+2	Martial Archetype, Action Surge	2	3
4th	+2	Ability Score Improvement, Martial Versatility	2	3
5th	+3	Extra Attack, <i>Tactical Knowledge</i>	2	3
6th	+3	Ability Score Improvement	3	4
7th	+3	Martial Archetype Feature, <i>Ambush Master</i>	3	4
8th	+3	Ability Score Improvement	3	4
9th	+4	Indomitable	3	4
10th	+4	Martial Archetype Feature	4	4
11th	+4	Extra Attack (2)	4	4
12th	+4	Ability Score Improvement	4	4
13th	+5	Indomitable (two uses)	4	4
14th	+5	Ability Score Improvement	5	5
15th	+5	Martial Archetype Feature	5	5
16th	+5	Ability Score Improvement	5	5
17th	+6	Action Surge (two uses), Indomitable (three uses)	5	5
18th	+6	Martial Archetype Feature	6	5
19th	+6	Ability Score Improvement	6	5
20th	+6	Extra Attack(3), Unbreakable	6	5





Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Blind Fighting

You have blindsight with a range of 10 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 see an [invisible](#) creature within that range, unless the creature successfully hides from you.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When 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

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a [shield](#) or a [simple or martial weapon](#) to use this reaction.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a [shield](#) or a [simple or martial weapon](#) to use this reaction.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a [shield](#) when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature [grappled](#) by you.

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.

Combat Superiority

Starting at 2nd Level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers.

You learn two maneuvers of your choice, which are listed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 6th, 10th, 14th, and 18th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice.

You have three superiority dice, which are d6s. 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 another superiority die at 6th level and one more at 14th 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)

Available 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.

Commander's Strike.

When you take the [Attack](#) action on your turn, you can forgo one of your attacks and use a bonus action 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's damage 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.

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.

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.

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.

Goaded 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 (see the Player's Handbook for rules on grappling). 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.

Maneuvering Attack.

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 a melee 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 Dexterity and Constitution 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 one size larger than you or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

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.

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 attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Sweeping Attack.

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. 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 the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

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](#).

Martial Archetype

At 3rd level, you choose an archetype from the list available 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.

Action Surge

Starting at 3rd 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, 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.

If your DM allows the use of feats, you may instead take a [feat](#).

Martial Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement 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.
- 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.

Tactical Knowledge

Starting at 5th level, you can leverage your experience in battle; you may use your reaction after you make any ability check in which you can leverage your experience in battle to reroll the check, when you reroll a check this way you must use the new roll. You can do this a number of times equal to half your Proficiency Bonus and regain all expended uses on a long rest.

Ability Score Improvement

When you reach 6th 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.

If your DM allows the use of feats, you may instead take a [feat](#).

Martial Archetype Feature

At 7th level, you gain a feature granted by your Martial Archetype.

Ambush Master

Beginning at 7th Level, you master setting up and recognizing ambushes; giving you the following abilities:

- When you and any allies within 15
-
- feet of you make an attack roll against a creature that does not know that the attacker is hidden; disadvantage cannot negate your advantage in any way.
- When a combat begins, you and a number of allies within 10 feet of you equal to your proficiency bonus (that you choose) cannot be surprised so long as you are not incapacitated.

Ability Score Improvement

When you reach 8th 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.

If your DM allows the use of feats, you may instead take a [feat](#).

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.

Martial Archetype Feature

At 10th level, you gain a feature granted by your Martial Archetype.

Extra Attack(2)

At 11th level, you can attack three times whenever you take the [Attack](#) action on your turn.

Ability Score Improvement

When you reach 12th 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.

If your DM allows the use of feats, you may instead take a [feat](#).

Indomitable (two uses)

At 13th level, you can use Indomitable twice between long rests.

Ability Score Improvement

When you reach 14th 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.

If your DM allows the use of feats, you may instead take a [feat](#).

Martial Archetype Feature

At 15th level, you gain a feature granted by your Martial Archetype.

Ability Score Improvement

When you reach 16th 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.

If your DM allows the use of feats, you may instead take a [feat](#).

Action Surge (two uses)

At 17th level, you can use Action Surge twice before a rest, but only once on the same turn.

Indomitable (three uses)

At 17th level, you can use Indomitable three times between long rests.

Martial Archetype Feature

At 18th level, you gain a feature granted by your Martial Archetype.

Ability Score Improvement

When you reach 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.

If your DM allows the use of feats, you may instead take a [feat](#).

Extra Attack (3)

At 20th level, you can attack four times whenever you take the [Attack](#) action on your turn.

Unbreakable

When you use Indomitable you automatically succeed the save instead of forcing a reroll. Additionally, when initiative is rolled and you do not have any uses of Indomitable left; you immediately regain one use of Indomitable.



Subclasses

Battle Master

Student of War

At 3rd level, you gain proficiency with two types of [artisan's tools](#) of your choice.

Martial Superiority

Your martial ability exceeds that of most soldiers. At 3rd level, you gain two additional known maneuvers, and one additional Superiority Die. All of your Superiority Die now are d8; additionally, if you miss an attack when attempting a maneuver; that superiority die is not lost.

Additional Maneuver

At 7th Level, you learn an additional maneuver of your choice.

Know Thine Enemy

If you spend an Action observing or interacting with a creature, you can learn certain information about its capabilities compared to your own. The DM tells you two of the following Characteristics below:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)
- Any Resistances the creature has (if any)
- Any Vulnerabilities the creature has (if any)

You can also spend a minute observing or interacting with this creature to learn 4 of the above characteristics. Once you use this feature, you cannot use it until you finish a long rest.

Additional Maneuver

At 10th level, you learn an additional maneuver of your choice.

Improved Combat Superiority (d10)

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

Additional Maneuver

At 15th level, you learn an additional maneuver of your choice.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain a number of die equal to half your proficiency bonus (rounded down)

Additional Superiority Die

You gain an additional Superiority Die.

Improved Combat Superiority (d12)

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

Commander

Bonus Proficiency

Starting at 3rd level you gain proficiency in one of the following skills of your choice; Animal Handling, Persuasion, History, Investigation, Nature, or Perception; additionally, you gain proficiency in two languages of your choice.

Unerring Leadership

You can add your proficiency modifier to any ability check in which you lead a group of people.

Inspiring Rhetoric

Choose Intelligence, Wisdom, or Charisma as your Leadership Ability; this ability fuels your Rhetoric. You know all Rhetoric options listed below and can use them a number of times equal to your Leadership Ability Modifier; you regain all expended uses on a short rest; Each of the Inspiring Rhetoric options improves at 7th and 15th level.

Hordes or Mobs of creatures count as individual allies for the sake of Rhetoric.

Aiding Words.

As a bonus action pick a number of allies within 10 feet of you equal to your Leadership Ability Modifier (minimum 1), those allies gain a number of temporary hitpoints equal to your fighter level. At 7th level this Rhetoric allows you to choose one ally within range to gain the benefits of the Lesser Restoration, at 15th level, you may pick two allies to benefit from Lesser Restoration.

Gifted Resilience.

As an action pick a number of allies within 30 feet of you equal to your Leadership Ability Modifier (minimum 1); for the next minute; these allies get to add your proficiency bonus as well as their own to all ability checks, and saving throws. At 7th level this Rhetoric allows you to pick a number of allies equal to double your Leadership Ability Modifier(minimum 2); at 15th level, this Rhetoric allows you to pick a number of allies equal to triple your Leadership Ability Modifier.

Order of Attack.

As a bonus action; pick a number of allies within 20 feet of you equal to your Leadership Ability Modifier (minimum 1) to add your proficiency bonus onto their next attack and damage roll, this effect ends on the first successful attack, or until a minute passes. At 7th level this Rhetoric gives you expertise on your next attack roll instead of just your proficiency bonus for your next attack roll or until a minute passes; at 15th level your allies can add your proficiency bonus to all attack rolls for the Three Rounds.

Order of Defense.

As a bonus action; pick a number of allies within 20 feet of you equal to your Leadership Ability Modifier (minimum 1) to add half your proficiency bonus (rounded down) to their AC until the end of your next turn or 6 seconds narrative time. At 7th Level, The AC bonus lasts for two rounds, instead of until the end of your next turn; at 15th level, the AC bonus lasts for 3 rounds.

Superior Tactician

At 7th level, your extensive experience as a field commander allows you to draw on your studies as guidance. When you gain this feature you may use Tactical Knowledge a number of times equal to your proficiency bonus instead of half of your proficiency bonus.

Moment's Respite

At 10th Level, you learn to share your endurance with your allies. When you use Second Wind; you can choose any number of creatures within 15 feet of you to use their reaction to heal up to 3 hit die.

Intense Presence

Starting at 15th level, You can add double your proficiency modifier on any ability check to lead a group of people.

Supreme Commander

When initiative is rolled, and you don't have any uses left of Inspiring Rhetoric, you gain one use.