



# VARIANT FIGHTER

---

DUNGEONS  DRAGONS

An alternative to the official Fighter to expand the  
diversity of martial methods



# Variant Fighter

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

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.



## The Fighter

### Proficiency

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

## 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.

## Class Features

As a fighter, you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per fighter level

**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.

## Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

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

## Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather, 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

## Fighting Style

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

### Archery

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

### 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.

### 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.

### Two-Weapon Fighting

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



## 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.

## Maneuvers

Starting at 2nd level, you've learned several martial maneuvers. You learn two maneuvers of your choice. Your maneuver options are detailed at the end of the class description. 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 3rd, 7th, 10th, 15th, and 18th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

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)

Whenever you use a maneuver, you can choose to trigger its superiority option which is described in the maneuver. You can do this twice. You regain all expended uses after completing a short or long rest.

## Action Surge

Also starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular 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.

## Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Tactician, or Eldritch Knight, all 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.

## 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.

## 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.

## Martial Archetypes

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

### 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.





## Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

## Brute Advantage

Also starting at 3rd level, your overwhelming presence and the unrefined nature of your maneuvers allows you to impose yourself against your targets. You can have a creature who has been affected by one of your maneuvers take damage equal to your Strength or Dexterity modifier (your choice) as well. A creature can only be affected by this feature once until the start of your next turn.

## Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

## Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

## Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18—20.

## Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

## Tactician

Those who emulate the archetypal Tactician employ a studied knowledge of combat and battlefield leadership. To a Tactician, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Tactician archetype, but those who do are well-rounded fighters of great skill and knowledge.

## Battlefield Superiority

When you choose this archetype at 3rd level, you learn additional maneuvers and are able to use your maneuver superiority to issue commands among the battlefield.

You learn one additional maneuver of your choice. Your maneuver options are detailed at the end of the class description. You learn one additional maneuver of your choice at 7th, 10th, 15th, and 18th level.

When using the superiority option of a maneuver you can instruct an ally to take an action in addition as well. Choose one friendly creature that can see or hear you. That creature can immediately use its reaction to make one weapon attack, or move up to half its movement.

## Student of War

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

## Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)





## Harden Resolve

At 10th level, your inspiring presence on the battlefield helps your companions push past their maladies and return to the fray. When you use the superiority option of a maneuver, you can choose one friendly creature that can see or hear you. That creature can immediately end one condition affecting it. If you use this feature, you cannot have a creature benefit from your Battlefield Superiority feature.

## Improved Superiority

At 15th level, your ability to push the limits of your maneuvers has exceeded that of most other fighters. You can use the superiority option for maneuvers an additional two times, regaining all expended uses after taking a short or long rest.

## Display of Tactics

Starting at 18th level, when you use the superiority option of a maneuver, you can choose one friendly creature that can see or hear you. That creature can use its reaction to use the original maneuver you used. Your maneuver DC is used for any saving throws. If you use this feature, you cannot have a creature benefit from your Battlefield Superiority feature.

## Eldritch Knight

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of magic. Eldritch Knights use magical techniques similar to those practiced by wizards. They focus their study on two of the eight schools of magic: abjuration and evocation. Abjuration spells grant an Eldritch Knight additional protection in battle, and evocation spells deal damage to many foes at once, extending the fighter's reach in combat. These knights learn a comparatively small number of spells, committing them to memory instead of keeping them in a spellbook.

## Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

**Cantrips.** You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

**Spell Slots.** The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *shield* and you have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus +  
your Intelligence modifier

**Spell attack modifier** = your proficiency bonus +  
your Intelligence modifier

### Eldritch Knight Spellcasting

Fighter Level	Cantrips Known	Spells Known	—Spell Slots Per Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	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



## Weapon Bond

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

## War Magic

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

## Eldritch 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, 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

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

## Maneuvers

If a maneuver has prerequisites, you must meet them to learn it. You can learn the maneuver at the same time that you meet its prerequisites.

## Arresting Strike

When a creature within the normal range of a weapon you're wielding moves, you can use a reaction to attempt to arrest that creature's movement. It must make a Strength saving throw. On a failed save, it's remaining movement becomes halved until the end of its turn.

**Superiority.** If the creature fails this saving throw, it is knocked prone as well.

## Commander's Strike

*Prerequisite:* Tactician archetype

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. That creature can immediately use its reaction to make one weapon attack.

**Superiority.** This attack is made with advantage.

## Disarming Attack

When you take the Attack action on your turn, you can forgo one of your attacks to attempt to disarm a creature within range of a weapon you're wielding, forcing it to drop one item of your choice that it's holding. Instead of an attack roll, the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

**Superiority.** You can make a weapon attack against the target as part of this maneuver.

## Distracting Strike

When you take the Attack action on your turn, you can forgo one of your attacks to creating an opening against a creature within range of a weapon you're wielding. You flourish, distract the target, or in some other way team up to make your ally's attack more effective. If an ally attacks the target before your next turn, the first attack roll is made with advantage.

**Superiority.** You can make a weapon attack against the target as part of this maneuver.





## Ethereal Edge

*Prerequisite:* Eldritch Knight archetype

When you make an attack with your bonded weapon on your turn, you convert the edge of the weapon into eldritch energy. This attack deals force damage instead of its regular type.

**Superiority.** You can teleport up to 10 feet to an unoccupied space you can see.

## Feinting Attack

When you take the Attack action on your turn, you can forgo one of your attacks and attempt to feint, creating an opening for yourself to strike. Choose one creature within 5 feet of you as your target. You have advantage on the next attack roll against that creature.

**Superiority.** In addition, the target cannot take any reactions until the end of your next turn.

## Goading Attack

When you take the Attack action on your turn, you can forgo one of your attacks and attempt to goad a creature within range of a weapon you're wielding into attacking you. That creature 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.

**Superiority.** You can make a melee weapon attack against the target as part of this maneuver.

## Infused Strike

*Prerequisite:* Eldritch Knight archetype

After casting a spell of 1st-level or higher that deals damage, your next weapon attack made with your bonded weapon before the end of your next turn that hits deals an additional 1d6 damage of the same type as the spell.

**Superiority.** When making an attack that has been infused by this maneuver, you deal the additional damage to all creatures of your choice within 10 feet of the target of your attack.

## Lunging Attack

When you take the Attack action on your turn, you can forgo one of your attacks to make a lunging strike. You attack in a line 5 feet wide and as long as your reach. Any creature effected must make a Dexterity saving throw or suffer your normal weapon damage.

**Superiority.** Your reach for this attack increases by 10 feet.

## Maneuvering Attack

*Prerequisites:* Tactician archetype

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 reposition themselves. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to move up to half its speed.

**Superiority.** That creature can use its reaction to move up to its full movement and does not provoke opportunity attacks while doing so.

## Menacing Attack

*Prerequisite:* Champion archetype

When you hit a creature with a weapon attack, instead of dealing weapon damage you can attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

**Superiority.** All creatures that can see or hear you within 15 feet when you make this attack must also make this Wisdom saving throw or become frightened of you until the end of your next turn.

## Parry

When a creature damages you with a nonmagical weapon, you can use your reaction to reduce bludgeoning, piercing, and slashing damage by an amount equal to your Dexterity modifier.

**Superiority.** You reduce the damage taken by half instead.

## Pushing Attack

*Prerequisite:* Champion archetype

When you hit a creature with a weapon attack, you can attempt to drive the target back. If the target is Large or smaller, you can push the target up to 5 feet away from you.

**Superiority.** The target you push can be Huge or smaller. If the target is smaller than you, it is pushed 20 feet instead.

## Quick Positioning

*Prerequisite:* Tactician archetype

You can use the Dash action as a bonus action.

**Superiority.** You gain the benefit of the disengage action as well.



## Rally

*Prerequisite:* Tactician archetype

On your turn, you can use a bonus action to bolster the resolve of one of your companions. When you do so, choose a friendly creature that can see or hear you. That creature gains temporary hit points equal to your Charisma modifier (a minimum of 1).

**Superiority.** All creatures of your choice within 30 feet of you that can see or hear you gain temporary hit points equal to twice your Charisma modifier (a minimum of 1).

## Riposte

When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack against that creature with disadvantage.

**Superiority.** You can use your reaction to make a melee weapon attack with advantage or cast a cantrip that targets a single creature.

## Sweeping Attack

*Prerequisite:* Champion archetype

When you hit a creature with a melee weapon attack you can 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 your Strength modifier. The damage is of the same type dealt by the original attack.

**Superiority.** You can choose an additional creature within 5 feet of the original target or secondary target that is within your reach.

# Additional Archetypes

Presented here are some additional archetypes, and their maneuvers developed as additions to the Variant Fighter and to showcase its versatility. Many are inspired by existing work, official Unearthed Arcana, or are new creations made to experiment.

## Arcane Marksman

The archetypal Arcane Marksman has spent a significant amount of time off the battlefield, in rigorous study of eldritch texts and spellcasting manuals. They have not aschewed their martial talents entirely, and have choosen instead to augment that talent with magical power delivered at a distance.

## Spell Shots

At 3rd level, you've learnt a unique set of arcane maneuvers. You have access to all the Spell Shots listed, but must spend time to prepare them. Spell Shot maneuvers that are prepared can be used in the same way as any other maneuver.

During a short or long rest, you can prepare up to two Spell Shot maneuvers this way. You can prepare an additional Spell Shot maneuver at 7th, 10th, 15th, and 18th level.

The saving throw for your Spell Shots maneuvers is calculated as follows:

**Maneuver save DC** = 8 + your proficiency bonus + your Intelligence modifier

## Archer Lore

Also at 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, Nature, or Perception.

## Utility Projectile

Starting at 7th level, you can use your arcane magic to imbue your ranged weapon to create an effect. You gain one of the following shots, which can be performed as an action by imbuing a thrown weapon or piece of ammunition with magic that is cast when the projectile hits its target.

**Ascension Shot.** When this shot impacts a point on a surface within range of the weapon that you can see, it sprouts sinewy tendrils that grip the surface and reinforce the projectile. Once embedded, it can support a weight of up to 300 pounds for a duration of 1 hour, after which the magic fades and it falls to the ground.

**Silent Shot.** When this shot impacts a surface within 30 feet that you can see, it creates the effect of the *minor illusion* spell where it impacts. This lasts 1 minute and uses your maneuver save DC.



## Curving Shot

At 10th level, you learn how to direct an errant shot toward a new target. When you make an attack roll through a Spell Shot maneuver and miss, you can use a bonus action to reroll the attack roll against a different target within 30 feet of the original target that you can see.

## Celestial Shot

Starting at 15th level, you've woven the arcane nature of the lunar cycles into your shots. You gain the following shots, which can be performed as an action by imbuing a thrown weapon or piece of ammunition with magic that is cast when the projectile reaches its target.

**Blackout Shot.** When this shot is fired, when it impacts a surface or after 60 feet of travel it bursts into a harmless globe of inky black magic, which fills a 30-foot-radius sphere with magical darkness, which lasts 1 minute.

**Flare Shot.** When this shot is fired, when it impacts a surface or after 60 feet of travel it bursts into a harmless globe of light and sparks, which illuminates a 30-foot radius sphere with bright magical light and sheds dimlight for an additional 30 feet. The globe slowly descends and fades after 1 minute.

## Ever-Forceful Shot

Starting at 18th level, your marksmanship is always at the ready. When you roll initiative, you regain one use of your superiority feature.

Additionally, your Spell Shot maneuvers can deliver a more stinging blow. Creatures hit by the attack made as part of the maneuver take an additional 1d8 damage.

## Maneuvers

Presented here are a selection of maneuvers unique to the Arcane Marksman, representing their prowess with magic and the art of attacking from range.

## Dancing Weapons

*Prerequisite:* Arcane Marksman archetype

You can draw a number of thrown weapons up to your Intelligence modifier as a bonus action, causing them to float in the air in front of you. You can draw one of these weapons as part of your attack as long as you are making a ranged weapon attack. At the end of your turn, the magic fades and any weapons still floating drop to the ground at your feet.

**Superiority.** Instead of fading at the end of your turn, any remaining weapons instead begin to slowly circle you. The first melee attack a creature makes against you causes them to suffer force damage equal to the damage die of one of the weapons. At the end of your next turn, the magic fades and the weapons drop to the ground at your feet.

## Grounding Strike

*Prerequisite:* Arcane Marksman archetype

As an action, you imbue a thrown weapon or piece of ammunition with a burdening transmutation magic. This projectile seeks out a target of your choice within range. That creature must succeed on a Strength saving throw or become laden with the heavy magic. If that creature has a flying speed, it is reduced by half until the end of its next turn. An airborne creature affected by this magic descends at 30 feet per round until it reaches the ground or the effect ends.

**Superiority.** Instead of lasting until the end of the target's next turn, this effect instead lasts 1 minute, and the creature's walking speed is reduced by half as well.

## Hidden Strike

*Prerequisite:* Arcane Marksman archetype

When attacking a creature that cannot see you, you can imbue your attack with a small amount of illusion magic to disguise your location. You do not give away your location on a missed attack.

**Superiority.** The potency of your illusion magic increases. The target of your attack must succeed on a Wisdom saving throw if the attack hits. On a failed save, instead of learning your location, roll a d8 and assign a direction to each number. The creature believes the attack to have come from that direction instead.

## Spell Shot Maneuvers

In addition to the maneuvers available to the Arcane Marksman, listed here are the Spell Shots made available by the 3rd level feature. These are all considered known, but must be prepared as described in the feature.

## Spell Shot: Banish

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with abjuration magic. On a hit, you create a ward that hinders this creature's attacks. Until the end of its next turn, any nonmagical weapon attacks made by this creature don't add their Strength or Dexterity modifier to their damage.

**Superiority.** If this shot hits a creature, that creature must succeed on a Charisma saving throw or be banished. While banished in this way, its 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.



## Spell Shot: Brute Bane

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with necromantic magic. On a hit, a ghostly energy surrounds the target, preventing it from regaining hit points until the start of its turn.

**Superiority.** If this shot hits a creature, it takes an additional 1d8 necrotic damage. In addition, that creature must succeed on a Constitution saving throw. On a failed save, the damage of the creature's weapon attacks is halved until the start of your next turn.

## Spell Shot: Bursting

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with evocation magic. On a hit, the projectile splinters. Each other creature within 5 feet of the target must make a Dexterity saving throw or take 1d4 piercing damage.

**Superiority.** If this shot hits a creature, each other creature within 10 feet of it take an additional 1d8 force damage.

## Spell Shot: Charming

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with enchantment magic. On a hit, choose an ally within 30 feet of the target. The affected creature has disadvantage on attack rolls against that ally until the end of its next turn.

**Superiority.** If the shot hits a creature, it deals an additional 1d8 psychic damage. Additionally, choose one of your allies within 30 feet of the target. Your 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 deals any damage to the target.

## Spell Shot: Grasping

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with conjuration magic. On a hit, the target must make a Strength saving throw. On a failed save, its movement speed is reduced by half until the end of its next turn.

**Superiority.** If this shot hits a creature, brambles form and wrap around the target dealing an additional 1d8 slashing damage. Its speed is reduced by an additional 10 feet and it takes 1d8 slashing damage 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 maneuver save DC. Otherwise, the brambles last for 1 minute.

## Spell Shot: Ethereal

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with transmutation magic. This attack ignores half cover, and treats three quarters cover as half cover instead.

**Superiority.** Instead of an attack roll, this shot fires forward in a line that is 1 foot wide and 30 feet long. The shot passes harmlessly through objects, ignoring cover. Each creature in that line must making a Dexterity saving throw. On a failed save, a target takes damage as if it were hit by the shot plus an additional 1d8 force damage. On a successful save, a target takes half as much damage.

## Spell Shot: Shadow

*Prerequisite:* Arcane Marksman archetype

When you take the Attack action on your turn, this shot becomes imbued with illusion magic. On a hit, the creature suffers from disadvantage on ability checks that rely on sight until the start of its next turn.

**Superiority.** Instead of an attack roll, choose a target point within normal range of your weapon. On impact, all creatures within 10 feet of this point must make a Wisdom saving throw. Affected creatures that fail this save take 1d8 psychic damage and are unable to see anything farther than 5 feet away from itself until the start of your next turn.



Steve Fidler - Variant Fighter



## Bounty Hunter

Those who model themselves after the bounty hunter are those who feel as though their skill is worth its weight in gold. They are often contract mercenaries, or at the very least hold a strong grudge against those that sleight them. Either way, they good at both tracking and hunting certain groups of creatures and those they study and do so with great efficacy.

### Favored Enemy

Beginning at 3rd level, you have learned enough about your enemies to begin to put the knowledge to practice in defeating them. Choose either two types of favored enemy from the following list, or one type from the list and two races of humanoid (such as gnolls and orcs): abberations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You have advantage on all Wisdom or Intelligence checks related to your favored enemies, including tracking them, detecting them, intuiting or recalling information about them, and discerning their motives or intentions.

### Hunter's Prey

Also at 3rd level, with enough time you can extend your favored enemy to a single individual. Over the duration of a short rest, you can focus intently on a creature you've met and interacted with, or have significant enough information about to understand. This creature also becomes a favored enemy for you until you know its been killed or you choose another prey.

In addition, any maneuver you use that affects a favored enemy also causes it to take 1d6 damage of a damage type a weapon you're wielding can deal as your knowledge allows you to exploit their weaknesses.

### Prepared

Starting at 7th level, your expectations of your favored enemies gives you a preternatural sense to avoid ambush. When determining if creatures are surprised, you cannot be surprised if at least one favored enemy is within 60 feet of you.

In addition, you have advantage on checks to notice and avoid traps set by a favored enemy.

## Allied Tactics

At 10th level, your experience with hunting your favored enemy allows you to announce weaknesses to your allies. As a reaction when an ally within 30 feet of you that you can see makes an attack roll against a favored enemy, you can give that ally advantage on its attack roll.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses after completing a short or long rest.

## Fortitude

Starting at 15th level, you gain advantage on nonmagical saving throws and skill contests from attacks from your favored enemies. Additionally, you cannot be charmed, possessed, or frightened by them and have advantage on death saving throws while within 60 feet of a favored enemy that is hostile to you.

If a blow from one of your favored enemies would reduce you to 0 hitpoints without killing you outright, it reduces you to 1 instead. Once you use this feature, you cannot use it again until you complete a long rest.

## Foe Slayer

At 18th level, you become a master at slaying your most hunted foes. Once per turn, when you hit one of your favored enemies with a weapon attack, it takes an additional 3d8 bludgeoning, piercing, or slashing damage (your choice). If it has 30 or less hitpoints, it immediately dies.





## Maneuvers

Presented here are a selection of maneuvers unique to the Bounty Hunter, to aid them in pursuit of their prey.

### Knock-Out Strike

*Prerequisite:* Bounty Hunter archetype

When making an attack against a creature, you can attempt a nonlethal blow. If that attack hits, and the damage reduces the creature to 0 hit points, they are knocked unconscious instead of dying outright.

**Superiority.** The target is knocked unconscious if the creature has any number of hitpoints remaining less than your Fighter level.

### Foe Retribution

*Prerequisite:* Bounty Hunter archetype

When a favored enemy within 60 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided you can see that creature.

**Superiority.** Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack roll, and you have advantage on this attack.

### Restraining Order

*Prerequisite:* Bounty Hunter archetype

You can use your reaction to make a ranged weapon attack against a creature you can see, within the normal range of your weapon, immediately before it leaves your line of sight using its movement. If this attack hits the creature, instead of rolling damage that creature is restrained until the end of its next turn.

**Superiority.** The creature is stunned instead of restrained.

## Colossal Bully

Those who model themselves after the archetypal bully like to throw their size around, so to speak. They have a long history of picking on the little guy and have learned to exploit their size against them. They don't fare as well against an equal opponent, that's for sure.

### Restriction: Powerful Build racial trait

Only races who have always been larger than others their whole life have enough experience to benefit from throwing their weight around in such a way.

Your DM can lift this restriction but it is highly discouraged. It would be more applicable for your DM to swap a racial trait for Powerful Build instead to accommodate this archetype. Your DM can also open this archetype up to any races that are Large in size if they feel it is appropriate for their setting.

### Larger than Life

At 3rd level, you can become an imposing and overbearing figure on the battlefield. On your turn, you can manipulate your stature to seem larger than you are as a bonus action. While enlarged, you gain the following benefits:

- You count as being one size larger, but your physical dimensions remain the same.
- You have advantage on Intimidation checks.
- Maneuvers you use that affect creatures smaller than you deal 1d4 bludgeoning damage for each size category they are smaller than you.

You must concentrate on this feature as though you were concentrating on a spell. This lasts 1 minute. It ends early if you are knocked unconscious, or if you lose concentration. You can also end this feature on your turn as a bonus action.

You can use this feature twice. You regain expended uses after completing a long or short rest.

### Physique

Also at 3rd level, you gain proficiency in Athletics if you did not already have it. You can add double your proficiency bonus to Athletics checks when grappling, shoving, or tossing a creature smaller than you.

Additionally, you can use your Strength modifier for Intimidation checks instead of your Charisma modifier.

### Anything Swung Hard Enough

Starting at 7th level, just about anything has become your weapon. You are proficient with improvised weapons, which deal at least 1d6 + Strength modifier damage for you.

Additionally, when you force a creature smaller than you to move using a Shove attack or by tossing them, they take 1d8 bludgeoning damage if they collide with a surface or other creature before completing that movement.



## Punitive Damages

At 10th level, you're able to brush off the attacks of those smaller than you as simple nuisances. As a reaction after a creature smaller than you deals damage to you, you can reduce the damage dealt by 1d4 for each size category they are smaller than you.

## Overwhelming Threat

Starting at 15th level, you are a force of nature, relentless in all things you do. Whenever you score a critical hit against or reduce a creature smaller than you to 0 hit points, you regain a use of your Larger than Life feature.

## Forceful Leap

At 18th level, your size allows you to enter any fray without worry. As an action on your turn, you can leap into a space within 20 feet that is either unoccupied or occupied by a creature smaller than you. Each creature within 15 feet of where you land must make a Strength saving throw against your maneuver save DC. On a failed save they take 1d12 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone. Creatures smaller than you within 5 feet have disadvantage on this saving throw and any creature that is occupying the space you leap to automatically fails.

## Maneuvers

Presented here are a selection of maneuvers unique to the Colossal Bully, refined from beating on the little guy and one or two bar room brawls.

### Knock Heads

*Prerequisite:* Colossal Bully archetype

When you take the Attack action on your turn and grapple a creature that is smaller than you, you can use your bonus action to attempt to grapple another creature smaller than you. If you succeed, as part of the grapple you knock the creatures into one another dealing damage to each as though they were improvised weapons.

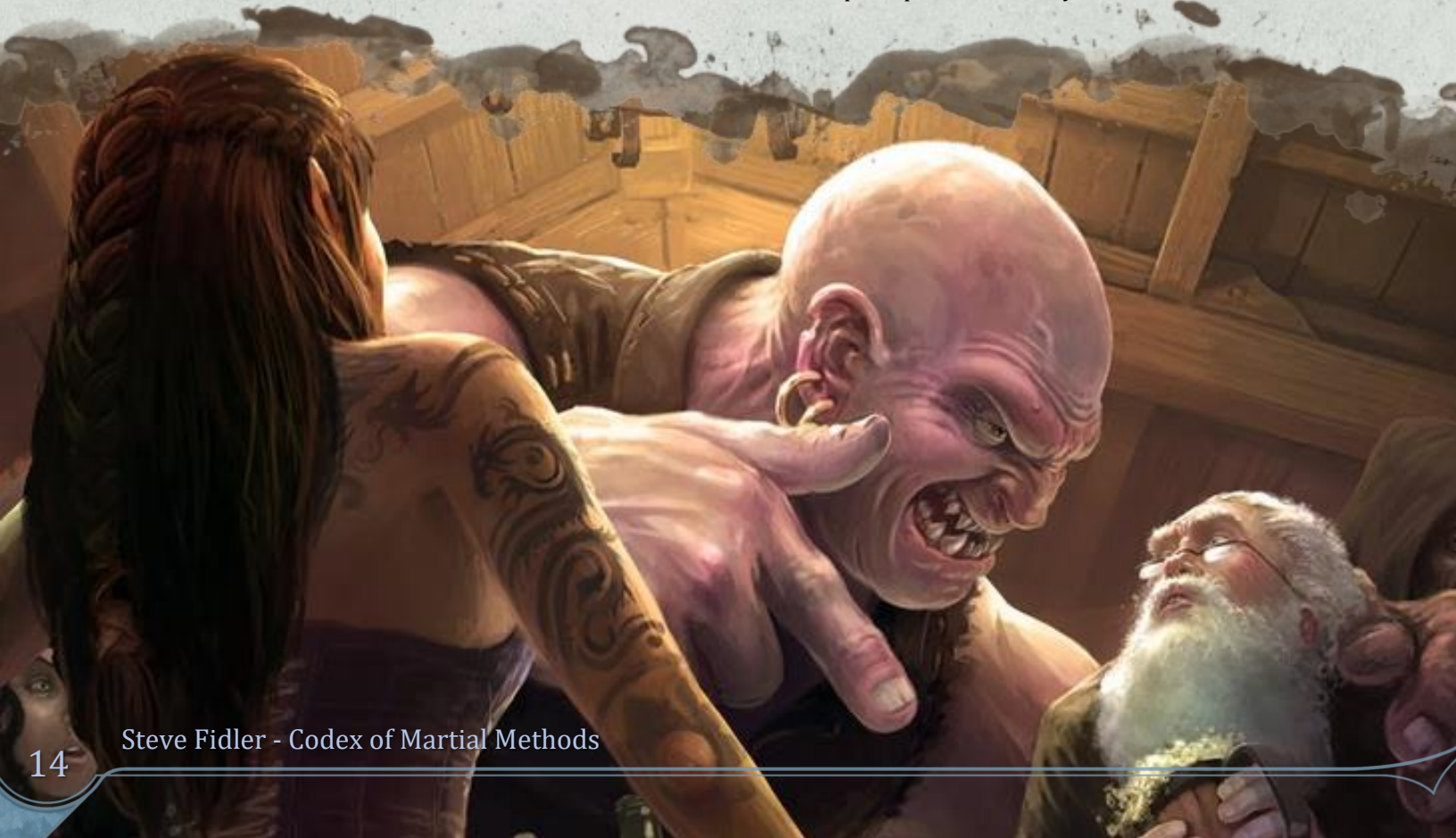
**Superiority.** You have advantage on your bonus action grapple attempt.

### Toss

*Prerequisite:* Colossal Bully archetype

When you take the Attack action on your turn, you can forgo an attack to toss a creature that is grappled by you. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you toss the creature up to 25 feet in a direction of your choice. If the creature collides with an object, this movement ends and it lands in an unoccupied space closest to you.

**Superiority.** You can toss the creature at a space occupied by a creature its size or smaller. If you do, both creatures must make a Dexterity saving throw or be knocked prone. The creature you tossed lands in an unoccupied space nearest to you.





## Duelist

The archetypal duelist has gained his skill in combat as a product of his upbringing. Sometimes a civilized form of combat, married with an overt arrogance. Other times a crass combination of vicious mockery and infamous legend. Those who model themselves after this archetype combine fencing and bravado to entangle and distract foes, utilizing a final strike to put an end to cowards or punctuate whatever point they were making.

### Signature Maneuver

At 3rd level, you know the Finisher maneuver in addition to other maneuvers you know.

### Taunt

Also at 3rd level, you have learned to entangle your foe in a deadly dance of strikes. Once per round after making a weapon attack against a creature, you can taunt them. This taunt lasts until the end of your next turn. When a creature taunted by you makes an attack or casts a spell that doesn't include you as a target, you can use your reaction to cast *vicious mockery* on that creature. Charisma is your spellcasting ability for this spell.

### Quick Retort

Starting at 7th level, your gilded tongue can get you out of as many confrontations as it gets you into. When making an Intimidation or Persuasion check against a creature, you add double your proficiency bonus if you are deliberating insulting or threatening that creature, or if that creature is taunted by you.

### Improved Duelist

Starting at 10th level, your training has honed the harmony between your weapon and fighting techniques.

If you have successfully hit a creature with a weapon attack this round, that creature has disadvantage on any saving throw from the next maneuver you use against it before the start of its next turn.

### Insolent Cur

Upon reaching 15th level, your confidence inspires fear in your enemies.

When you use your Action Surge feature, you can spout a threat to any number of creatures within 20 feet that can see and hear you. Each creature affected must make a Wisdom saving throw against your maneuver save DC. Any creatures that fail this saving throw drop whatever they are holding and become frightened. If you have taunted a creature, it automatically fails this saving throw.

A creature can repeat this saving throw at the end of any turn where it cannot see you or cannot hear you. On a successful save, they are no longer frightened.

## Punishing Flourish

Starting at 18th level, your mastery and flourish leave your opponents open to more punishing strikes.

The next attack you make against a creature after you have successfully affected it with a maneuver deals an extra 2d8 + Charisma modifier damage.

## Maneuvers

Presented here are a selection of maneuvers unique to the Duelist. A dazzling combination of flair and frazzle.

### Finisher

*Prerequisite:* Duelist archetype

When you take the Attack action and make a melee weapon attack with a light or finesse weapon that you're holding in one hand, you can use a bonus action to make a ranged weapon attack with a light weapon that you're holding in the other hand.

**Superiority.** The bonus action ranged weapon attack roll hits on any result other than a 1, and is a critical hit on a roll of 19-20.

### Foil

*Prerequisite:* Duelist archetype

When a creature misses you with a melee attack, you can use your reaction to attempt to disarm them as long as you have an empty hand to do so. You must make a Strength or Dexterity check, with a DC equal to the creature's attack roll. If you succeed, you disarm them of that weapon and it falls to the ground at your feet.

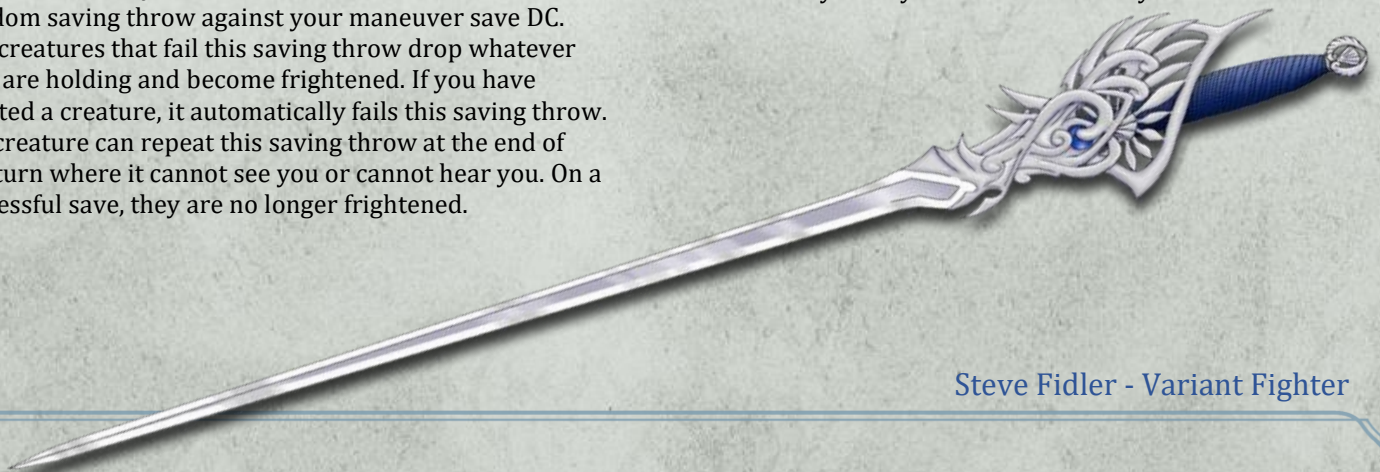
**Superiority.** If you successfully disarm the creature, instead of the weapon dropping to the ground you can instead be wielding the weapon.

### Flourish

*Prerequisite:* Duelist archetype

When you take the Attack action on your turn, you can forgo one of your attacks to attempt a defensive flourish against a creature within range of a melee weapon you're holding. Instead of an attack roll, the target must make a Dexterity saving throw. On a failed save, that creature has disadvantage on attack rolls against you until the start of your next turn.

**Superiority.** In addition, that creature cannot willingly move away from you until the start of your next turn.





## Survivalist

Those who model themselves after this archetype have developed the skills to persist and flourish in any environment. They have an innate ability to blend in and use their knowledge of the terrain and its denizens to take every advantage and succeed the day.

### Ranger of the Wild

Beginning at 3rd level, your time spent in the wilderness has honed your survival skills. You gain your choice of three of the following features:

**Forager.** When you forage, you find twice as much food as you normally would.

**Strider.** Moving through nonmagical difficult terrain costs you no extra movement.

**Tracker.** While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

**Trapper.** You add your proficiency bonus to the DC for detecting and avoiding the hunting traps that you place.

**Trainer.** You have advantage on Wisdom (Animal Handling) checks.

**Traveler.** You learn one language of your choice.

### Hunter's Quarry

Also starting at 3rd level, you've learned to hone your sights in on a creature and mark it. As a bonus action, you choose a creature you can see within 100 feet and mark it as your quarry. You must concentrate on this mark as if you were concentrating on a spell, and it lasts up to 1 hour.

Until the mark ends, any maneuvers you use that affect this creature also cause it to take damage equal to 1d4 + your Wisdom modifier of a damage type a weapon you're wielding can deal. In addition, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this mark ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you complete a long rest.

## Wilderness Guide

At 7th level, your adeptness at traveling and surviving in the rough and untamed regions of the world allows you to lead others more easily through any environment. While traveling for an hour or more in the wilderness, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger.
- You do not suffer the penalty to passive Wisdom (Perception) checks imposed by moving at a fast pace.
- Your group can move stealthily at a normal pace.

### Hide in Plain Sight

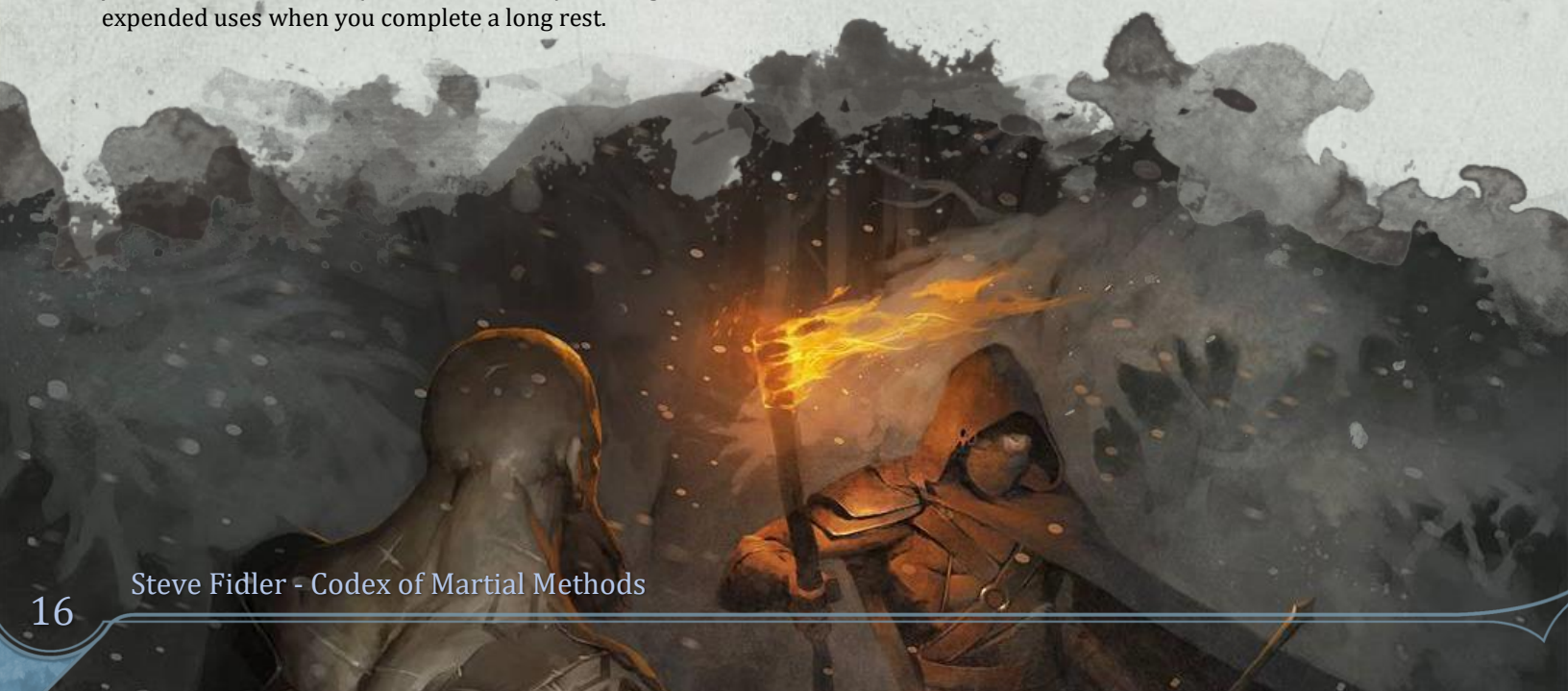
Starting at 10th level, you can spend 1 minute creating natural camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged this way, you gain a +10 bonus to Dexterity (Stealth) checks against creatures while you remain in terrain similar to your natural disguise. Once you move or make an attack, this effect is suppressed until the beginning of your next turn.

Your camouflage lasts 1 hour or until physical conditions otherwise ruin it (such as swimming or rain).

### Stand Against the Tide

At 15th level, whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.





## Sixth Sense

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

## Maneuvers

Presented here are a selection of maneuvers unique to the Survivalist. While often unseen, your presence is rarely not felt by your foes.

### Tracer

*Prerequisite:* Survivalist archetype

When you first apply your Hunter's Quarry feature to a creature, your next attack roll against the creature is made with advantage.

**Superiority.** You can immediately make one weapon attack against a creature you applied Hunter's Quarry to this turn.

### Volley

*Prerequisite:* Survivalist archetype

Choose two creatures within 5 feet of each other that you can see within your weapon's normal range. You can forgo one of your attacks and make a single volley attack against both creatures. You must have enough ammunition for each target. Make a single attack roll against both creatures. If this attack hits, the targets take your weapon's normal damage but you do not add your ability modifier.

**Superiority.** You can target any number of creatures within 5 feet of a single point that you can see within your weapon's range. You must have enough ammunition for each target.

### Whirlwind

*Prerequisite:* Survivalist archetype

Choose any number of creatures within your reach. You can use your action to make a separate melee attack against each of them. You deal damage equal to your attack modifier to each creature you hit.

**Superiority.** You deal your normal weapon damage to each creature you hit.

## Templar

Those who model themselves after the archetypal Templar have dedicated themselves to a singular divine directive. To root out profane magic and uphold the virtues of their deity. Templars receive the divine accent of their power from their devotion to a particular deity who is opposed to arcane magic.

### Channel Divinity

At 3rd level, you gain the ability to channel divine energy directly from your deity, using that energy to produce a magical effect. You start with one such effect: Gift. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. The DC for these spells is 8 + your proficiency bonus + your Charisma modifier. Beginning at 6th level, you can use your Channel Divinity feature twice between rests. When you finish a short or long rest, you regain your expended uses.

#### Channel Divinity: Gift

As an action, you present a symbol of your faith and speak a prayer calling for assistance from your deity. When you use this feature, you can cast a single divination or enchantment spell from the cleric spell list of an appropriate level or lower, as shown on the Gifted Magic table below. Charisma is your spellcasting modifier for this spell.

#### Gifted Magic

Level	Spell Level
3rd	1st level
7th	2nd level
13th	3rd level
19th	4th level

### Blessed Direction

Also at 3rd level, you learn the guidance cantrip and gain proficiency in either Religion or History (your choice). You also gain the ability to use a holy symbol as a spellcasting focus for spells you cast granted by your Channel Divinity.

### Countermagic

Starting at 7th level, you've become adept at predicting the nature of magic and delaying its effect. If a creature you can see or hear within 60 feet casts a spell, you can use your reaction to attempt to stall its effect and potentially end it. If that spell is 3rd level or lower and has a casting time of 1 action or less, that creature must make a contested Charisma check to resist your delaying effect. If you succeed, the creature is forced to concentrate on the spell until it's next turn, and the creature must cast the spell immediately at the start of its turn (no action required). If it can't, the spell is wasted.

You can use this feature twice. You regain all expended uses after completing a long rest.



## Residual Defense

Beginning at 10th level, your experience dealing with magic and its effects has given you a sheen of reflex against it. After taking damage from a spell or magical source, you can use your reaction to gain resistance to that damage type until the end of your next turn. If a single spell or effect deals damage of more than one type, you gain resistances to all types dealt.

## Boon of Fervor

At 15th level, your diety has rewarded you for your furious pursuit of your goal. You and any number of creatures within 30 feet that can see or hear you gain temporary hit points equal to your Fighter level when you use Action Surge.

## Disruption

Starting at 18th level, your mastery over fighting spellcasters has allowed you to develop a technique for interrupting their ongoing magical boons. Any maneuver you use that affects a creature forces that creature to make a Constitution saving throw to maintain their concentration. The DC for this is equal to your maneuver save DC. If the maneuver also deals damage to the creature, it must make a separate concentration check for that damage as normal.

## Maneuvers

Presented here are a selection of maneuvers unique to the Templar. Magic is your enemy, and spellcasters your prey.

## Divination Sphere

*Prerequisite:* Templar archetype

As an action, you can summon a ball of light that you hold in both of your hands. With no action required of you, you can speak a command word and its surfaces will shift and create spikes pointing in the direction of magical effects within 30 feet of you. The length of each spike is a rough estimate of the distance from the effect. Magic behind 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt are obscured from the abilities of this maneuver. This effect ends immediately if you let go of the ball, take damage, or take any other actions.

**Superiority.** This effect floats in front of you, freeing your hands. It lasts up to 1 minute, but you must concentrate on it as though you were concentrating on a spell.

## Feedback Strike

*Prerequisite:* Templar archetype

When you hit a creature with a weapon attack, if that creature is forced to make a Constitution saving throw to maintain concentration on a spell and fails, it takes an additional 1d8 psychic damage.

**Superiority.** You impose disadvantage on any concentration saving throws made as a result of damage from this attack.

## Anti-Magic Aura

*Prerequisites:* Templar archetype

You emanate a dampening aura within a radius of 15 feet of you. Whenever a creature casts a spell within this aura, you can use your reaction to attempt to punish them for it. That creature must make a Wisdom saving throw, and takes 1d4 psychic damage on a failed save.

**Superiority.** When you take the Attack action on your turn, you can forgo an attack to bolster the effect of this aura. It's range increases to 30 feet, and if a creature fails the Wisdom saving throw, the damage increases to 3d4.





### Art Credits

- Pissing Knight (cover) – [ömer tunc](#)
- Wandering Knight (pg. 1) – [Anna Kharitonova](#)
- Backdrop (pg. 1) – [jakob skop](#)
- Female Champion (pg. 3) – [Rui Li](#)
- Roman Soldiers (pg. 5) – [Ilya Tulyakov](#)
- Eldritch Knight (pg. 7) – [Conor Burke](#)
- Arcane Archer (pg. 11) – [Alex Boca](#)
- Bounty Hunter (pg. 12) – [Diego Gisbert Llorens](#)
- Bully Ogre (pg. 14) – [dangercook](#)
- Rapier (pg. 15) – [Geant Pierre](#)
- Survivor (pg. 16) – [Stanislav Dikolenko](#)
- Templar (pg. 18) – [Paizo Publishing](#)

### Design Credits (v1.5 2018-01-12)

- Original Fighter design by Wizards of the Coast
- Redesign by Steve Fidler (reddit user [u/layhnet](#))
- Significant levels of help for mechanics and tuning from [u/ImFromNASA](#) and [u/SwordMeow](#)
- As always, special thanks to the [Discord of Many Things](#) and [r/UnearthedArcana](#) communities for their guidance and inspiration.