

# VARIANT FIGHTER

## MANEUVERS

## SUBCLASSES

### Arcane Marksman

### Bounty Hunter

### Champion

### Colossal Bully

### Duelist

### Survivalist

### Tactician

### Templar

# VARIANT FIGHTER

The Variant Fighter by Vorpal Dice Press acts as a bridge for groups who love the flavorful combat options of battlemaster maneuvers but don't want to always be a battlemaster on every character they play. Presented here are a variety of battlemaster maneuvers, and new maneuvers, reformatted and balanced to work as a base class feature for the Fighter class.

In addition to these base class maneuvers, there are subclass specific maneuvers for many fighter archetypes, and a Tactician subclass to replace the lost Battlemaster.

### 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 a spellcasting martial archetype. Second, choose the soldier background.



### MANEUVERS 2nd-level Fighter optional feature

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 trigger its superiority option which is described in the maneuver. You can do this a number of times equal to your proficiency bonus. You regain all expended uses after a long rest.

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## MANEUVERS

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

### ANTI-MAGIC AURA

Prerequisite: Templar

Whenever a creature casts a spell within 15 feet of you, you can use your reaction to cause that spell to feedback against the caster. The target must make a Wisdom saving throw, taking 1d4 psychic damage per spell level on a failed save.

**Superiority.** The damage increases to 2d4, and the target has disadvantage on any Constitution saving throws made to maintain concentration as a result of the damage.

### ARRESTING STRIKE

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

**Superiority.** On a failed save, the target's speed is reduced to 0 and it is knocked prone instead.

### COMMANDER'S DIRECTION

Prerequisite: Tactician

When you take the Attack action, you can forgo one of your attacks to bolster an ally's next attack. Choose a friendly creature who can see or hear you. The target has advantage on their first attack roll before the end of their next turn.

**Superiority.** If two of the d20s used for the attack roll would hit, the attack is a critical hit.

### DANCING WEAPONS

Prerequisite: Arcane Marksman

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 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 falling 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 (your choice). At the end of your next turn, the magic fades and the weapons fall.

### DISARMING ATTACK

When you take the Attack action, 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. The target



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must make a Strength saving throw, which it makes with advantage if it is holding the item in two hands. On a failed save, it drops the object you choose. The object lands at its feet.

**Superiority.** If successful, you can choose to take hold of the object if you have a free hand to do so, or knock the object away a number of feet equal to twice your Strength score.

### Distracting Strike

When you take the Attack action, you can forgo one of your attacks to create 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 next attack more lethal. The next attack made against the target by an ally before the start of your next turn scores a critical hit on a roll of 19 or 20

**Superiority.** Your ally's attack now scores a critical hit on a roll of 18–20.

### Ethereal Edge Prerequisite: Eldritch Knight

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

**Superiority.** You can teleport to any unoccupied space within 5 feet of the target.

### Feedback Prerequisite: Templar

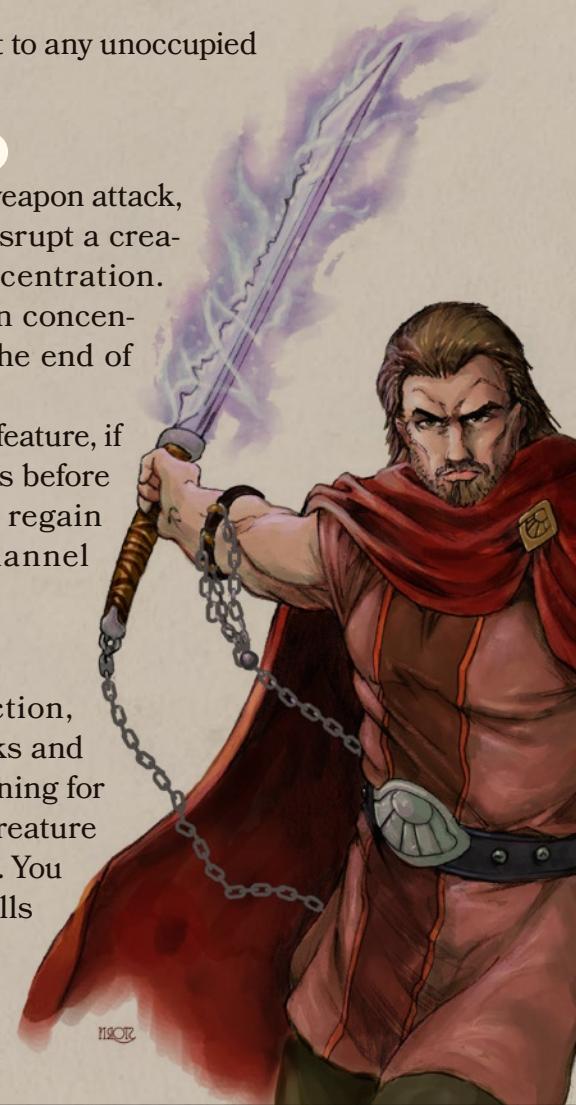
When you hit a creature with a weapon attack, you can forgo the damage to disrupt a creature's ability to maintain concentration. The target has disadvantage on concentration checks it makes until the end of your next turn.

**Superiority.** After using this feature, if the target's concentration breaks before the end of your next turn, you regain an expended use of your Channel Divinity feature.

### Feinting Attack

When you take the Attack action, 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 all attack rolls against that creature this turn.

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



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### FINISHER Prerequisite: Duelist

When you take the Attack action and make a melee 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 attack roll hits on any result other than a 1, and is a critical hit on a roll of 19 or 20.



### FLOURISH Prerequisite: Duelist

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

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

### FOIL Prerequisite: Duelist

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 (Athletics) or Dexterity (Acrobatics) check (your choice), 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, you can catch the weapon in your empty hand.

### FOE RETRIBUTION Prerequisite: Bounty Hunter

When a creature you can see within 60 feet of you hits you with an attack, you can use your reaction to gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn. The creature becomes an additional favored enemy for the next hour.

**Superiority.** You can make an attack against the creature as part of the same reaction.

### GOADING ATTACK

When you take the Attack action, 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 use this maneuver without forgoing an attack.

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### GROUNDING STRIKE

Prerequisite: Arcane Marksman

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 heavy magic. If that creature has a flying speed, it is reduced by half until the end of its next turn. An air-born 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 lasts 1 minute, and the creature's walking speed is reduced by half as well.

### HIDDEN STRIKE

Prerequisite: Arcane Marksman

When attacking a creature that can't see you, you can imbue your attack with a small amount of illusion magic to disguise your location. Your location is not revealed on a missed attack.

**Superiority.** Roll a d8 and assign a direction to each number. The target believes the attack to have come from that direction, hit or miss.

### INFUSED STRIKE

Prerequisite: Eldritch Knight

After casting a spell of 1st-level or higher that deals damage, your next weapon attack made with your bonded weapon 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 the attack.

### KNOCK HEADS

Prerequisite: Colossal Bully

When you take the Attack action 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  $1d4 + \text{Strength modifier}$  bludgeoning damage to each creature.

**Superiority.** You have advantage on your bonus action grapple attempt, and if you succeed the damage increases to  $2d4 + \text{Strength modifier}$ .

### KNOCK-OUT STRIKE

Prerequisite: Bounty Hunter

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

**Superiority.** The target is knocked unconscious if their remaining hit points are equal to or less than twice your Fighter level.



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### LUNGING ATTACK

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

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

### MANEUVERING DIRECTION Prerequisite: Tactician

When you take the Attack action, you can forgo one of your attacks to direct one of your companions to reposition themselves. Choose a friendly creature who can see or hear you. Until the end of the target's next turn, their movement doesn't provoke opportunity attacks.

**Superiority.** The target can move up to half their movement.

### MENACING ATTACK Prerequisite: Champion

When you hit a creature with a weapon attack, you can choose to forgo the damage dealt to 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 hostile creatures within 15 feet that can see or hear you must also make this saving throw.

### PARRY

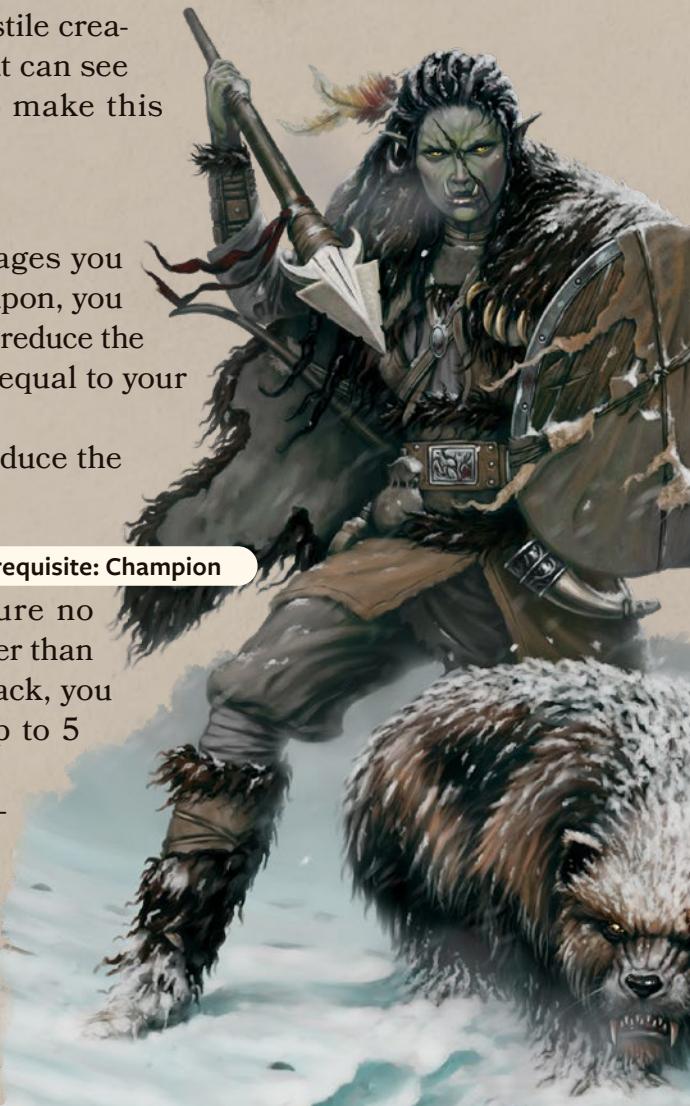
When a creature damages you with a nonmagical weapon, you can use your reaction to reduce the damage by an amount equal to your proficiency bonus.

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

### PUSHING ATTACK Prerequisite: Champion

When you hit a creature no more than one size larger than you with a weapon attack, you can push the target up to 5 feet away from you.

**Superiority.** The target you push can be up to two sizes larger than you. If it is your size or smaller, it is pushed 20 feet instead.



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### QUICK POSITIONING

Prerequisite: Tactician

After rolling initiative, you can use your reaction to move up to your movement.

**Superiority.** You can choose a number of friendly creatures up to your proficiency bonus within 30 feet. Each target can use their reaction to move up to their movement.

### RESTRAINING ORDER

Prerequisite: Bounty Hunter

Immediately before a creature you can see moves out of your line of sight, you can use your reaction to make a ranged weapon attack against it. On a hit, instead of rolling damage, the target is restrained until the end of its next turn.

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

### RALLY

Prerequisite: Tactician

You can use a bonus action to bolster the resolve of one of your allies. Choose a friendly creature you can see that can see or hear you. That creature gains temporary hit points equal to your proficiency bonus.

**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 proficiency bonus.

### RIPOSTE

When a creature misses you with a melee attack, you can use your reaction to deal damage equal to your Strength or Dexterity modifier to it. The damage is a type dealt by a weapon you're wielding or bludgeoning damage (your choice).

**Superiority.** Your riposte deals additional damage equal to  $5 + \text{half your Fighter level}$  (rounded up).

### SWEEPING ATTACK

Prerequisite: Champion

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 target that is also within your reach. If the original attack roll would hit the second creature, it takes damage equal to your Strength modifier of the type dealt by the original attack.

**Superiority.** You can choose an additional creature within 5 feet of either target that is also within your reach.



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### Toss Prerequisite: Colossal Bully

When you take the Attack action, 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 (their choice). If you succeed, you toss the creature up to 30 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 another 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.

### Volley Prerequisite: Survivalist

When you take the Attack action while wielding a ranged weapon, you can forgo one of your attacks to make a special volley attack. Choose two creatures within 5 feet of each other that you can see within your weapon's normal range. Make a single attack roll against both creatures. Each target hit takes your weapon's normal damage, but you do not add your attack modifier to the damage dealt.

**Superiority.** You can target any number of creatures within a 10-foot-radius area centered on a point you can see within range.

### Whirlwind Prerequisite: Survivalist

You can use your action to make a special whirlwind attack. Make a melee weapon attack against each creatures of your choice within reach of the weapon. Each creature hit takes damage equal to your attack modifier.

**Superiority.** You deal your normal weapon damage to each creature hit by this whirlwind attack.



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## SUBCLASSES

Presented in this section are subclasses for the Variant Fighter. Included is the revised Champion, the Tactician—a replacement for the Battle Master—and six more additional subclasses.

### ARCANE MARKSMAN

The archetypal arcane marksman has spent significant time off the battlefield, in rigorous study of eldritch texts and spellcasting manuals. They have no eschewed their martial talents entirely, instead choosing to augment that talent with magical power delivered at a distance.

#### SPELL SHOTS 3rd-level feature

You've learned a unique set of arcane maneuvers. You have access to all the Spell Shots listed later in this section, but must spend time to prepare them. Spell Shot maneuvers that are prepared can be used in the same way as any other maneuver. Each of these maneuvers enhances a ranged attack you make as part of the Attack action.

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

The saving throw for these maneuvers is calculated as follows:

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

#### ARCHER LORE 3rd-level feature

You gain proficiency in one of the following skills of your choice: Arcana, Nature, or Perception.

#### UTILITY PROJECTILE 7th-level feature

You can create useful, non-offensive effects by imbuing your shots with magic. You can use your action to imbue a thrown weapon or piece of ammunition and launch it at a point you can see within range of that weapon, creating one of the following effects of your choice:

**Ascension Shot:** When this shot impacts, 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, it creates the effect of the *minor illusion* spell where it impacts. This lasts 1 minute, and uses your maneuver save DC.



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## CURVING SHOT 10th-level feature

When you make an attack roll with a Spell Shot maneuver and miss, you can use a bonus action to reroll the attack roll against a different target you can see within 30 feet of the original target.

## CELESTIAL SHOT 15th-level feature

You can channel the divine magic of the sky into your shots. You can use your action to imbue a thrown weapon or piece of ammunition and launch it into the air, creating one of the following effects of your choice where the shot impacts, or after it has traveled 60 feet:

**Blackout Shot:** When this shot bursts, it creates a harmless globe of inky black magic filling a 30-foot-radius sphere with magical darkness that lasts 1 minute.

**Flare Shot:** When this shot bursts, it creates a harmless globe of sun light which illuminates a 30-foot-radius sphere with bright light and sheds dim light for an additional 30 feet. The globe slowly descends towards the ground at a rate of 10 feet per round, and lasts only 1 minute.

## EVER-FORCEFUL SHOT 18th-level feature

When you roll initiative, you regain one use of superiority. Your Spell Shot maneuvers deliver a more impactful blow. Creatures hit by the attack made as part of the maneuver take an additional 1d8 damage.

## SPELL SHOTS

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

### SPELL SHOT: BANISH

This shot becomes imbued with abjuration magic. On a hit, you create a ward that hinders the target's attacks. Until the end of its next turn, any nonmagical weapon attacks made by the target don't add its Strength or Dexterity modifier to damage dealt.

**Superiority.** The target must succeed on a Charisma saving throw or be banished to a demiplane. While banished 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

This shot becomes imbued with necromantic magic. On a hit, an ethereal veil surrounds the target, preventing it from regaining hit points until the start of its next turn.

**Superiority.** The target takes an additional 1d8 necrotic damage. In addition, it must succeed on a Constitution saving throw. On a failed



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save, the target deals half as much damage with its weapon attacks until the start of your next turn.

### SPELL SHOT: BURSTING

This shot becomes imbued with evocation magic. On a hit, the projectile splinters and deals 1d4 force damage to another creature of your choice within 5 feet of the target.

**Superiority.** Instead of splintering, the projectile bursts. Each creature within 10 feet of the target takes 1d8 force damage.

### SPELL SHOT: CHARMING

This shot becomes imbued with enchantment magic. On a hit, choose an ally you can see 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.** The target takes an additional 1d8 psychic damage. It must then succeed on a Wisdom saving throw or become charmed by the chosen ally.

### SPELL SHOT: GRASPING

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.** This shot deals an additional 1d8 slashing damage as brambles form around the target, which last for 1 minute. The target takes 1d8 slashing damage the first time it moves 1 foot each turn. The target or any creature that can reach it can use its action to remove the brambles early with a successful Strength (Athletics) check against your maneuver save DC.

### SPELL SHOT: ETHEREAL

This shot becomes imbued with transmutation magic. The attack ignores all but full cover.

**Superiority.** Instead of choosing a target for this attack, this shot fires in a line that is 1-foot-wide and 30-feet-long. The shot passes harmlessly through objects and ignores cover. Make a single attack roll, and compare it to the AC of each creature in the area, to determine which creatures are hit by the attack. Each creature in the area, hit or miss, takes 1d8 force damage as well.

### SPELL SHOT: SHADOW

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.** Each creature within 10 feet of the target must make a Wisdom saving throw. On a failed save, affected creatures take 1d8 psychic damage and are unable to see anything more than 5 feet away until the start of your next turn.



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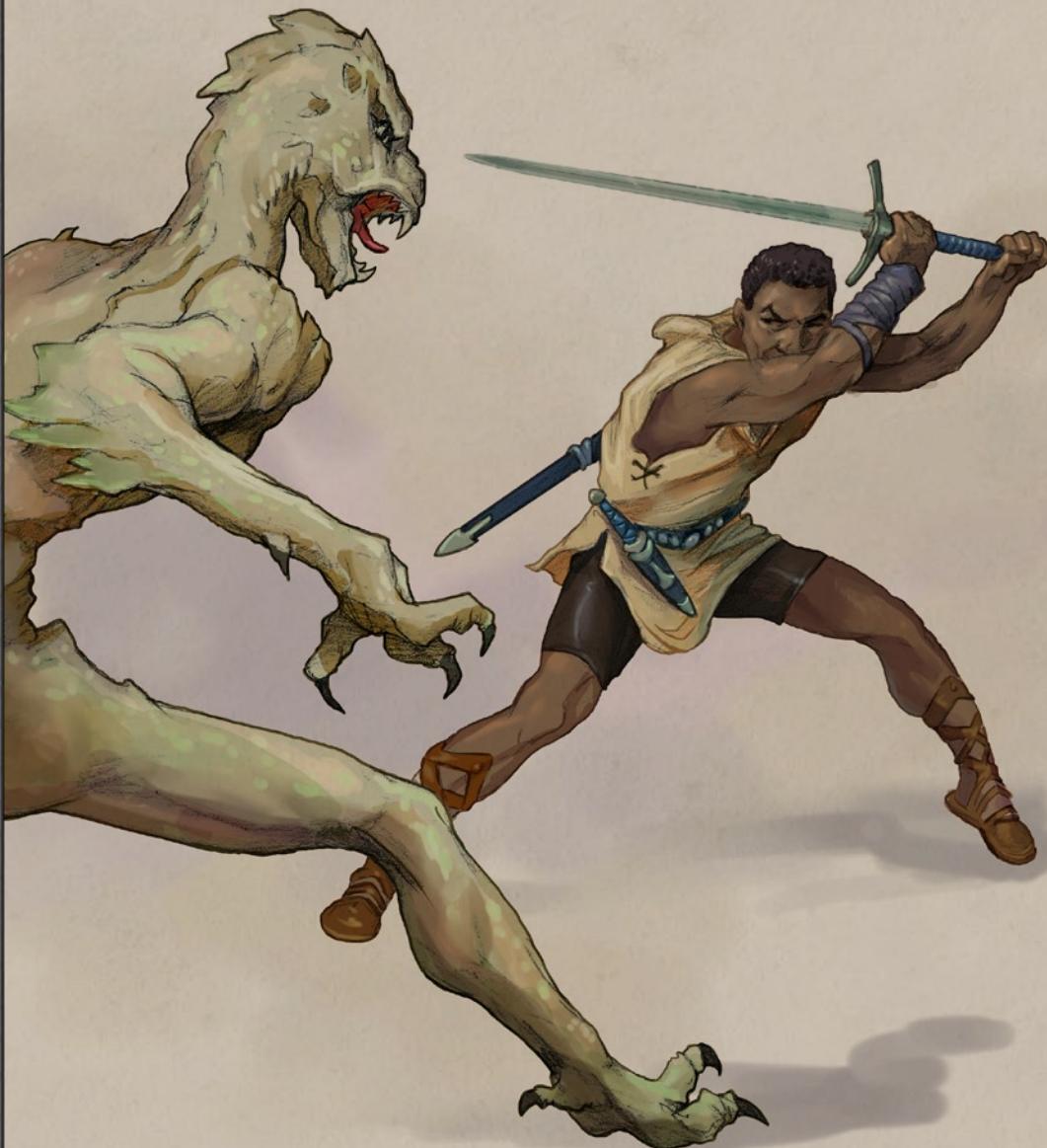
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## BOUNTY HUNTER

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 hold a strong grudge against those who slight them. Either way, they excel at both tracking and hunting groups of creatures and those they study, doing so with great efficiency.

### FAVORED ENEMY 3rd-level feature

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 but not limited to: tracking them, detecting them, intuiting or recalling information about them, and discerning their motives or intentions.



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## HUNTER'S PREY 3rd-level feature

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 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 that deals damage or includes an attack roll deals an extra 1d6 damage.

## PREPARED 7th-level feature

When determining if creatures are surprised, you can't be surprised if at least one favored enemy is within 60 feet of you.

You have advantage on ability checks made to notice and avoid traps set by a favored enemy.

## ALLIED TACTICS 10th-level feature

As a reaction, which you take when an ally you can see within 30 feet of you makes an attack roll against a favored enemy, you can give that ally advantage on their attack roll.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses after completing a short or long rest.

## FORTITUDE 15th-level feature

You have advantage on saving throws and contested ability checks you make against nonmagical effects created by favored enemies. Additionally, you can't be charmed, frightened, or possessed by your favored enemies and have advantage on death saving throws you make while within 60 feet of a favored enemy that is hostile to you.

If damage from a favored enemy would reduce you to 0 hit points without killing you outright, it reduces you to 1 hit point instead. Once you benefit from this feature, you can't benefit from it again until you complete a long rest.

## FOE SLAYER 18th-level feature

Once per turn, you can deal an additional 3d8 damage to a favored enemy with a weapon attack. If the target has 30 or less hit points after the damage is dealt, it immediately dies.



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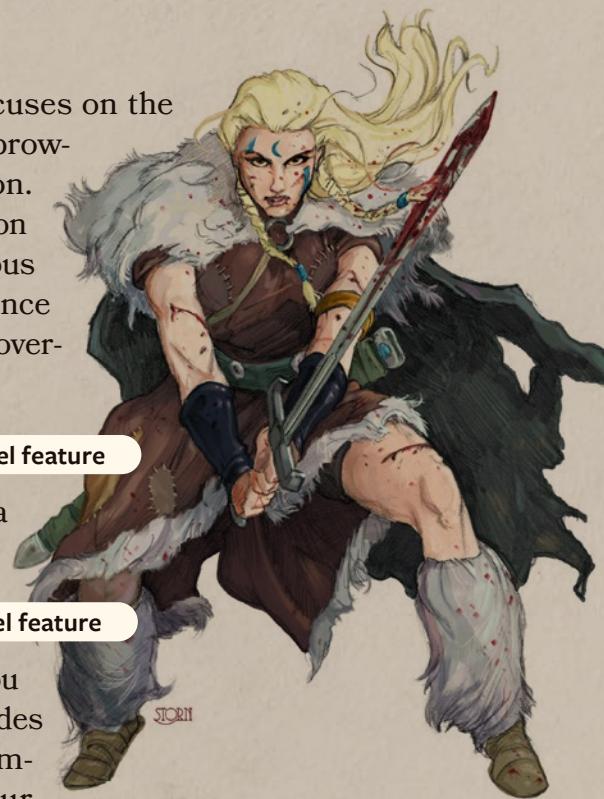
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## CHAMPION

The archetypal champion focuses on the development of raw physical prowess honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows and overwhelm their foes.



### IMPROVED CRITICAL 3rd-level feature

Your weapon attacks score a critical hit on a roll of 19 or 20.

### BRUTE ADVANTAGE 3rd-level feature

You can have any maneuver you use that deals damage or includes an attack roll deal extra damage to one target equal to your Strength or Dexterity modifier (your choice), in addition to the maneuver's other effects.

Each creature can only be affected by this feature once each turn.

### REMARKABLE ATHLETE 7th-level feature

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 10th-level feature

You can choose a second option from the Fighting Style class feature.

### SUPERIOR CRITICAL 15th-level feature

Your weapon attacks score a critical hit on a roll of 18–20.

### SURVIVOR 18th-level feature

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

# VARIANT FIGHTER

## MANEUVERS

## SUBCLASSES

Arcane Marksman

Bounty Hunter

Champion

Colossal Bully

Duelist

Survivalist

Tactician

Templar

Art Credit:  
Matt Forsyth



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## COLOSSAL BULLY

Those who model themselves after the archetypal bully like to throw their size—real or perceived—around, so to speak. They have a long history of picking on those smaller than them and have learned to exploit their difference in size.

### LARGER THAN LIFE 3rd-level feature

You can use your bonus action to manipulate your stature to become effectively larger than your usual size. While enlarged in this way, you gain the following benefits:

- You count as one size larger, but your physical dimensions remain the same. Starting at 15th level, you count as two sizes larger.
- You have advantage on Charisma (Intimidation) checks.
- You can have maneuvers you use that affect creatures smaller than you deal 1d4 bludgeoning damage for each size category the target is 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 choose to end this feature on your turn, no action required.

You can use this feature a number of times equal to your proficiency bonus. You regain expended uses after completing a long rest.

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### PHYSIQUE 3rd-level feature

You gain proficiency in Athletics. You can add double your proficiency bonus to Athletics checks you make when grappling, shoving, or tossing a creature.

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

### SWING HARD 7th-level feature

You are proficient with improvised weapons, which deal at least  $1d6 +$  Strength modifier damage for you.

When you force a creature to move by shoving or tossing them, they take  $1d8 +$  your Strength modifier bludgeoning damage if they collide with a surface or other creature before completing that movement.

### PUNITIVE DAMAGES 10th-level feature

As a reaction, which you take when 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.

### OVERWHELM 15th-level feature

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 18th-level feature

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. They take  $1d12$  bludgeoning damage and are knocked prone on a failed saving throw, or half as much damage and no further effects on a successful one.

Creatures smaller than you within 5 feet of where you land have disadvantage on this saving throw, and any creature that is occupying the space where you land automatically fails.



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## DUELIST

The archetypal duelist has gained their skill in combat through their noble upbringing, taking the form of civilized one-on-one combat or a combination of crass overtures and flourish. 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 3rd-level feature

You know the *finisher* maneuver, in addition to other maneuvers you know.

### TAUNT 3rd-level feature

Once per round after making a weapon attack against a creature, you can issue a taunt to them which lasts until the end of your next turn. When a taunted creature makes an attack or casts a spell that doesn't include you as a target, you can use your reaction to have them make a Wisdom saving throw against your maneuver save DC. On a failed save, the target takes 1d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its turn.

### QUICK RETORT 7th-level feature

When making a Charisma (Intimidation) or Charisma (Persuasion) check, you add double your proficiency bonus if you are insulting or threatening that creature, or if that creature is taunted by you.

### IMPROVED DUELIST 10th-level feature

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 15th-level feature

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 of you for 1 minute. A taunted creature makes this saving throw with disadvantage.

A creature can repeat this saving throw at the end of each of its turns, ending the frightened effect on a successful save.

### PUNISHING FLOURISH 18th-level feature

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



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## SURVIVALIST

Those who model themselves after this archetype have developed the skills to persist and thrive 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 3rd-level feature

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 you place.

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

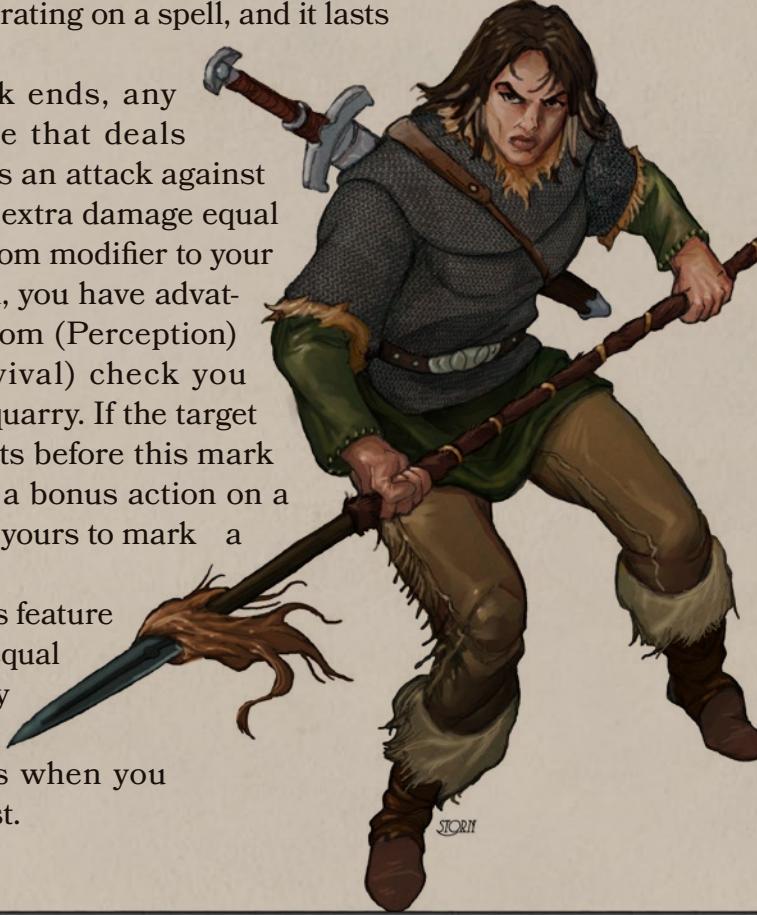
**Traveler:** You learn one language of your choice.

### HUNTER'S QUARRY 3rd-level feature

As a bonus action, you can mark a creature you can see within 100 feet 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 maneuver you use that deals damage or includes an attack against this creature deals extra damage equal to  $1d4 + \text{your Wisdom modifier}$  to your quarry. In addition, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find your quarry. 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 proficiency bonus. You regain all expended uses when you complete a long rest.



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## WILDERNESS GUIDE 7th-level feature

While traveling 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 10th-level feature

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 while you remain in terrain similar to your natural disguise. Once you move or make an attack, this effect is suppressed until the start of your next turn.

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

## STAND AGAINST THE TIDE 15-level feature

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.

## SIXTH SENSE 18th-level feature

When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack roll 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.



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## 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 weapon smithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry in a way that can be directly applied to battle like the tactician can.

### BATTLEFIELD SUPERIORITY 3rd-level feature

You learn one additional maneuver of your choice. You learn one additional maneuver at 7th, 10th, 15th, and 18th level.

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

### STUDENT OF WAR 3rd-level feature

You gain proficiency in one type of artisan's tools of your choice.

### KNOW YOUR ENEMY 7th-level feature

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 10th-level feature

When you use the superiority option of a maneuver, you can choose one friendly creature that can see or hear you. That creature immediately ends one condition affecting it.



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### IMPROVED SUPERIORITY 15th-level feature

The first time you use the superiority option of a maneuver after rolling initiative, you can do so without expending a use.

### DISPLAY OF TACTICS 18th-level feature

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 same maneuver you used, even if that creature can't normally use maneuvers. Your maneuver save DC is used for any saving throws required.

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## 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 or oath. Templars receive the divine accent of their power from their devotion to a particular deity or cause in direct opposition of arcane magic.

### CHANNEL DIVINITY 3rd-level feature

You have the ability to channel divine energy and 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 effects is  $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ .

At 6th level, you can use your Channel Divinity twice between rests.

**Channel Divinity: Gift.** As an action, you present a symbol of your faith and speak a prayer calling for assistance from your charge. When you use this feature, you can cast a single divination or enchantment spell from the cleric spell list of 1st-level or lower. Charisma is your spellcasting modifier for this spell.

The highest level spell you can cast with this feature increases to 2nd-level when you reach 7th level, and again to 3rd-level at 13th, and 4th-level at 19th.

### BLESSED DIRECTIVE 3rd-level feature

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.



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## COUNTERMAGIC 7th-level feature

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 its next turn, and the creature must cast the spell immediately at the start of its next turn (no action required). If the target can't concentrate on this spell, or can't cast it at the start of its next turn, the spell is wasted.

You can use this feature a number of times equal to half your proficiency bonus (rounded up). You regain all expended uses after completing a long rest.

## RESIDUAL DEFENSE 10th-level feature

After taking damage from a spell or other magical effect, you gain resistance to that damage type until the end of your next turn. If multiple damage types affect you, you gain resistance to all types dealt.

## BOON OF FERVOR 15th-level feature

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 18th-level feature

Any maneuver you use that affects a hostile creature forces it 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 the damage as normal.

