



ALTERNATE FIGHTER

HOMEBREW

Become the Master of Battle You Were Meant to Be!

THE FIGHTER

The young guard quietly slipped past his comrades out the back door of the armory where the townsfolk were hiding. A bandit gang had come upon their village that morning, and their leader had issued a challenge. If one warrior from the town could best him in single combat, his gang would leave peacefully. Though the young man only joined the town guard one year ago, he could already best all of his fellow guards with the sword. To the surprise of the townsfolk, he drew his sword, and stepped forward to defend his home.

The graying dwarf observed the enemy camp as the sun began to set. She had made her way to the enemy general's tent with the intent to end the battle before it began. The dwarves under her command didn't stand a chance against this great host, but she had a chance to end this battle before it started. For what could very well be her final mission, she gripped the haft of her battleaxe and entered the enemy general's tent.

The flamboyant elven gladiator paused for a brief moment, basking in the cheers of the crowd. He remembered his first gladiatorial match in the underground arena, surrounded by drunken pirates and slavers. Now he performed for the king and queen amidst the bustle of the largest metropolis in the kingdom. After savoring the moment, he whirled about and plunged his gilded spear into his opponent's heart, ending what would be his final fight and earning him his freedom.

All three of the warriors described above are considered Fighters, masters of battle and the armaments of warfare.

MASTERS OF THE BATTLEFIELD

Not every city guardsman, mercenary, or professional soldier is considered to be a true Fighter. Born with an innate talent for war and keen battle instincts, a born Fighter cannot resist the call of the battlefield. Hailing from the ranks of military officers, elite bodyguards, veteran mercenaries, and anointed knights, Fighters are known for their masterful skill in battle.

Dungeon delving, monster slaying, and other dangerous work common amongst adventurers is second nature for a Fighter. Something deep within them compels them to seek out conflict and throw themselves into the midst of it. Often champions of fair competition, Fighters make for loyal allies.

THE ARMAMENTS OF WAR

Every Fighter can swing an axe, fence with a rapier, cut down a foe with a longsword, and use a bow with a high degree of skill. Likewise, a Fighter is adept with shields and every form of armor. Fighters wield their weapons and armor of choice as an extension of their very self, transforming into beautiful yet deadly whirls of sharpened steel on the battlefield.

While they all have skill in battle, the nature of a Fighter's training can greatly vary. Some cultivate immense physical might, crushing their foes with overwhelming blows. Some prefer to strike from afar, slaying their enemies before they are aware of their presence. Others use tactical insights to coordinate their allies. And a rare few augment their martial abilities with limited, but potent, arcane spells.



CREATING YOUR FIGHTER

When creating a Fighter, the most important thing to decide is where they gained their skill with the armaments of war. Are you the scion of a noble house, trained from birth by the best warriors in your family's employ? Are you a gladiator who fought for sport, forced to learn to fight, or perish? Did you come from nothing and earn food, shelter, and coins at the tip of your sword as a member of a mercenary company?

Also, consider your Fighter's style of combat and how the way you fight sets you apart from other warriors. Are you an artist with your weapons, gracefully flowing about the field of battle? Are you especially ruthless, reveling in the chaos and carnage of war? Or, do you fight with honor and respect, only challenging those that you deem your equal with the sword?

MULTICLASSING AND THE FIGHTER

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the Fighter class.

Ability Score Minimum. As a multiclass character, you must have at least a Strength (or Dexterity) score of 13 to take a level in this class, or to take a level in another class if you are already a Fighter.

Proficiencies. If Fighter isn't your initial class, here are the proficiencies you gain when you take your first Fighter level: light armor, medium armor, shields, simple weapons, and martial weapons.

Exploits. If you learn Exploits from more than one of your class, subclass, or other features, follow the rules and table linked below to determine the total number and size of your Exploit Dice, and the total number of Exploits Known from each feature that grants you Exploits: [Alternate Martial Multiclassing](#).



THE FIGHTER

Level	PB	Features	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Fighting Style, Second Wind	—	—	—
2nd	+2	Martial Exploits	2	d6	2
3rd	+2	Know Your Enemy, Warrior Archetype	3	d6	2
4th	+2	Ability Score Improvement	3	d6	3
5th	+3	Extra Attack (1)	4	d8	3
6th	+3	Action Surge (1)	4	d8	3
7th	+3	Archetype Feature	5	d8	3
8th	+3	Ability Score Improvement	5	d8	4
9th	+4	Indomitable (1)	6	d8	4
10th	+4	Archetype Feature	6	d8	4
11th	+4	Extra Attack (2), Martial Superiority	7	d10	4
12th	+4	Ability Score Improvement	7	d10	5
13th	+5	Indomitable (2)	8	d10	5
14th	+5	Ability Score Improvement, Second Wind (2)	8	d10	5
15th	+5	Archetype Feature	9	d10	5
16th	+5	Ability Score Improvement	9	d10	6
17th	+6	Extra Attack (3), Indomitable (3)	10	d12	6
18th	+6	Archetype Feature	10	d12	6
19th	+6	Ability Score Improvement	10	d12	6
20th	+6	Action Surge (2), Relentless	10	d12	6

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: One set of artisan's tools of your choice

Saving Throws: Strength, Constitution

Skills: Choose two of the following: Acrobatics, Athletics, History, Intimidation, Perception, Stealth, and Survival

EQUIPMENT

As a Fighter, you start with the following equipment:

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

QUICK BUILD

You can make a Fighter quickly by using these suggestions. First, depending on the weapons you wish to use, make your Strength (heavy or melee weapons) or your Dexterity (ranged weapons or dual wielding) your highest ability score, followed by Constitution. Second, choose the soldier background.

FIGHTING STYLE

At 1st level, choose the Fighting Style from the options below that reflects your martial training and skill with weapons. You cannot gain a Fighting Style more than once, even if another feature allows you to select an additional Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

ARCHERY

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

BRAWLER

Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier on hit. If you have two free hands and use your action to make only unarmed strikes you can make a single unarmed strike as a bonus action on that turn.

CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to your attack rolls and a +1 to your Armor Class so long as you are not using heavy armor or a shield.

DEFENSIVE FIGHTING

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.



DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make the single bonus attack with your off-hand weapon as part of your Attack action, instead of your bonus action, adding your ability modifier to the damage of this attack.

FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, and nothing else your speed increases by 10 feet, and you gain a +1 bonus to your damage rolls with light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

GREAT WEAPON FIGHTING

Whenever you make an attack with a heavy melee weapon as part of your Attack action, you can treat a total roll of 5 or lower on the weapon's damage dice as a 6. You must be wielding the weapon with two hands.

IMPROVISED FIGHTING

You are proficient in improvised weapons. Once per turn, when you use an object to make an improvised weapon attack, you can choose to roll the damage die twice and take the higher damage roll.

When you do so, the object used to make the improvised attack is destroyed and can not be used for further attacks. You can't use this feature to destroy magical objects.

MELEE MARKSMAN

Having a hostile creature within 5 feet of you does not impose disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

When you make a ranged weapon attack against a creature within 5 feet, you can use your bonus action to make a melee attack against it with your ranged weapon. On hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

PROTECTOR

When a creature you can see attacks you, or a target within 5 feet, you can use your reaction to add your proficiency bonus to the target's Armor Class against that attack. You must be wielding a shield or a melee weapon to gain this benefit.

STRONGBOW

You can use your Strength modifier, in place of Dexterity, for attack and damage rolls with longbows and shortbows. When you do so, you gain a +1 to damage rolls with those weapons.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or to take the Use an Object action.



SECOND WIND

You can fight on where lesser warriors would fail. Also at 1st level, you can use your bonus action to regain hit points equal to 1d10 + your Fighter level. Once you do so, you must finish a short or long rest before you can do so again.

Upon reaching 14th level, you can use your Second Wind bonus action twice between each short or long rest.

MARTIAL EXPLOITS

At 2nd level, you begin to learn techniques that enhance your martial skill in and out of battle. You gain the features below:

EXPLOIT DICE

The Fighter table shows how many Exploit Dice you have to perform the Exploits you know. To use an Exploit, you must expend one of these Dice. You can only use one Exploit per attack, ability check, or saving throw, and you regain your expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d6s and increase in size as you gain levels in this class, as indicated in the Fighter table.

EXPLOITS KNOWN

You know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Fighter table shows when you learn more Exploits of your choice. To learn an Exploit you must meet any prerequisites it may have, like a minimum Ability Score or a minimum Fighter level.

Whenever you gain a Fighter level, you can replace one of the Exploits you know with another Exploit of your choice.

SAVING THROWS

If one of your Exploits requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$



KNOW YOUR ENEMY

Beginning at 3rd level, you can evaluate the potential of others with a glance. As an action, choose one creature you can see within 60 feet. You learn if it is your equal, superior, or inferior in one of the following attributes:

Armor Class	Strength Score
Current Hit Points	Dexterity Score
Hit Point Maximum	Constitution Score
Walking Speed	Exploits Known

Once you use this feature to learn something about a creature, you can't use it on that creature again until you complete a short or long rest.

When you reach 14th level, you can use this feature to learn of your foe's strengths through battle. Once per turn, you can use this feature when you hit with a weapon attack, and you can use this feature to learn three things about a creature between each short or long rest.

WARRIOR ARCHETYPE

At 3rd level, choose the Warrior Archetype from the options below that best represents your skills and training: Arcane Knight, Champion, Commander, Marksman, or Master at Arms.

Also included at the end of this class are Archetypes inspired by official options for Fighters: Arcane Archer, Cavalier, Echo Knight, Samurai, and Rune Knight.

Your Warrior Archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th levels.

ARCHETYPE EXPLOITS

Some Archetypes have a list of Archetype Exploits that you learn at the Fighter levels noted in the Archetype description. They don't count against your number of Exploits Known and can't be switched out for other Exploits. If you do not meet an Archetype Exploit's prerequisites, you learn it regardless.

ABILITY SCORE IMPROVEMENT

At 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two different ability scores of your choice by 1. As normal, you cannot 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.

When you reach certain levels in this class, the number of attacks you can make as part of your Attack action increases; at 11th level (3 attacks) and at 17th level (4 attacks).

ACTION SURGE

Starting at 6th level, you can push yourself past your limits, if only for a moment. On your turn, you can take one additional action on that current turn. Once you do so, you must finish a short or long rest before you can use this feature again.

When you reach 20th level, you can use this feature twice between each short or long rest, but only once per turn.



INDOMITABLE

Your fighting spirit allows you to grasp success from the jaws of defeat. Beginning at 9th level, when you fail a saving throw, you can choose to succeed instead. Once you use this feature you must finish a long rest before you can use it again.

At certain Fighter levels you can use this feature additional times between each long rest. You can use this feature twice starting at 13th level, and three times starting at 17th level.

MARTIAL SUPERIORITY

Your martial skill eclipses even that of professional warriors. Starting at 11th level, whenever you use your Second Wind feature you regain one of your expended Exploit Dice.

Also, you regain all Expended Exploit dice if you spend 10 minutes doing only activity that would be part of a short rest.

RELENTLESS

At 20th level, your skills in combat are those of legend. When you roll initiative, you regain all expended Exploit Dice.

Also, if you start your turn with no Exploit Dice remaining, you immediately regain one of your expended Exploit Dice.

ADDITIONAL WARRIOR ARCHETYPES

Looking for more options? Check out the [Alternate Fighter: Expanded](#) for nine additional Archetypes, including Guardian, Quartermaster, and Swordsage!





SPELLCASTING

3rd-level Arcane Knight Archetype feature

You have learned to produce arcane spells to enhance your abilities in combat. You gain the features listed below:

Cantrips. You learn two cantrips of your choice from the Arcane Knight spell list at the end of this Archetype, and you learn an additional Arcane Knight cantrip at 10th level.

Spell Slots. The Arcane 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 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 Arcane Knight spells. The Spells Known column of your Spellcasting table shows when you learn more spells of 1st-level or higher, of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with another spell from the Arcane Knight spell list. The spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Knight spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for an Arcane Knight spell.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier}$$

WARRIOR ARCHETYPES

Choose the Warrior Archetype that best represents the skill and training your Fighter has received: the Arcane Knight, Champion, Commander, Marksman, or Master at Arms.

ARCANE KNIGHT

Arcane Knights supplement their skill with the armaments of war with arcane knowledge. Compared to mages who study only magic, Arcane Knights can only produce minor spells, but, when combined with their deadly skill with the weapons of warfare, these minor spells become potent enhancements.

WEAPON BOND

3rd-level Arcane Knight Archetype feature

You can magically bond yourself to a weapon of your choice. At the end of a short or long rest, you can touch a weapon, forging a magical bond between you and that weapon.

You cannot be disarmed of a bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can use a bonus action to instantly summon it to you. It can be used as a spellcasting focus for your Arcane Knight spells.

You can have up to two bonded weapons at any one time, though, they must be summoned one at a time. If you bond a third weapon, you break the bond with one of the other two.

MASTER SWORD & SPELL!

Interested in playing a true master of both sword and spell? Check out the [Magus Class](#), the arcane half-caster companion to the Paladin and Ranger!

ARCANE KNIGHT SPELLCASTING

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



WAR MAGIC

7th-level Arcane Knight Archetype feature

You can seamlessly weave minor spells with weapon attacks. When you use your action to cast an Arcane Knight spell you can make a weapon attack as a bonus action on that turn.

ENCHANTED STRIKES

10th-level Arcane Knight Archetype feature

Your strikes weaken your foe's resistance to your magic. If you hit a creature with a weapon attack, it has disadvantage on the first saving throw you force it to make against an Arcane Knight spell before the end of your next turn.

ARCANE SURGE

15th-level Arcane Knight Archetype feature

When you use Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can choose to teleport before or after the additional action from your Action Surge.

LEGENDARY ARCANE KNIGHT

18th-level Arcane Knight Archetype feature

You expertly weave spell and sword together. When you take the Attack action on your turn, you can cast an Arcane Knight spell with a casting time of one action in place of one attack.

ARCANE KNIGHT SPELL LIST

Here is the list of spells available to the Arcane Knight. They are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

CANTRIPS (0-LEVEL)

blade ward
booming blade**
chill touch
control flames*
firebolt
green-flame blade**
gust*
light
lightning lure**
mold earth*
prestidigitation
resistance
shape water*
shocking grasp
sword burst**
true strike

1ST-LEVEL

absorb elements*
burning hands
catapult
chromatic orb
compelled duel
earth tremor*
hellish rebuke
mage armor
magic missile
protection from good & evil
searing smite
shield
thunderous smite
thunderwave

2ND-LEVEL

arcane scorcher
branding smite
flame blade
gust of wind
magic weapon
misty step
protection from poison
scorching ray
shatter
shadow blade*
warding wind*

3RD-LEVEL

blinding smite
counterspell
dispel magic
elemental weapon
fireball
lightning bolt
magic circle
minute meteors*
protection from energy

4TH-LEVEL

banishment
death ward
fire shield
freedom of movement
ice storm
resilient sphere
staggering smite
storm sphere*

CHAMPION

Champions forgo all other forms of improvement to focus on enhancing their raw physical might. These immense figures strive to maintain peak physical condition through relentless training. In battle, Champions perform supernatural feats of athleticism and overwhelm their foes with their raw power.

CHAMPION EXPLOITS

3rd-level Champion Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	feat of strength, ruthless strike
5th	concussive blow, heroic will
9th	mythic athleticism

MIGHTY WARRIOR

3rd-level Champion Archetype feature

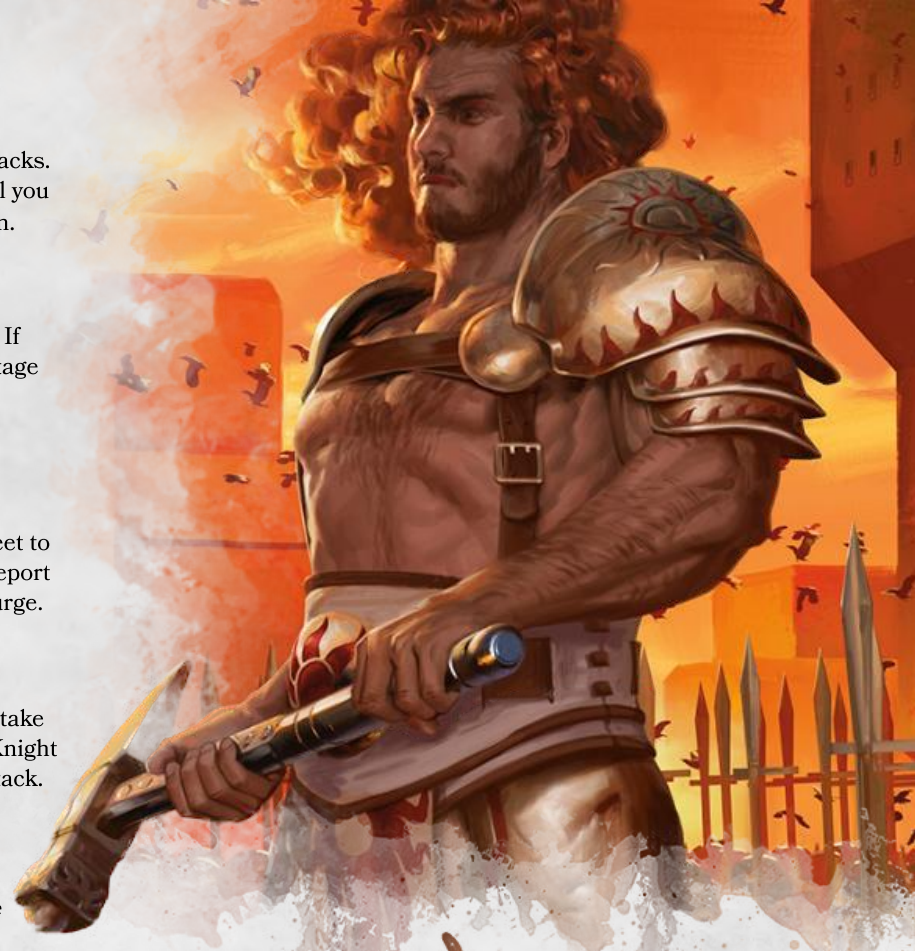
Your raw physical might enhances your attacks. Your weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

At 15th level, your critical hit range increases again, and you score a critical hit on a roll of 18-20 on the d20.

REMARKABLE STRENGTH

3rd-level Champion Archetype feature

You easily perform feats of raw strength and endurance that would seem impossible. Whenever you make a Strength or Constitution ability check or saving throw you gain a bonus to your roll equal to one roll of your Exploit Die.



PEAK ATHLETE

7th-level Champion Archetype feature

Your physical abilities are peerless. You gain a climbing and swimming speed equal to your walking speed, and when you use *Second Wind* you gain the benefits of the *Dash* action.

DEVASTATING CRITICAL

10th-level Champion Archetype feature

Whenever you score a critical hit with a weapon attack you can deal additional damage equal to your *Fighter* level.

At 15th level, when you score a critical hit with a weapon attack, you can maximize the damage instead of rolling. Once you do you must finish a long rest before you can do so again.

LEGENDARY CHAMPION

18th-level Champion Archetype feature

You are a nearly perfect physical specimen and have become exceedingly hard to kill. If you begin your turn with less than half of your hit points remaining, but at least 1 hit point, you regain hit points equal to 5 + your *Constitution* modifier.

COMMANDER

Not all *Fighters* rely solely on themselves in battle, some lead others with their knowledge of tactics. Commanders lead at the front, issuing orders and inspiring greatness in others by their own brave deeds. By their presence, a Commander can transform an unorganized militia into a deadly fighting force.

COMMANDER EXPLOITS

3rd-level Commander Archetype feature

You learn certain *Tactical Exploits* from the [Warlord Class](#) at the *Fighter* levels noted in the table below. They don't count against your total number of *Exploits Known*. Each time you gain a level, you can replace one of the *Exploits* you learned from this feature with a *Tactical Exploit* of your choice.

If a *Tactical Exploit* has a *Warlord* level prerequisite, you can learn it if your *Fighter* level meets that prerequisite.

Leadership Modifier. Some *Tactical Exploits* require a *Leadership* modifier. Choose either *Intelligence*, *Wisdom*, or *Charisma* to be your *Leadership* modifier for these *Exploits*.

Fighter Level	Exploit
3rd	attack order, maneuvering order
5th	defensive order, surprise attack
9th	tactical reposition

STUDENT OF WAR

3rd-level Commander Archetype feature

You have studied the strategy of both politics and war. You gain proficiency in either *History*, *Insight*, or *Persuasion*, and whenever you make an ability check with that skill you gain a bonus to your roll equal to one roll of your *Exploit Die*.

STRATEGIC COMMAND

7th-level Commander Archetype feature

You can organize your allies even as you fight. When you use *Second Wind*, you can choose up to three creatures within 30 feet that can see or hear you to regain hit points equal to one roll of your *Exploit Die* + your *Leadership* modifier.

HEROIC SURGE

10th-level Commander Archetype feature

When you use *Action Surge*, you can choose another creature within 30 feet that can see or hear you. It can use its reaction to move up to its full speed without provoking opportunity attacks and then make a single weapon attack.

At 18th level, you can target two creatures with this feature.

INSPIRING COMMANDS

15th-level Commander Archetype feature

Once per turn when you use a *Tactical Exploit* that targets at least one friendly creature, one target of your choice gains temporary hit points equal to your *Leadership* modifier.

MARKSMAN

While all *Fighters* learn to draw a bow or hurl a javelin, those known *Marksmen* are masters of ranged combat. The deadly skills of a *Marksman* are often backed up by their signature swagger and unshakable confidence. When combined, there are few challenges that a true *Marksman* cannot overcome.

MARKSMAN EXPLOITS

3rd-level Marksman Archetype feature

You learn certain *Exploits* at the *Fighter* levels noted in the table below. They don't count against your total number of *Exploits Known* and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	arresting strike, inquisitive eye
5th	crippling strike, volley
9th	thunderous shot





ELITE TRAINING

3rd-level Marksman Archetype feature

Your training has enhanced your reaction times. When you make a Dexterity check or saving throw, you can expend an Exploit Die and add it to your roll. You can do so after you roll, but before you know the result.

MARKSMAN'S FOCUS

3rd-level Marksman Archetype feature

You can quiet your body to fire with deadly accuracy. When you begin your turn and are not surprised or incapacitated, you can choose to enter a state of Focus, which imposes the following benefits and effects until the end of your turn:

- Your speed is reduced to 0 feet.
- Until you hit a creature with a ranged weapon attack, you have advantage on all ranged weapon attack rolls.
- When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon, you can re-roll the die. You must use this new roll, even if the new roll is a 1 or a 2.

GUNPOWDER & FIREARMS

If your game includes firearms and gunpowder, and your Marksman has been exposed to the operation of such weapons, they are proficient with them.

CUNNING SHOT

7th-level Marksman Archetype feature

Your reflexes are almost supernaturally fast. You add your proficiency bonus to your Initiative rolls while conscious.

You have also learned to identify and exploit even the smallest weak points in your enemy's defenses. Your attacks with ranged weapons ignore resistance to piercing damage.

REPOSITION

10th-level Marksman Archetype feature

When you use Second Wind, your walking speed increases by 10 feet, and any opportunity attacks against you are made at disadvantage until the end of your current turn.

RELIABLE SHOT

15th-level Marksman Archetype feature

You make even impossible shots with ease. Your normal and long range for ranged weapon attacks increases by a number of feet equal to 10 times your Fighter level.

Also, once per turn, when you have advantage on a ranged weapon attack, you can forgo advantage and make one additional ranged weapon attack.

LEGENDARY MARKSMAN

18th-level Marksman Archetype feature

Your marksmanship is supernaturally accurate. When you Focus, the benefits last for 1 minute, and you have advantage on all ranged weapon attacks for the duration. Finally, your speed is only reduced to 10 feet. At the start of your turn you can end your Focus (no action required).

MASTER AT ARMS

While most Fighters master one specific martial discipline, a Master at Arms is the rare warrior who is able to truly master multiple styles of combat. Whether through grit, dedication, or extraordinary skill, these elite Fighters learn all they can about the theory of combat. A Master at Arms is always on the lookout for a new weapon or style of fighting to master.

ADVANCED TECHNIQUE

3rd-level Master at Arms Archetype feature

Your ability to learn and execute martial techniques exceeds that of most other warriors and even other trained Fighters. You gain the following benefits to your Fighter features:

Exploits. You learn two 1st-degree Martial Exploits of your choice from the list at the end of this class. These Exploits do not count against your total number of Exploits Known.

You learn additional Martial Exploits following the same rules at certain levels: at 5th level you learn two 2nd-degree Exploits, and at 9th level you learn one 3rd-degree Exploit.

Exploit Dice. Your total number of Exploit Dice increases by 1, and all of your Exploit Dice increase to become d8s.

At certain levels your Exploit Dice increase again; at 5th level they become d10s, and at 11th level they become d12s.

Fighting Styles. You learn one additional Fighting Style of your choice from those available to the Fighter. However, you can only benefit from one Fighter Fighting Style at a time.

As a bonus action, you can switch your current Fighting Style for another Fighter Fighting Style that you know.

You learn an additional Fighting Style of your choice at 7th level, and again when you reach 15th level in this class. You can still only benefit from one Fighting Style at a time.



MASTER OF FORMS

7th-level Master at Arms Archetype feature

Your skill allows you to learn exotic techniques from a variety of disciplines. You learn two Exploits of your choice from any class. If the Exploits have a prerequisite level, you can learn them as long as your Fighter level meets that prerequisite.

These Exploits count as Martial Exploits for you, but they do not count against your total number of Exploits Known.

You learn one additional Exploit of your choice from any class at 15th level, and one final Exploit at 18th level.

MASTERFUL SURGE

10th-level Master at Arms Archetype feature

When you Action Surge, you gain a single Exploit Die that must be used as part of the additional action you gain. If not used, it disappears at the end of your additional action.

Also, you can benefit from two of the Fighting Styles you know, but you can only switch one as a bonus action.

WARRIOR OF LEGEND

18th-level Master at Arms Archetype feature

Your mastery of the weapons of war is near-supernatural. Once per turn when you use an Exploit in combat, you can roll a d6 in place of expending an Exploit Die.

Also, over the course of 1 hour, which can be during a short or long rest, you can practice your techniques to replace one Exploit you know with a Martial Exploit of the same degree.

MARTIAL EXPLOITS

Below are the Exploits available to the Fighter. If an Exploit has a prerequisite, like a minimum Ability Score or level, you can learn it at the same time you meet the prerequisites.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by Fighters with modest training and have no level prerequisite.

AGGRESSIVE SPRINT

As a bonus action on your turn, you can expend one Exploit Die to draw upon your battle fury and move up to your full walking speed toward a hostile creature that you can see.

Starting at 5th level, you can make a single melee weapon attack at the end of this movement.

ARRESTING STRIKE

When you hit a target with a weapon attack, you can expend one Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bonus damage equal to one roll of your Exploit Die and its speed is 0 until the start of your next turn.

BRACE UP

Prerequisites: Constitution of 11

You steel yourself for combat, preparing yourself to take a hit. As a bonus action, you can expend one Exploit Die and gain temporary hit points equal to 1 + one roll of your Exploit Die.

COMMANDING PRESENCE

Prerequisites: Charisma or Strength of 11

When you make a Charisma (Persuasion) or Charisma (Intimidation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed.

Also, whenever you would make a Charisma (Intimidation) check, you can make a Strength (Intimidation) check instead.

CUNNING INSTINCT

Prerequisites: Wisdom of 11

When you make a Wisdom (Perception) or a Wisdom (Survival) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

DISARM

When you hit a creature with a weapon attack, you can expend an Exploit Die to force it to make a Strength saving throw. On a failed save, it takes additional damage equal to one roll of your Exploit Die, and it drops one item of your choice that it is currently holding on the ground at its feet.

FEAT OF STRENGTH

Prerequisites: Strength or Constitution of 11

When you make a Strength or Constitution ability check you can expend Exploit Dice (up to your proficiency bonus), roll those dice, and add the result to your ability check.

FEINT

As a bonus action, you can expend one Exploit Die to feint, forcing a creature that can see you within 15 feet to make a Wisdom saving throw. On a failed save, you have advantage on your attacks against it until the end of your current turn.

ADVANCED MARTIAL CLASSES

Master of Forms references learning Exploits from any class. Other than the Alternate Fighter, there are currently three other classes that use Exploits:

- [Alternate Fighter & Fighter: Expanded](#)
- [Alternate Barbarian & Barbarian: Expanded](#)
- [Alternate Rogue & Rogue: Expanded](#)
- [Warlord Class](#)



FIRST AID

As an action, you can touch a creature that has at least 1 hit point and expend Exploit Dice (up to your proficiency bonus), roll those dice, and that creature gains temporary hit points equal to the total roll + its Constitution modifier.

FLAMING SHOT

When you make a ranged weapon attack, you can expend an Exploit Die to light the ammunition aflame. On hit, you deal additional fire damage equal to one roll of your Exploit Die.

If your target is a flammable object that is not being worn or carried, you can ignite it in place of dealing damage.

HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

HURL

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to throw an object that you are holding at a target you can see within 60 feet. The target must succeed on a Dexterity saving throw or both the object and target take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.

At 11th level, the range of this Exploit becomes 120 feet.

INQUISITIVE EYE

Prerequisites: Intelligence or Wisdom of 11

When you make an Intelligence (Investigation) or a Wisdom (Insight) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

LIGHTSTEP

Prerequisites: Dexterity of 11

When you make a Dexterity (Acrobatics) or a Dexterity (Stealth) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

MENACING SHOUT

Prerequisites: Charisma of 11

As a bonus action, you can expend one Exploit Die and force one creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn and must use its action to move as far away from you as possible without harming itself.

MIGHTY LEAP

Prerequisites: Strength of 11

When you move at least 10 feet immediately before you jump, you can expend Exploit Dice (up to your proficiency bonus) to increase the distance of your jump by 10 feet for each Exploit Die expended, even if this exceeds your remaining speed.

MIGHTY THRUST

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to force one target you touch to make a Strength saving throw. On a failed save, it is knocked back in a line number of feet equal to 5 times your Strength modifier. A target that is more than one size larger than you has advantage on its saving throw.

PARRY

Prerequisites: Dexterity of 11

When a creature that you can see targets you with a melee attack, you can use your reaction to expend one Exploit Die, roll it, and add it to your Armor Class against the attack. You must be holding a melee weapon or shield to use this Exploit.

Starting at 5th level, if you use this Exploit and the attack misses, you can make a single melee weapon attack against the creature that attacked you as part of the same reaction.

PRECISION STRIKE

Prerequisites: Dexterity of 11

As part of a weapon attack you can expend one Exploit Die, roll it, and add the result to your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

RUSTIC INTUITION

Prerequisites: Wisdom of 11

When you make an Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Medicine) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

RUTHLESS STRIKE

Prerequisites: Strength of 11

When you hit a target with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus), roll the dice, and add them to the damage roll of that attack.

SCHOLARLY RECALL

Prerequisites: Intelligence of 11

Whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

SHIELD IMPACT

When a creature you can see hits you with an attack, you can use a reaction to expend Exploit Dice (up to your proficiency bonus), roll those dice, and reduce the damage of that attack by an amount equal to the total you rolled + your Strength modifier. You must be wielding a shield to use this Exploit.

SKILLED RIDER

Prerequisites: Wisdom of 11

When your trained mount makes an ability check, attack roll, or saving throw, or you make a Wisdom (Animal Handling) check to control it, you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

SUBTLE CON

Prerequisites: Dexterity or Charisma of 11

When you make a Dexterity (Sleight of Hand), a Charisma (Deception), or a Charisma (Performance) check you can expend an Exploit Die, roll it, and add it to your ability check. You can do so after you roll, but before you know the result.

SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bludgeoning damage equal to one roll of your Exploit Die and falls prone. A creature more than one size larger than you has advantage on its saving throw.



2ND-DEGREE EXPLOITS

Exploits of the 2nd-degree represent the peak of martial skill achievable by warriors without dedicated training. These can be learned by any Fighter of 5th level or higher.

BLINDING DEBRIS

Prerequisites: 5th level, Dexterity of 13

As a bonus action, you can expend an Exploit Die to attempt to blind a creature with debris. A creature you can see within 10 feet must succeed on a Constitution saving throw or take piercing damage equal to one roll of your Exploit Die and become blinded until the beginning of your next turn.

CONCUSSIVE BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your attack and force it to make a Constitution saving throw. On a failed save, the target suffers the effects below until the beginning of your next turn:

- Its speed becomes 0, and it can speak only falteringly.
- It has disadvantage on attack rolls and ability checks.
- It has disadvantage on Dexterity saving throws.
- Attack rolls against it have advantage.

CRIPPLING STRIKE

Prerequisites: 5th level

When you hit a target with a weapon attack, you can expend an Exploit Die to cripple one of its senses. It must succeed on a Constitution saving throw or it takes additional damage equal to one roll of your Exploit Die and is blinded, deafened, or cannot speak (your choice) until the start of your next turn.

DEFENSIVE STANCE

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die to enter a defensive stance that lasts until the start of your next turn. Each time a creature you can see targets you with an attack while you are in this stance, you can roll your Exploit Die and add the result to your Armor Class against that attack.

DIRTY HIT

Prerequisites: 5th level, Dexterity of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike at a vulnerable area. It must succeed on a Constitution saving throw or it takes additional damage equal to a roll of your Exploit Die, falls prone, and it cannot take reactions until the start of your next turn.

EXECUTE

Prerequisites: 5th level, Strength of 13

In place of an attack, you can spend Exploit Dice (up to your proficiency bonus) to attempt to execute an incapacitated or prone creature within range of a melee weapon that you are holding. For each Exploit Die you spend you roll two Exploit Dice, adding your Strength modifier to the total. If the total exceeds the creature's remaining hit points, its current hit points are reduced to 0 and it is instantly slain.

If this total doesn't exceed the creature's remaining hit points you deal damage equal to a roll of your Exploit Die.

HEROIC WILL

Prerequisites: 5th level

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

MARTIAL FOCUS

Prerequisites: 5th level

As part of a weapon attack you can expend an Exploit Die to grant yourself advantage on your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

REDIRECT

Prerequisites: 5th level

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and force it to attack another creature of your choice within range of its attack. If the redirected attack hits its new target, it deals additional damage equal to one roll of your Exploit Die.

RENDING STRIKE

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to rend its armor. It must succeed on a Dexterity saving throw or it takes additional damage equal to one roll of your Exploit Die and its Armor Class is reduced by 1 until the damage is repaired, or it finishes a long rest.

TAKE COVER

Prerequisites: 5th level

When you are targeted by a ranged attack or forced to make a Dexterity saving throw you can use your reaction to expend an Exploit Die to instantly fall prone and gain temporary hit points equal to one roll of your Exploit Die.

VOLLEY

Prerequisites: 5th level, Dexterity of 13

As an action, you can expend one Exploit Die to fire a volley of ammunition at a point you can see within normal range of your weapon. Creatures of your choice within 5 feet of that point must make a Dexterity Saving throw. On a failure, they take piercing damage equal to one roll of your Exploit Die + your Dexterity modifier, and half as much on a success.

You must have enough ammunition to hit each target.

WARRIOR'S CHALLENGE

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and shout a challenge at a foe. One creature of your choice within 30 feet that can see or hear you must make a Wisdom saving throw. On a failed save, the creature has disadvantage on all attack rolls it makes against targets other than you for 1 minute.

The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. This effect ends early if you attack a creature other than the target.

WHIRLWIND STRIKE

Prerequisites: 5th level, Strength or Dexterity of 13

In place of an attack, you can expend an Exploit Die to force each target within reach of a melee weapon you are wielding to make a Dexterity saving throw. Targets take damage equal to a roll of your Exploit Die + your Strength or Dexterity modifier on a failed save, and half as much on a success.



3RD-DEGREE EXPLOITS

Exploits of the 3rd-degree are only mastered by elite warriors who dedicate their lives to training. They can only be learned by Fighters of 9th level and higher. Each 3rd-degree Exploit you know can only be used once per short or long rest.

DISORIENTING BLOW

Prerequisites: 9th level, Strength of 15

When you hit with a melee weapon attack, you can expend an Exploit Die to strike with overwhelming force. The creature takes additional damage equal to two rolls of your Exploit Die and suffers the effects below for 1 minute:

- Its speed is halved.
- It cannot take reactions.
- Its Armor Class is reduced by 2.
- It has disadvantage on Dexterity saving throws.
- On its turn it can only take an action or a bonus action.
- It cannot make more than one attack during its turn, even if a feature would allow it to make multiple.

It can make a Wisdom saving throw at the end of each of its turns, ending these effects on a success.

This Exploit's effects do not stack with the *slow* spell.

HEROIC FOCUS

Prerequisites: 9th level

As a bonus action, you can expend one Exploit Die to enter a heightened state of focus which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- Your speed is doubled.
- You gain a +2 bonus to your Armor Class.
- You have advantage on Dexterity saving throws.
- You gain an additional action on each of your turns. It can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action.

When the effect ends, you must succeed on a Constitution saving throw against your Exploit save DC, or you can't move or take actions until after the end of your next turn.

This Exploit's effects do not stack with the *haste* spell.

MYTHIC ATHLETICISM

Prerequisites: 9th level, Strength or Constitution of 15

As a bonus action, you can expend Exploit Dice (up to your proficiency bonus) to enter a heightened state of physical performance which you must concentrate on as if you were concentrating on a spell. You gain the benefits listed below:

- Whenever you make a Strength or Constitution check, you can treat a roll of 9 or lower on the d20 as a 10.
- Your walking speed increases by a number of feet equal to 5 times your Strength modifier (minimum of 5 feet).
- You count as one size larger for the purposes of carrying capacity and the size of creatures that you can grapple.
- Both your long and high jump distances double, even if that distance would exceed your remaining movement.

The effects last for 10 minutes for each Exploit Die spent as part of this Exploit, and end early if you are incapacitated.



MYTHIC RESILIENCE

Prerequisites: 9th level, Constitution of 15

When you take damage from a source you can see, you can expend Exploit Dice (up to your proficiency bonus) to reduce the incoming damage. For each Exploit Die you expend you roll three Exploit Dice, adding your Constitution modifier to the total of all the dice. You reduce the damage by the total.

If the total rolled exceeds the amount of damage, you gain temporary hit points equal to the remaining amount.

THUNDEROUS SHOT

Prerequisites: 9th level, Strength or Dexterity of 15

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) and fire a piece of ammunition in a line, out to the weapon's normal range. Creatures in the line must succeed on a Dexterity saving throw or take piercing damage equal to two rolls of your Exploit Die for each Exploit Die you spent. On a success, they take half as much damage.

WAR CRY

Prerequisites: 9th level

As an action, you can expend one Exploit Die and issue a mighty cry, forcing creatures of your choice that can hear you in an adjacent 30-foot cone to make a Wisdom saving throw. On a failed save, they drop whatever they are holding and are frightened of you for 1 minute. If a frightened creature ends its turn and does not have line of sight to you, it can repeat the saving throw, ending the effect on a success.





4TH-DEGREE EXPLOITS

Exploits of the 4th-degree are only able to be mastered by the most elite warriors in a kingdom. These can only be learned by Fighters of 13th level and higher. Each 4th-degree Exploit you know can only be used once per short or long rest.

EXPERT DETERMINATION

Prerequisites: 13th level

As an action, you can expend one Exploit Die to focus your mind and temporarily sharpen one of your skills. Choose a skill or tool that you are proficient in. For the next hour, you can add one roll of your Exploit Die to any check you make that uses that skill, without expending an Exploit Die.

FLUID MOVEMENTS

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die to enter a heightened state of movement which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- Your movement is unaffected by difficult terrain.
- You can use a bonus action on your turn to gain the benefits of both the Dash and Disengage action.
- Spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.
- You can spend 5 feet of movement to instantly escape from nonmagical restraints like manacles or a grapple.
- Swimming or being underwater imposes no penalties on your movements or your attack rolls.

QUICK DRAW

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die and enter into a heightened state of focus which you must concentrate on as if concentrating on a spell. For the next minute, or until you lose concentration, you can use a bonus action to make two ranged weapon attacks so long as you have ammunition.

This Exploit's effects don't stack with the *swift quiver* spell.

STAGGERING BLOW

Prerequisites: 13th level, Strength of 17

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) to strike with legendary power and force it to make a Wisdom saving throw. On a failed save, it takes additional damage equal to three rolls of your Exploit Die for each Exploit Die you spent and for 1 minute it has disadvantage on all attack rolls, ability checks, and it cannot take reactions. On a success, it takes half as much damage and suffers no additional effects. The creature can make a Wisdom saving throw at the start of each of its turns, ending the effects of this Exploit on a successful save.

UNBREAKABLE

Prerequisites: 13th level, Constitution of 17

When you take damage that would reduce you to 0 hit points, even if that damage would kill you outright, you can expend Exploit Dice (up to your proficiency bonus) and fall to 1 hit point. For each Exploit Die you spent, roll three Exploit Dice, and you gain temporary hit points equal to the total roll.

5TH-DEGREE EXPLOITS

Exploits of the 5th-degree are techniques and skills that rival demigods and heroes of legend. These can only be learned by Fighters of 17th level and higher. Each 5th-degree Exploit you know can only be used once per short or long rest.

STORM OF ARROWS

Prerequisites: 17th level, Dexterity of 19

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) to fire a volley of ammunition at a point you can see within the range of your weapon. Creatures of your choice within 30 feet of that point must succeed on a Dexterity saving throw or they take piercing damage equal to two rolls of your Exploit Die for each Exploit Die you spent + your Dexterity modifier. Any creature that succeeds on its saving throw takes half as much piercing damage.

You must have enough ammunition to hit each target.

STEEL WIND SLASH

Prerequisites: 17th level, Strength or Dexterity of 19

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) and flourish a melee weapon then vanish. Choose up to five targets that you can see within 30 feet and make one melee weapon attack against each one.

On a hit, each target takes damage of your weapon's type equal to two rolls of your Exploit Die for each Exploit Die you spent + either your Strength or Dexterity modifier.

You then appear in an unoccupied space of your choice you can see within 5 feet of one of the targets of this Exploit.



ADDITIONAL ARCHETYPES

Also included here are Archetypes based on official options for Fighters in *Xanathar's Guide to Everything*, *Explorer's Guide to Wildemount*, and *Tasha's Cauldron of Everything*:

Official Tradition	Alternate Archetype
Cavalier	Knight Errant
Psi Warrior	Mystic
Samurai	Ronin
Rune Knight	Runecarver
Echo Knight	Shadowdancer
Arcane Archer	Sylvan Archer

KNIGHT ERRANT

Often raised at court or in the upper circles of the nobility, the archetypal Knight Errant is a chivalric warrior of the highest order. They excel at mounted combat and wander the world in search of adventure and opportunities for heroism. These paragons of virtue are bound to defend the weak and weary.

KNIGHT ERRANT EXPLOITS

3rd-level Knight Errant Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
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3rd	<i>shield impact, skilled rider</i>
5th	<i>defensive stance, warrior's challenge</i>
9th	<i>mythic resilience</i>

COURTLY PEDIGREE

3rd-level Knight Errant Archetype feature

You have been tutored in the traditional skills of the nobility and the chivalric virtues. You gain the benefits listed below:

- You learn to speak, read, and write one extra language.
- You gain proficiency in your choice of Animal Handling, History, Insight, Performance, or Persuasion.
- If you are mounted, you cannot be knocked from a trained mount against your will unless you or the mount are incapacitated.
- It only costs you 5 feet of movement to mount or dismount a creature, rather than half of your movement speed.

CHIVALRIC MARK

3rd-level Knight Errant Archetype feature

You punish any foe who attacks those under your protection. Once per turn when you hit a creature with a melee weapon attack, you can Mark it until the end of your next turn. While Marked, it has disadvantage on attack rolls against targets other than you, so long as you are within 10 feet of it.

If your Mark deals damage to a creature other than you, you can use your reaction to make a melee weapon attack against it. As part of this reaction you can expend an Exploit Die to grant yourself advantage on the attack roll, and on hit, you deal bonus damage equal to one roll of your Exploit Die.

NOBLE GUARDIAN

7th-level Knight Errant Archetype feature

You have trained to defend yourself, your mount, and most importantly, your allies from harm. You gain the Protector Fighting Style, and whenever you use the reaction you can add one roll of your Exploit Die to the target's Armor Class instead of your normal proficiency bonus. If the triggering attack still hits, you can expend an Exploit Die to grant the target resistance to the damage of the attack.

If you already have the Protector Fighting Style you gain an additional Fighting Style of your choice.

UNYIELDING KNIGHT

10th-level Knight Errant Archetype feature

No one can move past you without your approval. Creatures provoke an opportunity attack from you whenever they move while within the reach of a weapon you are wielding. Also, whenever you hit a creature with an opportunity attack its speed is reduced to 0 until the beginning of its next turn.

Finally, you can use the *skilled rider* Exploit at will without expending an Exploit Die.

MISSING MARTIAL ARCHETYPES?

Wondering where the Banneret and Battle Master Archetypes went? Check out the Commander and Master at Arms for the updated versions of both!



PERILOUS CHARGE

15th-level Knight Errant Archetype feature

You run down your foes, mounted or on foot. Once per turn, when you move 10 feet in a straight line then hit a creature with a melee weapon attack, it must succeed on a Strength saving throw or be knocked prone. If you are mounted, the creature has disadvantage on this saving throw.

LEGENDARY KNIGHT ERRANT

18th-level Knight Errant Archetype feature

You will defend your allies against any foe. You gain a special reaction that you can take once during every turn, but you can only use this special reaction for an opportunity attack or your Protector Fighting Style reaction.

Moreover, if you are riding a trained mount and it takes damage, you can choose to take that damage in its place.

MYSTIC

Where most Fighters look to increase their physical abilities, those known as Mystics work to unlock the psionic potential of their mind. Drawing upon wondrous inner power, these ascetic warriors can perform feats that would be impossible through strength alone. Where others strive for physical victory in battle, Mystics strive for spiritual enlightenment.

PSIONICS

3rd-level Mystic Archetype feature

You have unlocked the true potential of your mind, and have learned to manifest psionic spells, much like a [Psion](#) does:

Psi Points. The potential of your mind is represented by a pool of Psi Points. The Mystic Psionics table on the following page shows how many Psi Points you have to manifest your spells of 1st-level and higher. To manifest a spell, you expend Psi Points equal to the spell's level (0 for cantrips). You regain all expended Psi Points when you finish a short or long rest.

Mental Limit. Your Fighter level limits the potency of spells you can psionically manifest. This limit is reflected in the Mental Limit column of the Mystic Psionics Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the [Psion spell list](#). The Spells Known column of the Mystic Psionics table shows when you learn more Psion spells of 1st-level or higher. Your spells must be of a level equal to your Mental Limit or lower.

Whenever you gain a Fighter level, you can choose one of the Psion spells you know and replace it with a Psion spell of your choice, of a level equal to your Mental Limit or lower.

Spellcasting Focus. Your mind itself is your spellcasting focus for your Psion spells. You must have at least one free hand to cast spells with somatic or material components, and you must provide material components that are consumed by the spell or have a required gold cost. When you manifest a spell with your psionics, you exhibit noticeable changes.

Spellcasting Ability. Intelligence is your spellcasting ability for your Psion spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for a Psion spell you know.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier



MINOR TELEKINESIS

3rd-level Mystic Archetype feature

You can move objects with pure psionic power. You learn the *mage hand* spell, and when you manifest it you do not need to provide the verbal or the somatic components. Your *mage hand* is invisible, and it can lift a number of pounds equal to 10 times your Intelligence modifier (minimum of 10 pounds).

MYSTIC EMPOWERMENT

3rd-level Mystic Archetype feature

You enhance your techniques with psionic power. When an Exploit would use your Strength, Dexterity, or Constitution, you can choose to use your Intelligence instead.

Also, once per turn when you damage a creature with a Martial Exploit you know, you can choose for the Exploit to deal psychic damage in place of its normal damage type.

PHASE STEP

7th-level Mystic Archetype feature

When you use Second Wind, you also gain the benefits of the Dash action and partially disincorporate. Until the end of your current turn, you can move through solid nonmagical objects and creatures as if they were difficult terrain.

If you end your movement inside an object or creature, you are instantly shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you are forced to move.

UNLEASH YOUR PSIONIC POTENTIAL!

The Mystic Archetype presented here uses abilities from the [Psion Class](#), a true master of the strange and esoteric potential of the mind! As the Arcane Knight is to the Wizard, the Mystic is to the Psion.



MYSTIC PSIONICS

Fighter Level	Spells Known	Psi Points	Mental Limit
3rd	2	2	1st
4th	2	3	1st
5th	3	3	1st
6th	3	4	1st
7th	4	4	2nd
8th	4	5	2nd
9th	5	5	2nd
10th	5	6	2nd
11th	5	6	2nd
12th	5	7	2nd
13th	6	7	3rd
14th	6	8	3rd
15th	6	8	3rd
16th	6	9	3rd
17th	7	9	3rd
18th	7	10	3rd
19th	7	10	4th
20th	7	11	4th

INSCRUTABLE MIND

10th-level Mystic Archetype feature

The vast power of your mind makes you difficult for others to dominate. You have advantage on saving throws to resist being charmed, frightened, or having your thoughts read.

Also, whenever you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can spend 1 Psi Point to force the attacker to make an Intelligence saving throw. On a failed save, it takes psychic damage equal to your Fighter level.

PSIONIC WARD

15th-level Mystic Archetype feature

You can project psionic power to defend allied minds. As a bonus action, you can spend 5 Psi Points to project a Psionic Ward which emanates out from you in a 30-foot radius for 1 minute. You, and creatures of your choice within range gain resistance to psychic damage and can add your Intelligence modifier (minimum of +1) to any Intelligence, Wisdom, and Charisma saving throws that you are forced to make.

LEGENDARY MYSTIC

18th-level Mystic Archetype feature

You have unlocked the full potential of your mind. You learn the *telekinesis* spell, but it does not count against your total number of Spells Known. You can manifest this spell once, without expending any Psi Points.

Once you manifest *telekinesis* in this way, you must finish a long rest before you can manifest it again. If you have no uses left, you can expend 5 Psi Points to manifest this spell again.

Finally, when you use Phase Step, you gain a flying speed equal to your walking speed until the end of that turn.

RONIN

Though they have been known by many names over the ages, Ronin are Fighters who have been expelled from the service of their original lord or land. Regardless of the reason, these highly skilled warriors now roam the wild seeking absolution through battle. With nothing left to lose, these warriors fight with a deadly ferocity and ruthless focus unlike any other.

RONIN EXPLOITS

3rd-level Ronin Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level Exploit

3rd *aggressive sprint, commanding presence*

5th *heroic will, warrior's challenge*

9th *heroic focus*

EXILED COURTIER

3rd-level Ronin Archetype feature

You were once an influential member of a noble court or an important advisor. You learn to speak, read, and write one additional language of your choice and gain proficiency in either History, Insight, Performance, or Persuasion.

UNYIELDING SPIRIT

3rd-level Ronin Archetype feature

You fight with the unrivaled focus and ruthless ferocity of a warrior with nothing left to lose. As a bonus action, you can focus yourself to gain advantage on all weapon attack rolls and ignore any levels of exhaustion you have until the end of your current turn. When you use this bonus action you also gain temporary hit points equal to your Fighter level.

Once you use this bonus action to focus yourself you must finish a short or long rest before you can use it again. When you have no uses remaining you can use this feature again, but you gain one level of exhaustion at the end of that turn.

LORDLY BEARING

7th-level Ronin Archetype feature

Your experience and former station shine through no matter how downtrodden you may become. Whenever you make an ability check with your skill gained from Exiled Courtier, you gain a bonus to your roll equal to one roll of your Exploit Die.

You also gain proficiency in Wisdom saving throws. If you are already proficient in Wisdom saving throws, you instead gain proficiency in Charisma or Intelligence saving throws.

RONIN THROUGHOUT THE WORLD

Though the name Ronin is specific to the Samurai of Japanese culture in our world, the title is used here to represent any exiled warrior or noble. Their title may differ by culture, country, and era, but the wandering exiles known as Ronin share many traits.

Should you decide to play a Ronin Fighter, talk to your DM about how a Ronin would fit in the game world. What leadership role were you exiled from? Are you from a foreign land or close to home?





RUNECARVER

Before the mortal races rose to power, the world was ruled by giants and their powerful Rune magic. Traces of this ancient magic can still be found in the wild and remote places of the world, and Fighters who learn to use the power of Runes to augment combat ability become known as Runecarvers.

RUNE CARVING

3rd-level Runecarver Archetype feature

You have learned the ancient art of carving Runes. You learn to speak, read, and write Giant, the language of your Runes, and you gain proficiency with calligrapher's supplies. Your knowledge of Runes also grants you the benefits below:

Runes Known. You learn two Runes of your choice from the list at the end of this Archetype. Some Runes have a Fighter level prerequisite, which you can learn as soon as you reach that Fighter level.

You learn one additional Rune of your choice when you reach 7th, 10th, 15th, and 18th level in this class.

When you gain a level in this class you can replace one of the Runes you know with another Rune of your choice.

Inscribing a Rune. Over the course of 1 hour, which can be during a short or long rest, you can use your calligrapher's supplies to inscribe a Rune you know into a weapon, suit of armor, or another object you can wear or hold. While wearing or wielding that object you gain the benefits of that Rune.

Each Rune can only be inscribed in one object. Inscribing it into another object dispels any previous inscriptions.

Invoking a Rune. While you are wearing or wielding an object inscribed with a Rune you can invoke its effect. Once invoked, a Rune cannot be invoked again until you complete a short or long rest. Only you can invoke your Runes.

Runic Exploits. Any Exploits you learn from your Runes do not count against your number of Exploits Known, and you can use them at will without expending an Exploit Die.

Saving Throws. If a Rune requires a creature to make a saving throw, it does so against your Exploit save DC.

RUNIC MIGHT

3rd-level Runecarver Archetype feature

As a bonus action, you can empower your body with Runic Might, granting you the following benefits for 1 minute:

- You and anything you are wearing grows to become Large in size, so long as there is room for you to grow.
- Once per turn when you make a Strength-based ability check, saving throw, or a weapon damage roll you gain a bonus to the roll equal to one roll of your Exploit Die.

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

RUNIC WARD

7th-level Runecarver Archetype feature

You can shield your allies with the stalwart magic of Runes. When a target you can see within 30 feet is hit by an attack, you can use your reaction to add your Constitution modifier (minimum of +1) to its Armor Class against that attack.

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

UNRELENTING

10th-level Ronin Archetype feature

You are able to push through adversity that would defeat a lesser warrior. When you roll initiative with no uses of your Unyielding Spirit feature remaining, you regain one use.

Moreover, whenever you use your Second Wind feature, your current level of exhaustion, if any, is reduced by 1.

SWIFT STRIKES

15th-level Ronin Archetype feature

You rain blows down upon foes like raindrops in a storm. Once per turn when you have advantage on a weapon attack roll against a creature, you can forgo your advantage to make one additional weapon attack against that creature.

LEGENDARY RONIN

18th-level Ronin Archetype feature

Your battle focus is so absolute that you can avoid the grasp of death itself, if only for a short time. When you are reduced to 0 hit points, you can immediately take an extra turn.

During this extra turn, you remain at 0 hit points, and any damage you take causes you death saving throw failures as normal. At the end of this extra turn, you immediately fall to the ground unconscious with 0 hit points, and if you gained three death saving throw failures during that turn, you die.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses left, you can expend a use of Action Surge to use this feature again.



UNYIELDING

10th-level Runecarver Archetype feature

The elder magic of the giants has caused physical changes. You have advantage on saving throws to resist being moved against your will, knocked prone, poisoned, or stunned.

ANCIENT INSIGHT

15th-level Runecarver Archetype feature

Your understanding of the ancient magic of Runes has grown deeper. When you have no uses of a Rune remaining you can expend one Exploit Die to invoke that Rune again.

LEGENDARY RUNE CARVER

18th-level Runecarver Archetype feature

When you use Runic Might, you can become Huge, so long as there is room for you to grow. While Huge, your reach increases by 5 feet.

RUNES

Here is the list of Runes available for a Rune-carver to choose when learning a Rune:

CLOUD RUNE

This Rune is imbued with the wily and deceptive magic of Cloud Giants. You learn the *subtle con* Exploit.

When you or a creature you can see within 30 feet is targeted by an attack roll, you can use a reaction to invoke this Rune and force the attacker to target another creature of your choice within range of its attack. You cannot cause the attacker to attack itself.

FIRE RUNE

This Rune is imbued with the craftsmanship of the Fire Giants. When you make a check with a tool set you gain a bonus to your roll equal to one roll of your Exploit Die.

When you hit a creature with a melee weapon attack, you can invoke this Rune to conjure molten restraints. It must succeed on a Strength saving throw or it takes fire damage equal to two rolls of your Exploit Die and becomes restrained for 1 minute. It can repeat this saving throw at the end of each of its turns, taking fire damage equal to two rolls of your Exploit Die on a failure, and escaping on a success.

FROST RUNE

This Rune is imbued with the savage instincts and intuition of the Frost Giants. You learn the *cunning instinct* Exploit.

As a bonus action, you can invoke this Rune to empower your physicality and endurance. For the next 10 minutes, you gain a bonus to all Strength and Constitution ability checks and saving throws equal to one roll of your Exploit Die.

STONE RUNE

This Rune is imbued with the esoteric and dreamlike magic of the Stone Giants. You learn the *inquisitive eye* Exploit.

When a creature ends its turn within 30 feet of you, you can use a reaction to invoke this Rune and force it to make a Wisdom saving throw. On a failed save, it descends into a waking dream, is incapacitated, and has a speed of 0 for 1 minute. It can repeat this saving throw at the end of each of its turns, ending these effects on a successful save.



HILL RUNE

Prerequisite: 7th-level Fighter

This Rune is imbued with the stubborn and resilient magic of the Hill Giants. You learn the *brace up* Exploit.

As a bonus action on your turn, you can invoke this Rune to gain resistance to all bludgeoning, piercing, and slashing damage for 1 minute. Moreover, when you use Runic Might, you can invoke this Rune as part of that same bonus action.

STORM RUNE

Prerequisite: 7th-level Fighter

This Rune is imbued with the prophetic and wise magic of the Storm Giants. You learn the *scholarly recall* Exploit.

As a bonus action on your turn, you can enter a prophetic state that lasts for 1 minute or until you are incapacitated. For the duration, when you or a creature you can see within 30 feet makes an ability check, attack roll, or a saving throw, you can use your reaction to add or subtract one roll of your Exploit Die from the roll. You can use this reaction after the creature rolls, but before you know if it succeeds or fails.



SHADOWDANCER

The energies of the Shadowfell grant many strange and dark abilities to those who can wield them. The Fighters known as Shadowdancers learn to draw these sinister powers through themselves to create an exact copy of their bodies in combat.

SHADOWDANCER EXPLOITS

3rd-level Shadowdancer Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>feint, lightstep</i>
5th	<i>dirty hit, whirlwind strike</i>
9th	<i>heroic focus</i>

CONJURE SHADE

3rd-level Shadowdancer Archetype feature

As a bonus action, you can draw on the umbral power of the Shadowfell to conjure a Shade in an unoccupied space you can see within 15 feet. This Shade is a magical copy of you created from shadow that uses the Shade stat block below. Though it resembles you, it has no personality of its own.

The Shade shares your turn in combat, but it cannot act on its own. You can telepathically command it to move up to its speed your turn, but if you end your turn and your Shade is more than 30 feet away from you it is instantly destroyed.

Whenever you take the Attack action, you can choose for each individual attack to originate for you, or your Shade. If you attack from your Shade, you make the attack as if you were in its space, with all of your benefits to that attack.

Your Shade lasts until it is destroyed, or you use your bonus action to dismiss it, or you conjure another Shade.

DANCE OF SHADOWS

3rd-level Shadowdancer Archetype feature

You and your Shade dance about in a blur of shadow. If your Shade is within 30 feet of you, you can use a bonus action to switch places with it without provoking opportunity attacks.

SHADE STRIKE

7th-level Shadowdancer Archetype feature

Your connection to shadow magic has grown, empowering your Shades. Immediately after you use Dance of Shadows you can make a single weapon attack from either you or the space of your Shade, as part of the same bonus action.

You can make this bonus attack a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a short or long rest. When you have no uses left, you can expend an Exploit Die as part of Dance of Shadows to make this bonus attack again.

UMBRAL VOYAGE

7th-level Shadowdancer Archetype feature

As an action, you can experience the world through your Shades senses. When you do so, you are blind and deaf to your own surroundings, but your Shade can move up to 1 mile away from you without being instantly destroyed.

This effect lasts for 10 minutes, but it ends early if your Shade is destroyed, or you use your bonus action to end it.



DARK SACRIFICE

10th-level Shadowdancer Archetype feature

When a creature within 10 feet of your Shade is hit by an attack, you can use your reaction to cause your Shade to intercept the attack, reducing the damage that the target would take by an amount equal to your Fighter level.

SHADE

Undead (your size), Unaligned

Armor Class 14 + your Charisma modifier

Hit Points 1

Speed 30 ft.

Condition Immunities All conditions

Languages Your Shade understands all the languages you know, but it cannot speak itself.

Dark Bond. If your Shade is forced to make a saving throw it uses your saving throw bonus for the roll.

Incorporeal Echo. The Shade has no physical presence and counts as difficult terrain for creatures that move through its space. It cannot hold or interact with any objects, nor can it attune to or use any magic items.

Umbral Guardian. When a creature would provoke an opportunity attack from your Shade, you can use your reaction to make an opportunity attack against that creature as if you were in your Shade's space.



RESTORATIVE SHADOWS

15th-level Shadowdancer Archetype feature

You can draw some of the power of your destroyed Shades back to you. If your Shade is destroyed by damage, you can use your reaction to gain temporary hit points equal to one roll of your Exploit Die + your Charisma modifier.

LEGENDARY SHADOWDANCER

18th-level Shadowdancer Archetype feature

Your command over the shadow magic you use is unrivaled. Whenever you conjure a Shade, you can choose to conjure two Shades, without expending any additional resources.

SYLVAN ARCHER

Originally hailing from the elder forests of the world, Fighters who train to become Sylvan Archers learn to enchant arrows with ancient elven magics. Traditionally, these warriors serve as guardians of places of great natural power, but they have been known to train worth outsiders in their signature magic.

ENCHANTED ARROWS

3rd-level Sylvan Archer Archetype feature

You have learned to enchant arrows and other ammunition with elder Sylvan magic. You gain the benefits listed below:

Shots Known. You learn two Enchanted Shots of your choice from the list at the end of this Archetype description.

You learn one additional Enchanted Shot of your choice when you reach 7th, 10th, 15th, and 18th level in this class.

When you gain a level in this class you can replace one of the Shots you know with another Shot of your choice.

Enchanting a Shot. Whenever you hit a creature with a ranged weapon attack, you can magically apply the effects of one Enchanted Shot you know as part of that attack.

You can use a number of Enchanted Shots equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest. If you have no uses left, you can expend an Exploit Die to use one of your Shots again.

Saving Throws. If one of your Enchanted Shots forces a creature to make a saving throw or an ability check, it makes its roll against your Exploit save DC.

SYLVAN ARCHER EXPLOITS

3rd-level Sylvan Archer Archetype feature

You learn certain Exploits at the Fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
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3rd	<i>flaming shot, rustic intuition</i>
-----	---------------------------------------

5th	<i>martial focus, volley</i>
-----	------------------------------

9th	<i>thunderous shot</i>
-----	------------------------

SYLVAN LORE

3rd-level Sylvan Archer Archetype feature

You are learned in the Sylvan arts. You learn to speak, read, and write Sylvan, the ancient language of forests. You also gain proficiency in Nature. You can make Wisdom (Nature) check in place of the normal Intelligence (Nature) checks.

Finally, you learn the *druidcraft* cantrip, and Wisdom is your spellcasting modifier for it. When you cast *druidcraft* you can use a piece of ammunition as a spellcasting focus.

SYLVAN SHOT

7th-level Sylvan Archer Archetype feature

You weave small amounts of magic into every shot you take. Your ranged weapon attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks.

Moreover, once per turn when you make a ranged weapon attack and miss, you can use your reaction to curve that shot and repeat the attack with the same ammunition against another target of your choice within range of that weapon.

ENCHANTED QUIVER

15th-level Sylvan Archer Archetype feature

You can conjure ammunition for your favored weapons from thin air. Whenever you make a ranged weapon attack you can conjure a piece of magical ammunition as part of the attack. After the attack, hit or miss, this ammunition vanishes.

Also, when you roll initiative, you regain one expended use of your Enchanted Shots.



LEGENDARY SYLVAN ARCHER

18th-level Sylvan Archer Archetype feature

The power of your enchantments rivals that of the eldest elves. When you use an Enchanted Shot it deals additional force damage equal to one roll of your Exploit Die.

Also, you can overload one of your Enchanted Shots with overwhelming magic. When you use an Enchanted Shot you can empower it, causing creatures of your choice within 20 feet to suffer the effects of the Shot along with the target.

Once you empower an Enchanted Shot in this way you must finish a long rest before you can do so again.

ENCHANTED SHOTS

Listed below are the Enchanted Shots available for a Sylvan Archer to choose from when they learn an Enchanted Shot.

If an Enchanted Shot has a prerequisite Fighter level, you can learn it as soon as you meet the prerequisite.

BEGUILING SHOT

The creature must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Exploit Die and be charmed by a creature of your choice that it can see until the start of your next turn. This charm effect ends early if you or your allies attack the charmed creature, damage it in any way, or force it to make a saving throw.

Starting at 7th level, the creature also takes half as much psychic damage on a successful saving throw.

BURSTING SHOT

The creature and any other creature within 10 feet of it must succeed on Dexterity saving throw or they take your choice of acid, cold, fire, lightning, poison, or thunder damage equal to two rolls of your Exploit Die.

Starting at 7th level, the creatures also take half as much damage of the type you chose on a successful saving throw.

ENFEEBLING SHOT

The creature must succeed on a Constitution saving throw or take necrotic damage equal to two rolls of your Exploit Die, and for *q* minute, the damage of its weapon attacks is halved. The creature can repeat this saving throw at the start of each of its turns, ending this effect on a success.

Starting at 7th level, the creature also takes half as much necrotic damage on a successful saving throw.

GRASPING SHOT

The creature must succeed on a Dexterity saving throw or take poison damage equal to two rolls of your Exploit Die and become wrapped in thorns for 1 minute. While wrapped in thorns, its speed is halved, and the first time it moves on its turn without teleporting it takes piercing damage equal to two rolls of your Exploit Die. A creature can use its action to make a Strength check, removing the thorns on a success.

Starting at 7th level, the creature also takes half as much poison damage when it succeeds on the initial saving throw.

PIERCING SHOT

The creature, and any creature directly behind it in a straight line out to 30 feet must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Exploit Die.

Starting at 7th level, the creatures also take half as much force damage on a successful saving throw.

SEEKING SHOT

In place of an attack, you can use this Enchanted Shot to cause a piece of ammunition to fly from a ranged weapon you are holding and magically seek out a creature within range of that weapon that you have seen within the past minute. There must be a path that the ammunition can follow to hit it. The creature must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Exploit Die and you instantly learn its current location.

Starting at 7th level, it also half as much force damage on a successful saving throw, but you do not learn its location.

SHADOW SHOT

The creature must succeed on an Intelligence saving throw or take psychic damage equal to two rolls of your Exploit Die and be surrounded by visual hallucinations, blinding it for 1 minute. The creature can repeat the saving throw at the start of each turn, ending this effect on a success.

Starting at 7th level, the creature also takes half as much damage psychic damage on a successful saving throw.

BANISHING SHOT

Prerequisite: 10th-level Fighter

The creature must succeed on a Charisma saving throw or be banished to a harmless demiplane for 1 minute. On each of its turns while it is banished, the creature can use its action to repeat the saving throw, ending the effect on a success. When it ends, it reappears in the space that it was banished from, or if that space is occupied, the closest unoccupied space.

SEVERING SHOT

Prerequisite: 10th-level Fighter

The creature must succeed on a Constitution saving throw or take force damage equal to two rolls of your Exploit Die and be unable to cast spells for 1 minute. The creature can repeat this saving throw at the start of each turn, ending the effect on a success.

TECHNICAL SHOT

Prerequisite: 10th-level Fighter

The creature must succeed on a Dexterity saving throw or suffer the effects of one Martial Exploit you know. You can use this Enchanted Shot to deliver the effects of Exploits that normally require a you to hit with a melee weapon attack.

TRANSPOSING SHOT

Prerequisite: 10th-level Fighter

The creature must succeed on a Charisma saving throw or take force damage equal to two rolls of your Exploit Die and instantly switch places with you. Neither you nor the target provoke opportunity attacks with this movement. Creatures take half as much force damage on a successful saving throw.

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