

Fighter

Fighters rule many battlefields.

Questing knights, royal champions, elite soldiers, and hardened mercenaries-as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and defying it.

Fighters master various weapon techniques, and a well-

equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad ability and extensive specialization makes Fighters superior combatants.

Primary Ability: Strength or Dexterity

Hit Point Die: D10 per Fighter level

Saving Throw Proficiencies: Strength and Constitution

Skill Proficiencies: Choose 2: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival

Weapon Proficiencies: Simple and Martial weapons

Armor Training: Light, Medium, and Heavy armor and Shields

Starting Equipment (Choose A or B):

- **A:** Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP; (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP
- **B:** 155 GP

As a Level 1 Character:

- Gain all the traits in the Core Fighter Traits table.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.

As a Multiclass Character:

- Gain the following traits from the Core Fighter Traits table: Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.



Fighter Features

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1 st	2	Fighting Style, Second Wind, Weapon Mastery	2	3
2 nd	2	Action Surge (one use), Tactical Mind	2	3
3 rd	2	Fighter Subclass	2	3
4 th	2	Ability Score Improvement	3	4
5 th	3	Extra Attack, Tactical Shift	3	4
6 th	3	Ability Score Improvement	3	4

7 th	3	Subclass Feature	3	4
8 th	3	Ability Score Improvement	3	4
9 th	4	Indomitable (one use), Tactical Master	3	4
10 th	4	Subclass Feature	4	5
11 th	4	Two Extra Attacks	4	5
12 th	4	Ability Score Improvement	4	5
13 th	5	Indomitable (two uses), Studied Attacks	4	5
14 th	5	Ability Score Improvements	4	5
15 th	5	Subclass Feature	4	5
16 th	5	Ability Score Improvement	4	6
17 th	6	Action Surge (two uses), Indomitable (three uses)	4	6
18 th	6	Subclass Feature	4	6
19 th	6	Epic Boon	4	6
20 th	6	Three Extra Attacks	4	6

Fighting Style (Level 1)

You have honed your martial prowess and gain a Fighting Style feat of your choice (see chapter 5). Defense is recommended.

Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

Second Wind (Level 1)

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter Features table.

Weapon Mastery (Level 1)

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter Features table.

Action Surge (Level 2)

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest. Starting at level 17, you can use it twice before a rest but only once on a turn.

Tactical Mind (Level 2)

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

Fighter Subclass (Level 3)

You gain a Fighter subclass of your choice. The Battle Master, Champion, Eldritch Knight, and Psi Warrior subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

Extra Attack (Level 5)

You can attack twice instead of once whenever you take the Attack action on your turn.

Elemental Fury (Level 5)

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

Indomitable (Level 9)

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

Tactical Master (Level 9)

When you attack with a weapon whose mastery property you can use, you can replace that property with the Push, Sap, or Slow property for that attack.

Two Extra Attacks (Level 11)

You can attack three times instead of once whenever you take the Attack action on your turn.

Studied Attacks (Level 13)

You study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

Epic Boons (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

Three Extra Attacks (Level 20)

You can attack four times instead of once whenever you take the Attack action on your turn.

Martial Archetypes (Subclasses)

Arcane Archer *(Xanathar's Guide to Everything)*



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

Arcane Archer Lore (Level 3)

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

Arcane Shot (Level 3)

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

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

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

Arcane Shot Options

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic. If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Banishing Arrow: You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied. After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

Beguiling Arrow: Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw. The psychic damage increases to 4d6 when you reach 18th level in this class.

Bursting Arrow: You imbue your arrow with force energy drawn from the school of evocation. The energy detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each. The force damage increases to 4d6 when you reach 18th level in this class.

Enfeebling Arrow: You weave necromantic magic into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn. The necrotic damage increases to 4d6 when you reach 18th level in this class.

Grasping Arrow: When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again. The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.

Piercing Arrow: You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage. The piercing damage increases to 2d6 when you reach 18th level in this class.

Seeking Arrow: Using divination magic, you grant your arrow the ability to seek out a target. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the arrow disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location. The force damage increases to 2d6 when you reach 18th level in this class.

Shadow Arrow: You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn. The psychic damage increases to 4d6 when you reach 18th level in this class.

Magic Arrow (Level 7)

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

Curving Shot (Level 7)

At 7th level, you learn how to direct an errant arrow toward a new target. When you make an

attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Ever-Ready Shot (Level 15)

Starting at 15th level, your magical archery is available whenever battle starts. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

Battle Master *(2024 Player's Handbook)*

Master Sophisticated Battle Maneuvers.

Battle Masters are students of the art of battle, learning martial techniques passed down through generations. The most accomplished Battle Masters are well-rounded figures who combine their carefully honed combat skills with academic study in the fields of history, theory, and the arts.

Combat Superiority (Level 3)

Your experience on the battlefield has refined your fighting techniques. You learn maneuvers that are fueled by special dice called Superiority Dice.

Maneuvers: You learn three maneuvers of your choice from the "Maneuver Options" section later in this subclass's description. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice when you reach Fighter levels 7, 10, and 15. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice: You have four Superiority Dice, which are d8s. A Superiority Die is expended when you use it. You regain all expended Superiority Dice when you finish a Short or Long Rest.

You gain an additional Superiority Die when you reach Fighter levels 7 (five dice total) and 15 (six dice total).

Saving Throws: If a maneuver requires a saving throw, the DC equals 8 plus your Strength or Dexterity modifier (your choice) and Proficiency Bonus.

Student of War (Level 3)

You gain proficiency with one type of Artisan's Tools of your choice, and you gain proficiency in one skill of your choice from the skills available to Fighters at level 1.

Know Your Enemy (Level 7)

As a Bonus Action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself; you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you can't do so again until you finish a Long Rest. You can also restore



a use of the feature by expending one Superiority Die (no action required).

Improved Combat Superiority (Level 10)

Your Superiority Die becomes a d10.

Relentless (Level 15)

Once per turn, when you use a maneuver, you can roll 1d8 and use the number rolled instead of expending a Superiority Die.

Ultimate Combat Superiority (Level 18)

Your Superiority Die becomes a d12.

Maneuver Options

The maneuvers are presented here in alphabetical order:

- **Ambush:** When you make a Dexterity (Stealth) check or an Initiative roll, you can expend one Superiority Die and add the die to the roll, unless you have the Incapacitated condition.
- **Bait and Switch:** When you're within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the Incapacitated condition. This movement doesn't provoke Opportunity Attacks.
- **Roll the Superiority Die:** Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.
- **Commander's Strike:** When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike, adding the Superiority Die to the attack's damage roll on a hit.
- **Commanding Presence:** When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one Superiority Die and add that die to the roll.
- **Disarming Attack:** When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to disarm the target. Add the Superiority Die roll to the attack's damage roll. The target must succeed on a Strength saving throw or drop one object of your choice that it's holding, with the object landing in its space.
- **Distracting Strike:** When you hit a creature with an attack roll, you can expend one Superiority Die to distract the target. Add the Superiority Die roll to the attack's damage roll. The next attack roll against the target by an attacker other than you has Advantage if the attack is made before the start of your next turn.
- **Evasive Footwork:** As a Bonus Action, you can expend one Superiority Die and take the Disengage action. You also roll the die and add the number rolled to your AC until the start of your next turn.
- **Feinting Attack:** As a Bonus Action, you can expend one Superiority Die to feint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.
- **Goadng Attack:** When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to goad the target into attacking you. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have Disadvantage on attack rolls against targets other than you until the end of your next turn.
- **Lunging Attack:** As a Bonus Action, you can expend one Superiority Die and take the Dash action. If you move at least 5 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add the Superiority Die to the

attack's damage roll.

- **Maneuvering Attack:** When you hit a creature with an attack roll, you can expend one Superiority Die to maneuver one of your comrades into another position. Add the Superiority Die roll to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an Opportunity Attack from the target of your attack.
- **Menacing Attack:** When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to frighten the target. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn.
- **Parry:** When another creature damages you with a melee attack roll, you can take a Reaction and expend one Superiority Die to reduce the damage by the number you roll on your Superiority Die plus your Strength or Dexterity modifier (your choice).
- **Precision Attack:** When you miss with an attack roll, you can expend one Superiority Die, roll that die, and add it to the attack roll, potentially causing the attack to hit.
- **Pushing Attack:** When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to drive the target back. Add the Superiority Die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.
- **Rally:** As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours within 30 feet of yourself who can see or hear you. That creature gains Temporary Hit Points equal to the Superiority Die roll plus half your Fighter level (round down).
- **Riposte:** When a creature misses you with a melee attack roll, you can take a Reaction and expend one Superiority Die to make a melee attack roll with a weapon or an Unarmed Strike against the creature. If you hit, add the Superiority Die to the attack's damage.
- **Sweeping Attack:** When you hit a creature with a melee attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to damage another creature. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your Superiority Die. The damage is of the same type dealt by the original attack.
- **Tactical Assessment:** When you make an Intelligence (History or Investigation) check or a Wisdom (Insight) check, you can expend one Superiority Die and add that die to the ability check.
- **Trip Attack:** When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die and add the die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or have the Prone condition.

Buccaneer **(Tome of Heroes)**

Honing their martial skills in fierce ship-to-ship combat, buccaneers become skilled in both gun and blade, able to lay out opponents with savage shots, while resisting the worst that can be thrown at them.

Black Powder and Sailcloth (Level 3)

At 3rd level, you gain proficiency with gunsmith's tools and with water vehicles. You also have advantage on Strength (Athletics) checks made to climb or swim.

Bullet and Blade (Level 3)

At 3rd level, when you engage in two-weapon fighting with a light melee weapon that you're



holding in one hand, you can use a pistol in your other hand in place of a light melee weapon to make the bonus action attack. While fighting in this fashion, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with the pistol. If your two-weapon fighting bonus action attack is made with a pistol, you can add your Dexterity modifier to the damage of that attack.

Gun Mastery (Level 3)

When you choose this archetype at 3rd level, you gain access to special maneuvers that can be enacted when the damage from your firearm attack causes a gunpowder burst (see the gunpowder weapon property in the Adventuring Gear chapter). In addition, the number of times you can roll burst damage on a single attack is $1 + \text{your proficiency bonus}$.

Burst Maneuvers

You learn two burst maneuvers of your choice, which are detailed below. You can apply a burst maneuver as a reaction when you gain a burst on the damage roll of a weapon with the gunpowder property. The maneuver's effect is in addition to the extra damage dice from a burst. You can apply only one burst maneuver to any given attack, regardless of the number of bursts it has. If the maneuver calls for a saving throw, the DC equals $8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$.

You can use this reaction a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

You learn one additional burst maneuver of your choice at 7th, 10th, and 15th level. Each time you learn new burst maneuvers, you can also replace one maneuver you know with a different one.

- **Deafening Blast:** A creature within 5 feet of you when you fired the shot must succeed on a Constitution saving throw or be deafened for 1 minute. This creature doesn't need to be the target of the attack that caused the gunpowder burst.
- **Hobble:** Your weapon's burst damaged the target's leg, wing, or other ambulatory limb. The target must succeed on a Dexterity saving throw or its speed is reduced by 10 feet until it receives magical healing or finishes a short or long rest. This effect is cumulative, but it can't reduce a target's speed to less than 5 feet.
- **Penetrating Shot:** If your target is Large or smaller, the burst causes the shot to go through your target. If another creature is within 10 feet of the target, and a direct line can be drawn from the creature to you with the original target in between, then the new creature must succeed on a Dexterity saving throw or take damage as if hit by a normal attack from the weapon. This damage can't burst.
- **Powerful Shot:** The target must succeed on a Strength saving throw or be knocked prone by the burst.
- **Pummel:** The power of the burst empowers you to strike a nearby creature. You can make one melee weapon attack with a melee weapon you are wielding against a creature within your melee weapon's range.
- **Smoke Cloud:** The shot produces a large amount of smoke, heavily obscuring your space until the start of your next turn.
- **Soft Spot:** Your weapon's burst causes the target an extreme amount of pain. The target must succeed on a Constitution saving throw or be incapacitated until the start of your next turn.
- **Sudden Advance:** The burst energizes you, causing you to leap into action. You can immediately move up to half your speed. This movement doesn't provoke opportunity attacks.

- **Unsteady Shot:** The burst destabilized the target. The target must succeed on a Strength saving throw or have disadvantage on all attacks until the start of your next turn.

Deck Fighter (Level 7)

At 7th level, your training keeps you nimble, allowing you to maintain balance and reflexive responses at the worst of times. When you fail a Dexterity saving throw, you can choose to succeed instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Seasoned Seadog (Level 10)

At 10th level, the damage you deal with gunpowder weapons can burst when a damage die results in either of the two highest numbers on the die (such as a 5 or 6 on a d6 or a 7 or 8 on a d8), instead of only the highest number on the die.

Unrelenting Spirit (Level 15)

Beginning at 15th level, if you are suffering from one of the following conditions at the start of your turn, you can end the condition as a bonus action: blinded, charmed, deafened, frightened, incapacitated, paralyzed, or stunned. Alternatively, you can use a bonus action to reduce your exhaustion level by 1. You can't use this feature again until you finish a short or long rest.

Vicious Marauder (Level 18)

At 18th level, you become a master of fighting with bullet and blade in the thick of combat. When you make a ranged attack with a pistol at a creature you can see within 5 feet of you, you have advantage on the attack roll if you already hit that creature with a melee weapon attack this turn. If you score a critical hit with this attack, you can apply up to two burst maneuvers to the attack, provided the damage had at least one burst.

Cavalier *(Xanathar's Guide to Everything)*

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

Bonus Proficiency (Level 3)

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

Born to the Saddle (Level 3)

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

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



Unwavering Mark (Level 3)

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

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

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

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

Warding Maneuver (Level 7)

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

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

Hold the Line (Level 10)

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

Ferocious Charger (Level 15)

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

Vigilant Defender (Level 18)

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

Champion *(2024 Player's Handbook)*

Pursue Physical Excellence in Combat.

A Champion focuses on the development of martial prowess in a relentless pursuit of victory.



Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory. Whether in athletic contests or bloody battle, Champions strive for the crown of the victor.

Improved Critical (Level 3)

Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

Remarkable Athlete (Level 3)

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

Additional Fighting Style (Level 7)

You gain another Fighting Style feat of your choice.

Heroic Warrior (Level 10)

The thrill of battle drives you toward victory. During combat, you can give yourself Heroic Inspiration whenever you start your turn without it.

Superior Critical (Level 15)

Your attack rolls with weapons and Unarmed Strikes can now score a Critical Hit on a roll of 18-20 on the d20.

Survivor (Level 18)

You attain the pinnacle of resilience in battle, giving you these benefits:

- **Defy Death:** You have Advantage on Death Saving Throws. Moreover, when you roll 18-20 on a Death Saving Throw, you gain the benefit of rolling a 20 on it.
- **Heroic Rally:** At the start of each of your turns, you regain Hit Points equal to 5 plus your Constitution modifier if you are Bloodied and have at least 1 Hit Point.

Chaplain **(Tome of Heroes)**

Militaries and mercenary companies often contain members of various clerics among their ranks. These chaplains typically come from religious sects whose tenets promote war, healing, peace, protection, or freedom, and they tend to the emotional and physical well-being of their charges. In the eyes of your companions, you are as much a counselor and spiritual leader as you are a fellow warrior.

Student of Faith (Level 3)

When you choose this archetype at 3rd level, you gain proficiency in the Insight, Medicine, or Religion skill (your choice).

Field Medic (Level 3)

Beginning at 3rd level, you can use an action to spend one of your Hit Dice and regain hit points. The hit points regained with this feature can be applied to yourself or to another creature you



touch. Alternatively, you can heal another creature you touch when you spend Hit Dice to regain hit points during a short rest, instead of applying the regained hit points to yourself. If you are under an effect that increases the amount of healing you receive when spending Hit Dice, such as a spell or feat, that effect applies to the amount of hit points the target regains. Keep in mind, some effects that increase the healing of Hit Dice happen only when those Hit Dice are spent during a short rest, like a bard's Song of Rest.

In addition, the number of Hit Dice you regain after a long rest is equal to half your total number of Hit Dice plus one. For example, if you have four Hit Dice, you regain three spent Hit Dice, instead of two, when you finish a long rest.

Rally the Troops (Level 7)

Starting at 7th level, you can use an action to urge your companions to overcome emotional and spiritual obstacles. Each friendly creature of your choice that can see or hear you (which can include yourself) ignores the effects of being charmed and frightened for 1 minute.

If a creature affected by this feature is already suffering from one of the conditions it can ignore, that condition is suppressed for the duration and resumes when this feature ends. Once you use this feature, you can't use it again until you finish a short or long rest.

Each target can ignore additional conditions when you reach certain levels in this class: one level of exhaustion and incapacitated at 10th level, up to two levels of exhaustion and stunned at 15th level, and up to three levels of exhaustion and paralyzed at 17th level.

Tend the Injured (Level 10)

At 10th level, if you spend Hit Dice to recover hit points during a short rest, any hit points regained that exceed your hit point maximum, or that of the creature being tended to, can be applied to another creature within 5 feet of you. In addition, you regain one spent Hit Die when you finish a short rest.

Rally Point (Level 15)

Beginning at 15th level, when a friendly creature you can see takes damage, you can use your reaction to move that creature up to its speed toward you. The creature can choose the path traveled, but it must end the movement closer to you than it started. This movement doesn't provoke opportunity attacks. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Hospitaler (Level 18)

At 18th level, you recover a number of spent Hit Dice equal to a quarter of your total Hit Dice when you finish a short rest. In addition, you recover all your spent Hit Dice when you finish a long rest.

Echo Knight *(Explorer's Guide to Wildemount)*

A mysterious and feared frontline warrior of the Kryn Dynasty, the Echo Knight has mastered the art of using dunamis to summon the fading shades of unrealized timelines to aid them in battle. Surrounded by echoes of their own might, they charge into the fray as a cycling swarm of shadows and strikes.

Manifest Echo (Level 3)

You can use a bonus action to magically manifest an echo of yourself in an unoccupied space you



can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated.

Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed.

You can use the echo in the following ways:

- As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you.
- When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack.
- When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

Unleash Incarnation (Level 3)

You can heighten your echo's fury. Whenever you take the Attack action, you can make one additional melee attack from the echo's position.

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

Echo Avatar (Level 7)

You can temporarily transfer your consciousness to your echo. As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

Shadow Martyr (Level 10)

You can make your echo throw itself in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to teleport the echo to an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your echo.

Once you use this feature, you can't use it again until you finish a short or long rest.

Reclaim Potential (Level 15)

You've learned to absorb the fleeting magic of your echo. When an echo of yours is destroyed by taking damage, you can gain a number of temporary hit points equal to 2d6 + your Constitution modifier, provided you don't already have temporary hit points.

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

Legion of One (Level 18)

You can use a bonus action to create two echos with your Manifest Echo feature, and these echoes can co-exist. If you try to create a third echo, the previous two echoes are destroyed. Anything you can do from one echo's position can be done from the other's instead.

In addition, when you roll initiative and have no uses of your Unleash Incarnation feature left, you regain one use of that feature.

Eldritch Knight *(2024 Player's Handbook)*

Support Combat Skills with Arcane Magic.

Eldritch Knights combine the martial mastery common to all Fighters with a careful study of magic. Their spells both complement and extend their combat skills, providing additional protection to shore up their armor and also allowing them to engage many foes at once with explosive magic.

Spellcasting (Level 3)

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Eldritch Knight.

Cantrips: You know two cantrips of your choice from the Wizard spell list (see that class's section for its list). Ray of Frost and Shocking Grasp are recommended. Whenever you gain a Fighter level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Fighter level 10, you learn another Wizard cantrip of your choice.

Spell Slots: The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. Burning Hands, Jump, and Shield are recommended.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Eldritch Knight Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Fighter, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

Changing Your Prepared Spells: Whenever you gain a Fighter level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability: Intelligence is your spellcasting ability for your Wizard spells.



Spellcasting Focus: You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

		Spell Slots per Spell Level			
Fighter Level	Spells Prepared	1	2	3	4
3	3	2	-	-	-
4	4	3	-	-	-
5	4	3	-	-	-
6	4	3	-	-	-
7	5	4	2	-	-
8	6	4	2	-	-
9	6	4	2	-	-
10	7	4	3	-	-
11	8	4	3	-	-
12	8	4	3	-	-
13	9	4	3	2	-
14	10	4	3	2	-
15	10	4	3	2	-
16	11	4	3	3	-
17	11	4	3	3	-
18	11	4	3	3	-
19	12	4	3	3	1
20	13	4	3	3	1

War Bond (Level 3)

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. The bond fails if another Fighter is bonded to the weapon or if the weapon is a magic item to which someone else is attuned.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

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

War Magic (Level 7)

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

Eldritch Strike (Level 10)

You learn how to make your weapon strikes undercut a creature's ability to withstand your spells. When you hit a creature with an attack using a weapon, that creature has Disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Arcane Charge (Level 15)

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

Improved War Magic (Level 18)

When you take the Attack action on your turn, you can replace two of the attacks with a casting of one of your level 1 or level 2 Wizard spells that has a casting time of an action.

Legionary **(Tome of Heroes)**



A legionary follows the techniques of close-quarters combat developed by soldiers fighting shoulder to shoulder with their allies. This style of fighting spread far and wide, finding an honored place among the armies and mercenary companies of other races. True legionaries scoff at the image of the storybook hero standing alone against impossible odds, knowing together they can face any danger and emerge victorious.

Bonus Proficiency (Level 3)

When you choose this archetype at 3rd level, you gain proficiency in the Insight, Nature, or Survival skill (your choice).

Coordinated Fighting (Level 3)

Starting at 3rd level, you learn techniques and strategies for close-quarter combat. On your first attack each round, you gain a +1 bonus to the attack and damage rolls if at least one friendly creature is within 5 feet of you.

Move As One (Level 3)

At 3rd level, at any point while moving on your turn, you can command a number of willing, friendly creatures within 5 feet of you up to your proficiency bonus to move with you. Each creature that chooses to move with you can use a reaction to move up to its speed alongside you, remaining within 5 feet of you while moving. This movement doesn't provoke opportunity attacks. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of it when you finish a long rest.

Massed Fighting (Level 7)

Starting at 7th level, you learn better techniques and strategies for fighting closely alongside your allies. On your first attack each round, you gain a +1 bonus to the attack and damage rolls for each friendly creature within 5 feet of you, up to a maximum bonus equal to your proficiency bonus.

In addition, when you use your Action Surge feature, each friendly creature within 15 feet of you (except you) gains a +2 bonus to AC and to Dexterity saving throws for 1 minute.

Tactical Positioning (Level 15)

At 15th level, moving through a hostile creature's space is not difficult terrain for you, and you can move through a hostile creature's space even if it is only one size larger or smaller than you. As

normal, you can't end your move in a hostile creature's space.

Cooperative Strike (Level 18)

Starting at 18th level, when you use the Attack action and attack with a weapon while at least one friendly creature is within 5 feet of you, you can use a bonus action to make one additional attack with that weapon.

Psi Warrior (2024 Player's Handbook)

Augment Physical Might with Psionic Power.

Psi Warriors awaken the power of their minds to augment their physical might. They harness this psionic power to infuse their weapon strikes, lash out with telekinetic energy, and create barriers of mental force.

Psionic Power (Level 3)

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel powers you have from this subclass. The Psi Warrior Energy Dice table shows the die size and number of these dice you have when you reach certain Fighter levels.

Psi Warrior Energy Dice		
Fighter Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12



Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend the Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when all your Psionic Energy Dice are expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Protective Field: When you or another creature you can see within 30 feet of you takes damage, you can take a Reaction to expend one Psionic Energy Die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.

Psionic Strike: You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of yourself with an attack and deal damage to it with a weapon, you can expend one Psionic Energy Die, rolling it and dealing Force damage to the target equal to the number rolled plus your Intelligence modifier.

Telekinetic Movement: You can move an object or a creature with your mind. As a Magic action, choose one target you can see within 30 feet of yourself; the target must be a loose object that is Large or smaller or one willing creature other than you. You transport the target up to 30 feet to an unoccupied space you can see. Alternatively, if the target is a Tiny object, you can transport it to or from your hand.

Once you take this action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Telekinetic Adept (Level 7)

You have mastered new ways to use your telekinetic abilities, detailed below:

- **Psi-Powered Leap:** As a Bonus Action, you gain a Fly Speed equal to twice your Speed until the end of the current turn. Once you take this Bonus Action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.
- **Telekinetic Thrust:** When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, you can give the target the Prone condition or transport it up to 10 feet horizontally.

Guarded Mind (Level 10)

You have Resistance to Psychic damage. Moreover, if you start your turn with the Charmed or Frightened condition, you can expend a Psionic Energy Die (no action required) and end every effect on yourself giving you those conditions.

Bulwark of Force (Level 15)

You can shield yourself and others with telekinetic force. As a Bonus Action, you can choose creatures, including yourself, within 30 feet of yourself, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures has Half Cover for 1 minute or until you have the Incapacitated condition.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Telekinetic Master (Level 18)

You always have the Telekinesis spell prepared. With this feature, you can cast it without a spell slot or components, and your spellcasting ability for it is Intelligence. On each of your turns while you maintain Concentration on it, including the turn when you cast it, you can make one attack with a weapon as a Bonus Action.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Pugilist **(Tome of Heroes)**

Pugilists live by their fists, bare-knuckle warriors who do not hesitate to throw hands if the situation demands it. They know the intense, close, violent intimacy of melee, and they operate unapologetically in that space. Whether in fighting pits by the docks to make some extra coin, in the king's grand arena as champions of quarreling nobles, or in the employ of local merchants in need of seemingly weaponless guards, pugilists can be found in all rungs of society. Pugilists take pleasure in a battle hard won and thrill in the energy of the fight rather than in a kill. They can



often be found celebrating or having drinks with a former opponent hours after the fight, regardless of the bout's winner.

Unarmed Warrior (Level 3)

When you choose this archetype at 3rd level, you learn to use your fists, knees, elbows, head, and feet to attack your opponents. You gain the following benefits while you are not wearing heavy armor and while you are not wielding weapons or a shield:

- Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. Your unarmed strike damage increases as you reach higher levels. The d6 becomes a d8 at 10th level and a d10 at 18th level.
- When you use the Attack action to make one or more unarmed strikes, you can make one unarmed strike as a bonus action.

Resilient Fighter (Level 3)

Starting at 3rd level, you learn to endure great amounts of physical punishment. You add your Constitution modifier (minimum of 1) to any death saving throw you make. In addition, you can use Second Wind a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Uncanny Fortitude (Level 7)

Beginning at 7th level, if damage reduces you to 0 hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, you drop to 1 hit point instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

In addition, when you use Second Wind, you now regain hit points equal to 1d10 + your fighter level + your Constitution modifier.

Debilitating Blow (Level 10)

At 10th level, when you hit one target with two unarmed strikes in the same turn, you can use a bonus action to force the target to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). On a failure, the target has disadvantage on the next attack roll, ability check, or saving throw it makes before the start of your next turn.

Withstand Death (Level 15)

At 15th level, when you are reduced to 0 hit points, you can use Second Wind as a reaction, provided you have uses of Second Wind remaining. You can decide to use this reaction before or after your Uncanny Fortitude feature triggers.

In addition, when you make a death saving throw and roll a 1 on the d20, it counts as one failure instead of two.

Opportunistic Brawler (Level 18)

Starting at 18th level, you might not look for a fight around every corner, but you're ready in case one happens. You have advantage on initiative rolls.

In addition, when a creature you can see enters a space within 5 feet of you, you can make one opportunity attack against the creature. This opportunity attack must be made with an unarmed strike. You have a number of reactions each turn equal to your proficiency bonus, but these

reactions can be used only to perform opportunity attacks.

Purple Dragon Knight *(Sword Coast Adventurer's Guide)*

Purple Dragon Knights are warriors who hail from the kingdom of Cormyr. Pledged to protect the crown, they take the fight against evil beyond the kingdom's borders. They are tasked with wandering the land as knights errant, relying on their judgment, bravery, and fidelity to guide them in defeating evildoers.

A Purple Dragon Knight inspires greatness in others by committing brave deeds in battle. The mere presence of a knight in a hamlet is enough to cause some orcs and bandits to seek easier prey. A lone knight is a skilled warrior, but a knight leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.



A knight prefers to lead through deeds, not words. As a knight spearheads an attack, the knight's actions can awaken reserves of courage and conviction in allies that they never suspected they had.

Purple Dragon Knights are tied to a specific order of Cormyrean Knighthood. Banneret serves as the generic name for the Purple Dragon Knight archetype if you use it in campaign settings other than the Forgotten Realms or to model warlords other than Purple Dragon Knights.

Rallying Cry (Level 3)

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.

When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

Royal Envoy (Level 7)

A Purple Dragon Knight serves as an envoy of the Cormyrean crown. Knights of high standing are expected to conduct themselves with grace.

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

Inspiring Surge (Level 10)

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 60 feet of you, rather than one

Bulwark (Level 15)

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

Radiant Pikeman **(Tome of Heroes)**



You were a member of an order of knights dedicated to a deity of sun and light. You know that next to your deity's favor, a soldier's greatest strength is their comrades. You wield a spear, glaive, halberd, or other polearm as a piercing ray of sunlight against your enemies.

Harassing Strike (Level 3)

Beginning when you choose this archetype at 3rd level, when a creature you can see enters your reach, you can use your reaction to Shove the creature. To use this feature, you must be wielding a glaive, halberd, lance, pike, or spear.

Radiant Fighting (Level 3)

Starting at 3rd level, when you deal damage with a glaive, halberd, lance, pike, or spear, you can choose for the damage to be radiant instead of its normal damage type.

Formation Tactics (Level 7)

At 7th level, you bolster your allies when fighting shoulder to shoulder. While you have an ally within 5 feet of you who isn't incapacitated, you can use a bonus action to take the Help action to assist that ally's attack roll or their next Strength (Athletics) or Dexterity (Acrobatics) check.

Foe of Darkness (Level 10)

Beginning at 10th level, your faith and training make you a daunting foe of dark creatures. Once per turn, you can have advantage on an attack roll or ability check made against a fiend, undead, or creature of shadow.

Give Ground (Level 15)

Starting at 15th level, once per turn when you are hit by a melee attack, you can choose to move 5 feet away from the attacker without provoking opportunity attacks. If you do, the attacker takes 1d6 radiant damage. To use this feature, you must be wielding a glaive, halberd, lance, pike, or spear.

The Sun's Protection (Level 18)

At 18th level, you have advantage on saving throws against spells. If you fail a saving throw against being charmed or frightened, you can choose to succeed instead. You can use this feature a number of times equal to half your proficiency bonus. You regain all expended uses when you finish a long rest.

Rune Knight *(Tasha's Cauldron of Everything)*

Rune Knights enhance their martial prowess using the supernatural power of runes, an ancient practice that originated with giants. Rune cutters can be found among any family of giants, and you likely learned your methods first or second hand from such a mystical artisan. Whether you

found the giant's work carved into a hill or cave, learned of the runes from a sage, or met the giant in person, you studied the giant's craft and learned how to apply magic runes to empower your equipment.

Bonus Proficiencies (Level 3)

You gain proficiency with smith's tools, and you learn to speak, read, and write Giant.

Rune Carver (Level 3)

You can use magic runes to enhance your gear. You learn two runes of your choice, from among the runes described below, and each time you gain a level in this class, you can replace one rune you know with a different one from this feature. When you reach certain levels in this class, you learn additional runes, as shown in the Runes Known table.

Fighter Level	Number of Runes
3rd	2
7th	3
10th	4
15th	5



Whenever you finish a long rest, you can touch a number of objects equal to the number of runes you know, and you inscribe a different rune onto each of the objects. To be eligible, an object must be a weapon, a suit of armor, a shield, a piece of jewelry, or something else you can wear or hold in a hand. Your rune remains on an object until you finish a long rest, and an object can bear only one of your runes at a time.

The following runes are available to you when you learn a rune. If a rune has a level requirement, you must be at least that level in this class to learn the rune. If a rune requires a saving throw, your Rune Magic save DC equals $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$.

- **Cloud Rune:** This rune emulates the deceptive magic used by some cloud giants. While wearing or carrying an object inscribed with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks. In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range. Once you invoke this rune, you can't do so again until you finish a short or long rest.
- **Fire Rune:** This rune's magic channels the masterful craftsmanship of great smiths. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool. In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles: the target takes an extra $2d6$ fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes $2d6$ fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.
- **Frost Rune:** This rune's magic evokes the might of those who survive in the wintry

wilderness, such as frost giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Animal Handling) checks and Charisma (Intimidation) checks. In addition, you can invoke the rune as a bonus action to increase your sturdiness. For 10 minutes, you gain a +2 bonus to all ability checks and saving throws that use Strength or Constitution. Once you invoke this rune, you can't do so again until you finish a short or long rest.

- **Stone Rune:** This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 120 feet. In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.
- **Hill Rune (7th Level or Higher):** This rune's magic bestows a resilience reminiscent of a hill giant. While wearing or carrying an object that bears this rune, you have advantage on saving throws against being poisoned, and you have resistance against poison damage. In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.
- **Storm Rune (7th Level or Higher):** Using this rune, you can glimpse the future like a storm giant seer. While wearing or carrying an object inscribed with this rune, you have advantage on Intelligence (Arcana) checks, and you can't be surprised as long as you aren't incapacitated. In addition, you can invoke the rune as a bonus action to enter a prophetic state for 1 minute or until you're incapacitated. Until the state ends, when you or another creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to cause the roll to have advantage or disadvantage. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Giant's Might (Level 3)

You have learned how to imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute:

- If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- Once on each of your turns, one of your attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Runic Shield (Level 7)

You learn to invoke your rune magic to protect your allies. When another creature you can see within 60 feet of you is hit by an attack roll, you can use your reaction to force the attacker to reroll the d20 and use the new roll.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Great Stature (Level 10)

The magic of your runes permanently alters you. When you gain this feature, roll 3d4. You grow a number of inches in height equal to the roll.

Moreover, the extra damage you deal with your Giant's Might feature increases to 1d8.

Master of Runes (Level 15)

You can invoke each rune you know from your Rune Carver feature twice, rather than once, and you regain all expended uses when you finish a short or long rest.

Runic Juggernaut (Level 18)

You learn how to amplify your rune-powered transformation. As a result, the extra damage you deal with the Giant's Might feature increases to 1d10. Moreover, when you use that feature, your size can increase to Huge, and while you are that size, your reach increases by 5 feet.

Samurai *(Xanathar's Guide to Everything)*



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

Bonus Proficiency (Level 3)

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

Fighting Spirit (Level 3)

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

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

Elegant Courtier (Level 7)

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier.

Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Tireless Spirit (Level 10)

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

Rapid Strike (Level 15)

Starting at 15th level, you learn to trade accuracy for swift strikes. If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

Strength Before Death (Level 18)

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn, interrupting the current turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points.

Once you use this feature, you can't use it again until you finish a long rest.

Timeblade **(Tome of Heroes)**

There are warriors who move so quickly that they seem to stop time, then there are those who actually alter time with their attacks. The timeblade augments physical attacks by manipulating temporal powers and eventually learns to step outside time itself.



Temporal Strike (Level 3)

Starting at 3rd level, when you hit a creature with a weapon attack, you can use a bonus action to trigger one of the following effects:

- **Dislocative Step:** You step outside of time and move to an unoccupied space you can see within 15 feet of you. This movement doesn't provoke opportunity attacks. At 10th level, you can move up to 30 feet.
- **Dislocative Shove:** You push the target of your attack to an unoccupied space you can see within 15 feet of you. You can move the target only horizontally, and before moving into damaging terrain, such as lava or a pit, the target can make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), ending the movement in an unoccupied space next to the damaging terrain on a success. At 10th level, you can move the target up to 30 feet.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Chronological Echo (Level 7)

At 7th level, immediately after you use your Second Wind feature, you can trigger an echo in time, allowing you to use it twice. Roll separately for each use of Second Wind. Once you use this feature, you can't use it again until you finish a long rest.

Improved Temporal Strike (Level 10)

At 10th level, when you use your Temporal Strike feature, you can choose one of the following additional options:

- **Chronal Cleave:** You immediately make a weapon attack against a different target within range.
- **Chronal Shield:** You add your proficiency bonus to your Armor Class until the beginning of your next turn.

Continuity Rift (Level 15)

At 15th level, when you hit a creature with a weapon attack, you can instantly open a rupture in spacetime to swallow the target. The creature disappears and falls through a realm outside of reality.

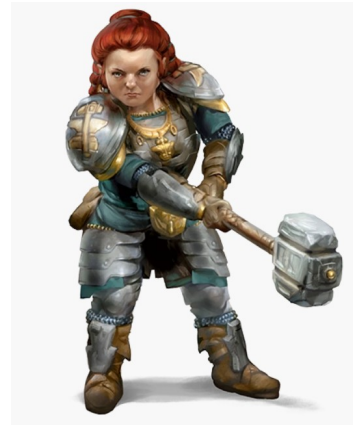
At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. It takes 8d8 psychic damage as it grapples with the mind-breaking experience. The target must succeed on an Intelligence saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier) or it acts randomly for 1 minute as if under the effects of the confusion spell. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a long rest.

Temporal Warrior (Level 18)

Starting at 18th level, you can momentarily step outside of time to attack your foes. As an action, you can briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This effect works like the time stop spell, except you can make one attack on each of your turns without ending the effect. Once you use this feature, you can't use it again until you finish a long rest.

Tunnel Watcher **(Tome of Heroes)**



For untold ages, the dwarves have paid in blood to keep their subterranean homes safe. The keystone to the defense of the dwarven citadels are the tunnel watchers, warriors trained in the tight, uneven paths beneath the surface of the world. While the techniques of the tunnel watchers originated with the dwarves, others see the value in such specialization. Tunnel watchers can thus be found throughout the mountainous regions of the world.

Bonus Proficiency (Level 3)

At 3rd level, you gain proficiency with thieves' tools and mason's tools.

First Line of Defense (Level 3)

Starting at 3rd level, a creature that you hit with a melee weapon attack has its speed reduced by 5 feet and can't use the Disengage action until the start of your next turn. You can't reduce a creature's speed by more than 10 feet with this feature.

In addition, when you hit a creature with an opportunity attack, you deal an extra 1d8 damage of the weapon's type.

Fight for Every Step (Level 3)

At 3rd level, when you take damage from a melee attack, you can use your reaction to move 5 feet away from the attacker, reducing the damage you take from the attack by 1d6 + the number of hostile creatures within 5 feet of the space you left. This movement doesn't provoke opportunity attacks.

The attacker can immediately move into the space you left. This movement doesn't cost the attacker's reaction and doesn't provoke opportunity attacks, but a creature can move this way only

once each turn.

Safe Passage (Level 7)

Starting at 7th level, you have advantage on saving throws against traps, natural hazards, and lair actions. Traps, natural hazards, and lair actions have disadvantage when they make attack rolls against you.

Steadfast (Level 10)

At 10th level, you have advantage on saving throws against effects that cause the frightened condition and effects that would move you against your will, including teleportation effects. When a hostile creature forces you to make a Strength saving throw and you succeed, you deal an extra 1d8 damage of the weapon's type the next time you hit with a weapon attack before the end of your next turn.

Cave-In (Level 15)

Starting at 15th level, once on each of your turns when you use the Attack action, you can replace one of your attacks with a strike against a wall or ceiling within your weapon's reach or range. Creatures other than you within 5 feet of the section of wall or the floor below the ceiling where you strike must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

A creature that fails this saving throw takes 2d10 bludgeoning damage and is restrained until the end of its next turn. A creature that succeeds on the saving throw takes half the damage and isn't restrained. While restrained in this way, a creature has three-quarters cover against creatures other than you. When the effect ends, the creature's space becomes difficult terrain.

Against the Tide (Level 18)

Beginning at 18th level, when you use the Attack action and hit more than one creature with a weapon on your turn, you can use a bonus action to gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn. When you shove more than one creature on your turn, you can use a bonus action to shove one creature within 5 feet of a creature you successfully shoved.