

Fighter

Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings - as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Fighters learn the basics of all combat styles. Every fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, use a bow, and even trap foes in a net with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each fighter specializes in a certain style of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes fighters superior combatants on battlefields and in dungeons alike.

Not every member of the city watch, the village militia, or the queen's army is a fighter. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are fighters.

Some fighters feel drawn to use their training as adventurers. The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter, not all that different from the life he or she left behind. There are greater risks, perhaps, but

also much greater rewards-few fighters in the city watch have the opportunity to discover a magic flame tongue sword, for example.

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

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

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

Hit Points at 1st level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Armor Proficiency: all armor, shields

Weapon Proficiency: simple weapons, martial weapons

Tool Proficiency: none

Saving Throw Proficiency: Strength, Constitution

Skill Proficiency: choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Starting Equipment:

1. Chain mail OR leather armor, longbow, and 20 arrows
2. A martial weapon and a shield OR 2 martial weapons
3. A light crossbow and 20 bolts OR 2 handaxes
4. A dungeoneer's pack OR an explorer's pack

Multiclassing and the Fighter: If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose fighter as one of your classes.

- **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 Gained:** If fighter isn't your initial class, here are the proficiencies you gain when you take your first level as a fighter: light armor, medium armor, shields, simple weapons, martial weapons.

The Fighter

Level	Proficiency Bonus	Class Features
1 st	2	Fighting Style, Second Wind
2 nd	2	Action Surge (one use)
3 rd	2	Martial Archetype
4 th	2	Ability Score Improvement
5 th	3	Extra Attack
6 th	3	Ability Score Improvement
7 th	3	Martial Archetype Feature
8 th	3	Ability Score Improvement
9 th	4	Indomitable (one use)
10 th	4	Martial Archetype Feature
11 th	4	Extra Attack (2)
12 th	4	Ability Score Improvement
13 th	5	Indomitable (two uses)

Level	Proficiency Bonus	Class Features
14 th	5	Ability Score Improvement
15 th	5	Martial Archetype Feature
16 th	5	Ability Score Improvement
17 th	6	Action Surge (two uses), Indomitable (three uses)
18 th	6	Martial Archetype Feature
19 th	6	Ability Score Improvement
20 th	6	Extra Attack (3)

Second Wind (Level 1)

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Level 1)

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

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Action Surge (Level 2)

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype (Level 3)

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack (Level 5)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable (Level 9)

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Martial Archetypes (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 their 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 magial 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 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, 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, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space 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 arrow 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 fires 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 your target, allowing the arrow to curve and twist its path in search of its prey. 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. On a failed save, it 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 *(Player's Handbook)*

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weapon smithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

Combat Superiority (Level 3)

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers

You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way.

You can use only one maneuver per attack.

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

Maneuver	Description
Commander's Strike	When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
Disarming Attack	When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.
Distracting Strike	When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die 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	When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.
Feinting Attack	You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add the superiority die to the attack's damage roll. The advantage is lost if not used on the turn you gain it.
Goaded Attack	When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
Lunging Attack	When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.
Maneuvering Attack	When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
Menacing Attack	When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
Parry	When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Precision Attack	When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
Pushing Attack	When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
Rally	On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.
Riposte	When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.
Sweeping Attack	When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.
Trip Attack	When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Superiority Dice

You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws

Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)



Student of War (Level 3)

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

Know Your Enemy (Level 7)

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can

learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength Score
- Dexterity Score
- Constitution Score

- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

Improved Combat Superiority (Level 10)

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless (Level 15)

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

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 + 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 + your proficiency bonus + 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 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 (a 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 (a 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 *(Player's Handbook)*

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal



devastating blows.



Improved Critical (Level 3)

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

Remarkable Athlete (Level 7)

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

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

Additional Fighting Style (Level 10)

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

Superior Critical (Level 15)

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

Survivor (Level 18)

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

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.

- 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 *(Player's Handbook)*

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

Spellcasting (Level 3)

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

Cantrips

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

Spell Slots

The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your wizard 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 wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

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

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

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

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

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Eldritch Knight Spellcasting

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

Weapon Bond (Level 3)

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1

hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.



War Magic (Level 7)

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

Eldritch Strike (Level 10)

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon

attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Arcane Charge (Level 15)

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Improved War Magic (Level 18)

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus 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 *(Tasha's Cauldron of Everything)*

Awake to the psionic power within, a Psi Warrior is a fighter who augments their physical might with psi-infused weapon strikes, telekinetic lashes, and barriers of mental force. Many githyanki train to become such warriors, as do some of the most disciplined high elves. In the world of Eberron, many young kalashtar dream of becoming Psi Warriors.

As a Psi Warrior, you might have honed your psionic abilities through solo discipline, unlocked it under the tutelage of a master, or refined it at an academy dedicated to wielding the mind's power as both weapon and shield.

Psionic Power (Level 3)

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.



Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all

expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

- **Protective Field.** When you or another creature you can see within 30 feet of you takes damage, you can use your 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 you 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 an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. 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 to take it again.

Telekenetic Adept (Level 7)

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

- **Psi-Powered Leap.** As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking 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 to take it again.
- **Telekinetic Thrust.** When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If the save fails, you can knock the target prone or move it up to 10 feet in any direction horizontally.

Guarded Mind (Level 10)

The psionic energy flowing through you has bolstered your mind. You have resistance to psychic damage. Moreover, if you start your turn charmed or frightened, you can expend a Psionic Energy die and end every effect on yourself subjecting you to those conditions.

Bulwark of Force (Level 15)

You can shield yourself and others with telekinetic force. As a bonus action, you can choose creatures, which can include you, that you can see within 30 feet of you, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures is protected by half cover for 1 minute or until you're incapacitated.

Once you take this bonus action, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to take it again.

Telekenetic Master (Level 18)

Your ability to move creatures and objects with your mind is matched by few. You can cast the Telekinesis spell, requiring no components, and your spellcasting ability for the spell is Intelligence. On each of your turns while you concentrate on the spell, 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 again until you finish a long rest, unless you expend a Psionic Energy die to cast it again.

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 before 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)

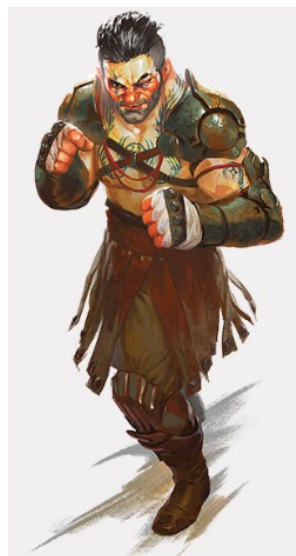
Starting at 18th level, you might not look for a fight around every corner, but you're ready in case one happens. You have advantage on initiative rolls.

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 one 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, their 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.

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.



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

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 + your proficiency bonus + 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 all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of 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. 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, you can use your reaction to delay falling unconscious, and you can immediately take an extra 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.



Chronologic 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 Proficiencies (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.

