

FIGHTER X

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This is my work-in-progress revision of the 5e fighter class, with the following goals:

- Provide greater differentiation of fighting styles according to weapon type, granting active talents the character can use. This echoes the idea of "weapon mastery" and merges it with a version of 4e powers free from the At-Will/Encounter/Daily structure.
- Encourage a play style that focuses on achieving small thematic milestones within (and out of) combat in order to recharge talents.
- Get rid of innate healing, instead relying on parrying and temporary hit points to keep the fighter from falling.
- Reincorporate old school class features like stronghold and henchmen, but have them be optional.
- As a followup on the above point, give the fighter features that are useful outside of combat. Mostly these will be housed within the sub-classes and emphasize their social interaction.
- While the class is compatible with the PHB fighter sub-classes, new sub-classes are presented here: Cavalier, Guardian, Slayer, Veteran, and Warlord.



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CLASS FEATURES

As a fighter you gain the following class features. Any features not described below are identical to the corresponding features of the fighter class in the PHB.

HIT POINTS

Hit Dice: 1d10 per fighter level.

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Level: 1d10 (or 6) + your Constitution modifier per ranger level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, heavy armor shields

Weapon: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

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

EQUIPMENT

As per the PHB fighter.

Level	Proficiency Bonus	Fighting Talents	Class Features
1	+2	2	Fighting Talents, Marks of Prestige, Parry
2	+2	2	Action Surge (one use)
3	+2	3	Martial Archetype
4	+2	3	Ability Score Improvement
5	+3	3	Extra Attack
6	+3	4	Ability Score Improvement
7	+3	4	Martial Archetype feature
8	+3	4	Ability Score Improvement
9	+4	5	Indomitable (one use)
10	+4	5	Martial Archetype feature
11	+4	5	Extra Attack (2)
12	+4	6	Ability Score Improvement
13	+5	6	Indomitable (two uses)
14	+5	6	Ability Score Improvement
15	+5	7	Martial Archetype feature
16	+5	7	Ability Score Improvement
17	+6	7	Action Surge (two uses) , Indomitable (three uses)
18	+6	8	Martial Archetype feature
19	+6	8	Ability Score Improvement
20	+6	8	Extra Attack (3)

MARK OF PRESTIGE

When you would gain an Ability Score Improvement (or feat), you may instead choose to gain a mark of prestige: hirelings, letter of recommendation, medal, parcel of land, special favors or special rights, a stronghold, title, or training. These are described in the DMG page 228-231, and your DM has the final say over which marks of prestige are available in his or her campaign.

PARRY

At 1st, when you are attacked with a melee attack you can attempt to parry the blow using your reaction so long as you are wielding a weapon or shield. In order to parry make an attack roll; if your roll equals or exceeds the attacker's roll, reduce the damage of the attack by an amount equal to 1d10 + your fighter level. If your roll fails, however, you do not expend your reaction.

FIGHTING TALENTS

You gain fighting talents which allow you to accomplish amazing deeds in combat. Each talent may be used once per short rest, reflecting the need to hone your blade, practice, and just catch your breath. However, you may also recharge a talent by fulfilling its unique recharge condition, allowing you to use it again without needing a rest.

Saving throws against your talents are made against a DC = 8 + your proficiency modifier + your Strength or Dexterity modifier (your choice).

At 1st level choose two fighting talents from any of the following categories. You learn an additional fighting talent at 3rd level, 6th level, 9th level, 12th level, 15th level, and 18th level.

ARCHERY TALENTS

You must be wielding a ranged weapon in order to use archery talents.

DUAL WEAPON TALENTS

You must be wielding a melee weapon in each hand in order to use great weapon talents.

TWIN STRIKE

When you hit with an offhand attack you may add your ability modifier to the damage.

Recharge: Hit with your main hand weapon.

GREAT WEAPON TALENTS

You must be wielding a two-handed melee weapon in order to use great weapon talents.

CLEAVE

When you hit a target, you may make an extra attack against another enemy within 5 feet of that target. You may move up to 5 feet without provoking opportunity attacks in order to make this extra attack.

Recharge: Reduce an enemy to 0 hit points.

DEVASTATING STRIKE

When you attack, you deal an extra damage die (e.g. 4d6 for a greatsword instead of 2d6) on a hit, and if you score a critical hit the target must make a Constitution saving throw or be incapacitated until the end of their next turn.

Recharge: Reduce an enemy whose CR is equal to or greater than half your level to 0 hit points.

KNOCK-BACK

When you hit a Large-sized or smaller target, the target must make a Constitution saving throw or be pushed back 5 feet and knocked prone.

Recharge: Clear a path for an ally or extricate them from danger.

POMMEL STRIKE

When you hit a target, deal your Strength modifier bludgeoning damage and the target must make a Constitution saving throw or be unable to take reactions or bonus actions until the end of their next turn.

Recharge: Get an enemy to grant you advantage on your attack roll against them.

SUNDER

When you hit a target, instead of dealing damage you reduce armor-derived AC bonus by an amount equal to your Strength modifier until the end of your next turn. If used against an inanimate object, Sunder deals maximum damage and grants you an automatic critical hit.

Recharge: As an action make a Wisdom (Perception) check to find a weak point in an enemy's armor.

WHIRLWIND

Make an attack against all creatures within 5 feet of you. On a hit you deal just your weapon damage, without your Strength modifier.

Recharge: End your turn with 5 or more enemies within 5 feet of you.

HORSEMAN TALENTS

You must be mounted in order to use horseman talents.

MOUNTED CHARGE

When you attack after moving at least 20 feet, you deal an extra 2d6 damage on a hit.

Recharge: You must take the Dash action to wheel your mount about and pick up momentum.

RIDE-BY STRIKE

When you move, then attack, and then move again, your movement away from the target doesn't provoke opportunity attacks from the target.

Recharge: You must take the Dash action to wheel your mount about and pick up momentum.

POLEARM TALENTS

You must be wielding a reach melee weapon to use polearm talents.

SHIELD TALENTS

You must be wielding a shield in one hand to use shield talents.

SHIELD BASH

As a bonus action, make an attack with your shield that deals Strength modifier bludgeoning damage, reduces any temporary hit points the opponent has to 0, and negates any ongoing advantageous modifiers (e.g. from *bless*, bardic inspiration dice, etc.) the enemy benefits from.

Recharge:

SHIELDED PARRY

You may parry a ranged attack or even a spell attack with a physical effect that could be parried with a shield.

Recharge: Take the Dodge action.

SHIELD PRESS

When you take the Shove action against a Medium-sized or smaller target, you have advantage on your Strength (Athletics) check. If your Shove succeeds, you can push the opponent a distance up to your speed (provided you have sufficient movement remaining that turn). If you would push the opponent into a wall or other large inanimate object, you can attempt a grapple without needing a free hand by smashing them against the wall.

Recharge:

SHIELD WALL

As an action you enter a defensive stance that requires concentration to maintain. While in a shield wall, you have resistance to weapon damage, but your speed is reduced by half (round down) and your attacks are disadvantaged. While maintaining shield you, as a reaction you can impose disadvantage on the attack roll of an adjacent enemy attacking an ally within 5 feet of you.

Recharge: Suffer no damage for an entire round.

SWORDPLAY TALENTS

You must be wielding a sword in one hand and nothing in the other to use swordplay talents.

BLOCK AND SLASH

When you successfully perform a Parry, the enemy also takes damage as if you'd hit them with a weapon attack.

Recharge:

DISARM
HALF-SWORDING
HUMAN SHIELD
MORDHAU
WEAPON BIND

THROWING TALENTS

You must be wielding a weapon with the thrown property to use throwing talents.

HAIL OF BLADES
PINNING THROW

***Deflect: In addition to any attacks, the wielder of this weapon may attempt to deflect the number of melee and thrown weapon attacks indicated in one round. To deflect each attack, the character must make a saving throw vs. death ray. The roll to deflect must be made before the opponent makes his attack and is made on the opponent's initiative phase.

***Delay: The victim hit by this weapon must make a saving throw or take a -3 penalty to initiative the following round. If the type of saving throw is not specified, it is vs. paralysis. For missile attacks, this effect only occurs at the indicated ranges.

***Disarm: The wielder of this weapon may attempt to disarm an opponent instead of making a regular attack. The attacker must roll to hit the target. The victim can save his weapon by making a Dexterity check at -2. For each level of mastery beyond basic the attacker has gained, the victim suffers another -1 penalty.

***Double damage: On a natural roll of the number(s) indicated, the weapon inflicts double (rolled) damage.

***Entangle: An entangled victim cannot attack, cast spells, or move. The victim can make a save vs. death ray each round to escape.

***Hook: Instead of making a normal attack roll, the wielder of this weapon may attempt to hook and pull down a foe. The attacker must roll to hit. This causes the minimum amount of damage possible for the weapon; the victim must make a saving throw vs. paralysis or fall down.

***Knockout: If the victim fails his save, the victim is unconscious for 1d10 normal rounds.

***Skewer: If the target has no more than the number of hit dice indicated, the wielder may decide to skewer the target instead. A normal attack consists of striking the target and withdrawing the trident to strike again. With the skewer, the attacker thrusts his trident into the target and twists it so that it is not easily extracted. Once the weapon hits, it is stuck; it will remain stuck for 1d4+4 rounds, after which time the victim's movements will cause it to come free. For each round a victim is skewered, he automatically takes 1d6 points of damage.

***Slow: The victim is slowed and can move and attack at only half normal movement rates. Spells with somatic or material components cannot be cast.

***Stun: If the victim is approximately the same size as the attacker or smaller, he is stunned if he fails a saving throw vs. death ray. The stunned character moves at 1/3 speed and cannot attack or use spells. The character has a +2 armour class penalty and a -2 saving throw penalty. A stunned character can make a saving throw vs. death ray each round to recover from the stun effect. For missile weapons, this effect occurs only at the specified ranges.

FIGHTER ARCHETYPES

CAVALIER

Servants of monarchs, noble houses, or knightly orders, cavaliers uphold the ideals of chivalry. Mounted warriors par excellence, they are the knights-in-shining-armor of legend. Most, though not all, cavaliers are of good alignment and belong to the aristocracy. They favor swords, lances, and horsemen's weapons like flails, maces, and picks.

Level	Cavalier Features
3	Bonded Mount, Heraldic Renown
7	Issue Challenge
10	Aura of Courage
15	Mark of Prestige
18	Last Stand

BONDED MOUNT

At 3rd level, you acquire a warhorse or other mount of CR 1/2 or less if you don't have one already. This mount becomes your "bonded mount." Your bonded mount cannot be killed outright while you are alive; it can only be knocked unconscious and rendered dying. If it dies or you wish to change bonded mounts, a week of training is required with a new animal to make it your bonded mount.

- You apply your proficiency bonus to all checks involving your bonded mount.
- You have advantage on your saving throws to avoid being knocked off your bonded mount.
- You can push your bonded mount to move an extra 10 feet when taking the Dash action.
- Mounting or dismounting your bonded mount only costs you 5 feet of speed.



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HERALDIC RENOWN

At 3rd level, while you adhere to the code of chivalry and present your personal coat of arms, your renown in a faction of choice is treated as being 5 points higher, and your Charisma checks to convince others of your honesty and word of honor are advantaged. In addition, noble and royal houses that are not enemies of your faction may provide you with free lodging and stabling.

ISSUE CHALLENGE

At 7th level, as a bonus action you can issue a challenge to an enemy within 60 feet that can hear you (though you need not speak the same language) to engage you in melee combat. The enemy must make a Wisdom saving throw against a Difficulty equal to 8 + your proficiency

bonus + your Charisma modifier. If the enemy fails, then it must move its full speed toward you or make an attack against you (and only you) on its next turn.

You may only challenge one enemy at a time, and while you remain engaged in melee combat with that enemy you may re-roll all 1's on your attack and damage rolls against it. However, your attacks against other targets are disadvantaged while maintaining the challenge.

Your challenge ends if you or your enemy is reduced to 0 hit points or surrenders, if you move out of melee range of your enemy, or you end a round without attacking your challenged enemy.

AURA OF COURAGE

At 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

MARK OF PRESTIGE

At 15th level, you gain a mark of prestige of your choice as described in the DMG page 228-231. Choose from: hirelings, a letter of recommendation, medal, parcel of land, special favors or special rights, a stronghold, title, or training.

LAST STAND

At 18th level, you cannot die from damage while your challenged enemy remains undefeated.

This includes dying from taking massive damage, but not effects that kill without dealing damage, such as the *Power Word Kill* spell. If your challenged enemy dies or falls unconscious, or you end a round without having attacked your challenged enemy, this effect ends and you begin to die as normal.

GUARDIAN

Whether peasant hero or noble knight, guardian fighters follow a calling that transcends all cultures: The strong should protect the weak. Standing strong against all monsters or tyrants, guardians do not balk at facing impossibles odds. In fact, they relish it. Often they are heroes of fate, propelled from humble beginnings by war and death into events that will shake the foundation of the world. Whether or not destiny is truly on a guardian's side, they are willing to delve into the bloody breach, hold the mountain pass, and make the sacrifices that others are not. Most, though not all, are of good alignment. They favor fighting with weapon and shield, or a weapon and a free hand.



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Level	Guardian Features
3	Guardian's Mark, Destined
7	Hold the Line
10	Uphold the Weak
15	Unbreakable
18	The Sacrifice

GUARDIAN'S MARK

At 3rd level, anytime you attack an enemy (hit or miss) you mark them until the end of your next turn. Your opportunity attacks against marked enemies have advantage and do not expend your reaction. Marked enemies within 5 feet of you have disadvantage to attack your allies.

DESTINED

At 3rd level, divinations reveal you are destined to leave a lasting mark on the world, though the exact nature of your future is always unclear. Among those who know of your destiny, your Charisma checks to convince them you are the hero they've been hoping for are advantaged. Choose one of the following destinies:

Chosen One:

King Slayer:

Once and Future Sovereign:

Tragic Hero:

The Seeker:

HOLD THE LINE

At 7th level, when you hit a creature with an opportunity attack, its speed is immediately reduced to 0 until the start of its next turn. In addition, any spaces within 5 feet of you become difficult terrain for your enemies.

UPHOLD THE WEAK

At 10th level, when an enemy within 5 feet of you attacks one of your allies (without attacking you), you may make an opportunity attack against them, adding your proficiency bonus as extra damage if you hit.

UNBREAKABLE

At 15th level, you are immune to forced movement and being knocked prone. In addition, you can never be charmed or magically coerced into acting directly against your allies, harming those you're committed to defending, or otherwise violating your bonds of loyalty.

THE SACRIFICE

At 18th level, you can switch places with an ally within 5 feet as a reaction to something befalling them, becoming the target of whatever threat you've spared them from. This includes changing position in combat, changing marching order to help an ally avoid a trap, convincing a hag to target you with her *bestow curse* instead, or any number of situations.

SLAYER

Some fighters are driven by a thirst for revenge, some by a desire for gold and glory, and some by ambitions to prove themselves greater than the most dangerous of beasts. These slayers take to the inhospitable regions of the world armed only with their wits, their will, and a trusty blade to hunt down monsters that plague the land. Single-minded in their bloody pursuit, slayers are given a wide berth by common folk who are both eager to take their gold and hear their tales, yet remain concerned the slayer may be cursed or bring a dragon's wrath down upon their village. Most slayers lean toward neutral or chaotic alignments. They favor heavy weapons.

Level	Slayer Features
3	Bonded Weapon, Favored Foe
7	Evaluate Combatant
10	Imbued Weapon
15	Trophy
18	Inspire Dread

BONDED WEAPON

At 3rd level, you form a bond with a weapon you possess. You always know where to find your bonded weapon. Soaked in the blood of your foes, this weapon absorbs some of their magic, acting as a +1 magic weapon which advances as you gain levels. You may roll on the tables on DMG pages 142-143 to give it character. At 11th level it gains a +2 bonus, and at 17th level a +3 bonus.

If your weapon is destroyed or lost, you may spend a week forming a bond with a new weapon, which you must use as your primary weapon in any combats during that week and train with when you make camp.



FAVORED FOE

At 3rd level, you choose a favored foe from this list: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids (select 2 specific races like orcs and goblins), monstrosities, oozes, plants, and undead. If your favored foe has a particular language associated with it, you learn that language. Against your favored foe you have advantage on your damage rolls, Intelligence checks to recall lore about them, and Intelligence (Investigation) and Wisdom (Perception) checks to find them. You also know any vulnerabilities of your favored foe as well as their ecology and preferred lairs. If you slay a legendary monster of your favored foe type, you may spend downtime to select a new type of favored foe with your DM's permission.

EVALUATE COMBATANT

At 7th level, you can gauge how much of a threat an enemy poses to you. After observing or interacting with a creature for 1 minute, you can determine its Challenge (CR) and whether it is a legendary monster. In addition, you also learn one of the following details of your choice:

- Any tags that the creature has.
- The creature's current hit points.
- The creature's lowest ability score.
- Which saving throw one of its attacks that you're aware of targets.
- Any vulnerabilities the creature has.

IMBUED WEAPON

At 10th level, your weapon gains the property of any rare or very rare magic weapon in the DMG of your choice, though its enchantment bonus follows the guidelines under Bonded Weapon.

- Dancing Sword (very rare)
- Defender (very rare)
- Dragon Slayer (rare)
- Flame Tongue (rare)
- Frost Brand (very rare)
- Giant Slayer (rare)
- Mace of Disruption (rare)
- Mace of Smiting (rare)
- Mace of Terror (rare)
- Nine Lives Stealer (very rare)
- Oathbow (very rare)
- Scimitar of Speed (very rare)
- Sunblade (rare)
- Sword of Sharpness (very rare)
- Sword of Wounding (rare)
- Vicious Weapon (rare)

At your DM's discretion, your weapon may gain additional properties while adventuring if you perform special quests or slay legendary monsters.

TROPHY

At 15th level, when you take and keep a trophy from a foe, you can make Charisma (Intimidation) checks against creatures of a similar type to frighten them. For example, a white dragon's head could be used to intimidate a green dragon, provided their Challenge (CR) wasn't drastically different. Any creature against whom your check succeeds becomes frightened. In combat this lasts until the end of your next turn. Out of combat, it lasts 1 minute (or as long as your DM determines).

You may only carry one trophy at a time, though you may keep as many as you like back in your stronghold or base of operations.

INSPIRE DREAD

At 18th level, you can cause despair and fear in opponents with above animal intelligence when any of the following conditions occur:

- You score a critical hit.
- You avoid taking any damage in one round.
- You kill any enemy who the DM deems was a serious threat.
- Situations the DM deems inspire despair.

Inspire Dread affects a number of hit dice worth of creatures equal to your fighter level. These creatures are compelled to make a morale check (see DMG), and if they fail they either try to flee or surrender. Inspire Dread only can take effect once per short rest.

VETERAN

Veterans run the gamut of professional soldiers: grim embittered mercenaries, tough as nails expeditionaries, survivors drowning sorrow or guilt with ale, and accomplished men- or ladies-at-arms. These fighters know what it takes to lay siege to a castle or keep an army supplied, they know firsthand how fires and disease can cripple an army, and they know that nothing kills morale like a forced march thru winter. When it comes to common sense and on-the-ground experience, there's no fighter that compares with a veteran. They are often, though not always, of neutral or lawful alignments. Rather than focus on one particular weapon or fighting style, veterans tend to use multiple weapons as the situation necessitates.

Level	Veteran Features
3	Bonus Fighting Talent?, Soldier's Fortitude
7	Campaigning
10	Bonus Fighting Talent
15	True Grit
18	Survivor

BONUS FIGHTING TALENT

At 3rd level, gain a bonus Fighting Talent of your choice.

SOLDIER'S FORTITUDE

At 3rd level, you can carry twice the normal load for your Strength without becoming encumbered, your Constitution saving throws to resist exhaustion (e.g. forced marching) are advantaged, you can go without sleep for 3 days without risking exhaustion, and you never suffer any penalty from sleeping in armor.



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CAMPAIGNING

At 7th level, you can appraise military units, encampments, and fortifications. This requires anywhere from 1 minute to 1 hour of observation or interaction. You can determine at least one of these details of your choice (and possibly more with your DM's permission):

- Name of the unit and its history.
- Name of the commanding officer and his or her reputation.
- Number of soldiers and siege equipment.
- Morale of the unit or camp.
- Overall weather and terrain readiness.
- Presence of elite fighting forces.
- Status of any supply lines/caravans.

Also, add your proficiency bonus to your attack rolls when using siege weapons.

BONUS FIGHTING TALENT

At 10th level, gain a bonus Fighting Talent of your choice.

TRUE GRIT

At 15th level, you gain the ability to shake off conditions temporarily. When you are affected by a condition, you may use True Grit as a reaction to delay yourself from suffering the effects of that condition for a number of rounds equal to your Constitution modifier (minimum 1). After the time has elapsed, you suffer from the condition as normal. You must take a short or a long rest before using True Grit again.

SURVIVOR

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

WARLORD

Warlords see the battle from above, the long tide of strategic moves and countermoves playing out before them. Masters of military tactics, leaders of men, and frontline commanders, these fighters leave their mark on the political landscape of the world. Almost inevitably, they find themselves at the head of armies and in the company of kings and queens. Many warlords, though not all, are of lawful alignment. They favor no weapons in particular, viewing their companions as the greatest weapons in their arsenal.



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Level	Warlord Features
3	Commanding Aura, War Horn
7	Rallying Word
10	Followers
15	Warlord's Surge
18	Eve of Battle?

COMMANDING AURA

At 3rd level, when you or an ally within 10 feet of you spends Inspiration, they add your Charisma modifier to their attack roll, saving throw, or ability check.

At 18th level, the range of this aura increases to 30 feet.

WAR HORN

At 3rd level, you gain a mighty horn which you can blow to emit a sound audible to all within a mile. Your war horn has a distinctive sound and appearance which marks it as belonging to you. Blowing it grants advantage to the morale checks of allies and disadvantage to the morale checks of enemies. While you possess your war horn, your Charisma checks to command troops are advantaged.

RALLYING WORD

At 7th level, you can take an action to issue a rallying word to an ally who can hear you within your aura. That ally rises from prone, can make a saving throw against any ongoing effects they're suffering from, and gains temporary hit points equal to 1d10 + your Charisma modifier. You may use Rallying Word once per each companion in your party. Once you have used Rallying Word on a given companion you must take a long rest before you can use it on them again.

At 15th level your Rallying Word grants temporary hit points equal to 2d10 + your Charisma modifier.

FOLLOWERS

At 10th level, you gain followers. You can use the tables below to generate your followers, rolling once for the leader, an elite unit, and your troops. Your DM has the final say over what kinds of followers fit his or her campaign. Generally your followers don't accompany you on adventures, instead attending to other matters as you direct.

LEADER (1d100)

1-40	Bandit Captain or Berserker (CR 2)
41-75	Knight or Veteran (CR 3)
76-95	Knight or Veteran (CR 3) with plate and warhorse
96-99	Custom-made NPC (CR 4) with magic items
100	DM's option

ELITE UNIT (1d100)

1-10	10 heavy cavalry: Thugs (CR 1/2) with plate, shield, lance, and longsword, mounted on warhorses with plate barding
11-20	10 templars: Acolytes (CR 1/4) with chain mail, longsword, and longbow
21-30	15 irregulars: Thugs (CR 1/2) with leather armor, shield, battle axe, and longsword
31-40	15 wardens: Scouts (CR 1/2) with scale, shield, longsword, spear, and longbow
41-65	20 crossbowmen: Scouts (CR 1/2) with studded leather, shortswords, and heavy crossbows
66-99	30 shock troops: Thugs (CR 1/2) wearing plate, shield, longword, and spear
100	DM's Option (pegasi cavalry, eagle riders, gnomish siege engineers, etc.)

TROOPS (1D100)*

1-50	20 cavalry with ring mail, shield, 3 javelins, longsword, and hand axe; 100 infantry with scale mail, halberd, and club
51-75	20 infantry with splint mail, morning star, and hand axe; 60 infantry with leather, pike, and shortsword
76-90	40 infantry with chain mail, heavy crossbow, and shortsword; 20 infantry with chain mail, light crossbow, and trident
91-99	10 cavalry with splint mail, shield, lance, longsword, and mace; 20 cavalry with scale mail, shield, lance, longsword, and mace; 30 cavalry with studded leather, shield, lance, and longsword
100	DM's option (barbarians, armed peasants, subdued monsters, centaur cavalry, etc.)

*Troops use Guard (CR 1/8) base stats

EVE OF BATTLE

At 18th level,

WARLORD'S SURGE

At 15th level, when you use Action Surge, you may choose to sacrifice any number of your attacks in order to bolster your allies. For each attack you sacrifice, you confer one of the following benefits of your choice on all allies within your aura:

- Allies can Dash or Disengage for free.
- Allies can take the Dodge action for free.
- Allies gain advantage on their next single attack against one target you designate (as if you used the Help action).

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