

FIGHTER (VARIANT)

I've redesigned the fighter with the following goals:

1. **Non-combat Options:** "Heroic Deeds" present class features focused on roleplay and exploration that embody your evolving story as you level.
2. **Speed Up Combat:** "Deathbringer" offers an incentive for the player to consolidate multiple attacks into one, helping to speed up combat and encouraging dramatic finishing blows. "Weapon Expertise" offers a similar option to consolidate attacks for a special effect.
3. **Diversity of Play Styles:** Players have different preferences for complexity level and play style with fighters. For example, a player desiring a simpler experience can ignore "Weapon Expertise" without losing any effectiveness, while a player desiring more complexity can find combos between "Weapon Expertise" and a Battle Master's maneuvers. "Iron Guard" allows for a variety of builds based on actions and reactions, not just Second Wind. "Warrior's Multiattack" offers ways to emulate AD&D fighters and 4th edition defenders, alongside Action Surge.
4. **Differentiate the Fighter:** With other martial classes receiving Fighting Style and Extra Attack, it's hard to see the fighter's uniqueness. "Weapon Expertise" makes weapon choice interesting and impactful for fighters. "Mastered Fighting Style" helps to distinguish a fighter's Fighting Style from that of other martial classes.
5. **Fixes:** There are gaps in the fighter's progression at 2nd, 3rd, and 5th level compared to other martial classes, which my redesign addresses. Also, "Fortitude" replaces Indomitable (which is both inferior to monk's Diamond Soul and feels hit-or-miss), mirroring the rogue's Evasion feature.
6. **Better Capstone:** The 20th level "Extra Attack" is moved to 17th level, emulating cantrip damage. In its place, 20th level "Legendary" gives the fighter off-turn actions like a legendary monster.



CLASS FEATURES

This variant is compatible with published subclasses for the fighter.

The Champion subclass is heavily redesigned.

HIT POINTS

Hit Dice: 1d10 per Fighter level

Hit Points at 1st level: 10 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Strength, Constitution

Skills: Choose 3+your Intelligence modifier from Acrobatics, Airways, Animal Handling, Athletics, Craft, Commerce, Dungeoneering, Endurance, History, Insight, Intimidation, **Perception**, *Persuasion*, Riverways, Roadways, Seamanship, Streetwise, and Survival

FIGHTER (VARIANT) LEVEL ADVANCEMENT

Level	Proficiency Bonus	Class Features	Heroic Deeds
1st	2	Fighting Style, Iron Guard	—
2nd	2	Heroic Deeds, <u>Opportunity Attack</u> , Warrior's Multiattack	1
3rd	2	Martial Archetype, Weapon Expertise	1
4th	2	Ability Score Improvement	1
5th	3	Extra Attack, Deathbringer	2
6th	3	Ability Score Improvement	2
7th	3	Martial Archetype feature	3
8th	3	Ability Score Improvement	3
9th	4	Fortitude	4
10th	4	Martial Archetype feature	4
11th	4	Extra Attack (2)	4
12th	4	Ability Score Improvement	5
13th	5	Fortitude (2 uses), Mastered Fighting Style	5
14th	5	Ability Score Improvement	5
15th	5	Martial Archetype feature	6
16th	5	Ability Score Improvement	6
17th	6	Extra Attack (3), Fortitude (3 uses)	6
18th	6	Martial Archetype feature	7
19th	6	Ability Score Improvement	7
20th	6	Legendary	7

FIGHTING STYLE

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.

ADAPTIVE FIGHTING*

When fighting in an environment where you lack the appropriate speed or appropriate weapon type, your attacks do not suffer disadvantage due to the environment or weapon (e.g. climbing on a cliff; flying in zero-gravity; facing an enemy with an astral speed on the Astral Plane; a greatsword in a cramped space; swimming while not wielding a dagger, short sword, spear, javelin, dart, crossbow, or trident).

ARCHERY

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

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

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 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

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.

QUICKDRAW*

You gain a +2 bonus to your initiative rolls, and if you are not surprised when rolling initiative you may draw a weapon at the start of combat.

SUPERIOR TECHNIQUE

You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a

thrown weapon, you gain a +2 bonus to the damage roll.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

VERSATILE FIGHTING*

While wielding a *versatile* weapon in two hands, you can use your bonus action to give it reach on your next attack this turn.

While wielding a *versatile* weapon in one hand, you can use your bonus action to gain +2 AC against the next melee attack against you, until the start of your next turn.

IRON GUARD

You've trained in a particular method of maintaining your guard during combat. When your guard is "broken", you must finish a short or long rest before you can use it again. Choose one of the following:

BULWARK

While you are wearing medium or heavy armor, or wielding a shield, when you take the Ready **action** or use an **action** to equip a shield, you become immune to damage equal to or less than the sum of your Constitution modifier and your proficiency bonus (e.g. a fighter with 14 Constitution at 5th level would be immune to attacks or effects dealing 5 damage or less). This lasts for one minute, after which your guard is broken.

PARRY

When you would be hit by a melee attack made by an attacker you can see, you can parry the blow using your **reaction** so long as you are wielding a weapon or shield. Reduce the attack's damage by an amount equal to 1d10 + your proficiency bonus. However, if you take any damage from an attack you parried, your guard is broken.

SECOND WIND (REVISED)

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 expend a Hit Die and regain hit points equal to 1d10 + your Constitution modifier + your Fighter level. Using your second wind breaks your guard.

2ND LEVEL: OPPORTUNITY ATTACK

At 2nd level, you gain the ability to make opportunity attacks.

WARRIOR'S MULTIATTACK

At 2nd level, choose one of the following: Action Surge, Against the Horde, or Stalwart Defender.

ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take on additional action on top of your regular action and a possible bonus 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 Action Surge twice before a rest, but only once on the same turn.

AGAINST THE HORDE

When you use the Attack action, you may forgo your normal attacks to make one attack against each creature with Challenge Rating 1/2 or less within reach. The number of attacks you can make in this manner equals your Fighter level, but you make one attack roll and compare it to the AC of all the creatures. You may move in between these attacks as normal. However, if you select an opponent with a CR greater than this, your attack comes to an abrupt halt.

At 8th level, this increases to Challenge Rating 1 or less. At 11th level, this increases to Challenge Rating 2 or less. At 14th level, this increases to Challenge Rating 3 or less. At 17th level, this increases to Challenge Rating 4 or less.

STALWART DEFENDER

You have trained to threaten enemies attempting to evade you. Your opportunity attacks no longer require a reaction, though you can only make one opportunity attack against a given creature in a round. The maximum number of opportunity attacks you can make in one round is equal to your proficiency bonus. Additionally, while you are not incapacitated, you can

make an opportunity attack against a creature that moves more than 5 feet while within your reach.

Starting at 17th level you have advantage on your opportunity attack rolls.

HEROIC DEEDS

Starting at 2nd level, you gain a heroic deed, reflecting your adventures. You gain additional heroic deeds at levels 3, 5, 7, 9, 12, 15, and 18. Each heroic deed may only be selected once, unless otherwise noted.

Armiger	Improvised Tool
Boon Companion	Martial Mentor
Burden Bearer	Master Smith
Campaigning	Merrymaker
Cohort	Mount Care
Commanding Presence	Peacemaker
Common Touch	Rejected by Death
Destiny	Remarkable Athlete
Friend of the [Race]	Signature Item
Hero of the Games	Trophy
Heroic Endurance	Woodcutter
Hidden Backstory	Wound Binding

ARMIGER

You are well-versed in stories of magical armaments. When making an Intelligence check to recall lore about magical weapons or armor, and when attempting to attune to such items you gain advantage.

BOON COMPANION

You've grown especially close to one of your traveling companions. This grants both of you several benefits:

- You always have a sense of your companion's state, both emotionally and in terms of health.
- You can use the Help action while within 30 feet to grant your boon companion a saving throw against an effect that allows ongoing saves to resist it.
- When you roll initiative, you and your companion may swap initiatives if you both wish.
- When either of you casts a spell or uses a class feature that would benefit only themselves, it also benefits the other if they are within 30 feet.

Special: This deed may be selected multiple times.

BURDEN BEARER

You can shoulder the burdens that weigh heavy on your friends. Double the maximum weight you can pull/push/lift.

CAMPAIGNING

You've learned to appraise military units, encampments, and fortifications. This requires anywhere from 1 minute to 1 hour of observation or interaction, as determined by your DM. Choose to learn a number of the following equal to your proficiency bonus:

- 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.

COHORT

You've gained the services of a loyal cohort. Your cohort uses the Sidekick rules. When helping you don or doff armor, the time is halved. They can also use their own action to equip you with a shield.

COMMANDING PRESENCE

You've led forces into mass combat. Creatures under your command gain advantage on morale checks, and if they're called to make a saving throw against fear they can use your save instead of their own.

COMMON TOUCH

Everyday folk find it easy to relate to you, and their default reaction to you is Friendly unless they have a compelling reason to feel otherwise.

DESTINY

You are destined to leave a lasting mark on the world, and though divinations confirm this, 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 have advantage. Choose one of the following destinies, or create your own with your DM:

- Chosen One – You are destined to be imbued with power by a deity or otherworldly entity.
- Kingslayer – You are destined to slay a tyrant.
- Once and Future Sovereign – You are destined to claim a throne that is conquered, vacant, or forgotten.
- Tragic Hero – You are destined to suffer a terrible setback due to your flaw, but rise to victory after.
- The Seeker – You are destined to discover a mythical creature, land, or magic weapon.

FRIEND OF THE [RACE]

Choose a race of creatures – such as elves, dwarves, hobgoblins, giant eagles, or stone giants – who you befriended or performed a great service for. Gain advantage on your Charisma checks when interacting with members of that race. If the GM is uncertain how a NPC of that race would respond to you, their default attitude is Friendly. Additionally, you learn their language.

Special: This deed may be selected multiple times.

HERO OF THE GAMES

When engaging in a prizefight or an athletic game like jousting or charioteering, you have advantage on your ability checks.

HEROIC ENDURANCE

Prerequisite: Proficiency in Endurance

You were pushed to the limits of mortal endurance and you persevered. You suffer no penalty from sleeping in light or medium armor. Additionally, once per day after a short rest you may reduce your exhaustion level by one.

HIDDEN BACKSTORY

Choose a second Background. This might reflect a storied life, deep cover, dying and being resurrected, recovering from amnesia, or burying these skills due to some tragedy or personal vow. Share your story with your companions.

IMPROVISED TOOL

You can use weapons as improvised tools, within reason. Apply your proficiency bonus to any ability checks made with a weapon, such as hewing a door with an axe, performing a scimitar dance, or spear-hunting fish.

MARTIAL MENTOR

During a short or long rest, you can introduce the basics of handling a specific martial weapon, a specific suit of armor, or shields to one companion. That companion gains proficiency in the corresponding weapon, armor, or shield until their next short or long rest.

MASTER SMITH

Gain proficiency in Craft (smith's tools). During downtime, halve the amount of time it takes you to craft arms and armor, whether they are magical or nonmagical. Additionally, when inspecting arms and armor you recognize the culture it came from, and potentially the name of the smith.

MERRYMAKER

The joy you spread at feasthalls and taverns is sung about by bards. Gain advantage on any checks involving feasting and drinking. When carousing during downtime add your Fighter level.

MOUNT CARE

Prerequisite: Proficiency in Animal Handling

During a short rest, you can care for up to 8 mounts, allowing the mounts to spend Hit Dice to heal during a short rest. They regain extra hit points equal to your proficiency modifier for every hit die spent.

When used during a long rest you can procure mounts for yourself and up to 7 companions.

#PEACEMAKER#

when you begin interacting with a creature that you are not currently in combat with, so long as you and that creature share a language, you can initiate a parlay with it. This may involve coming to terms, interrogation, trading, or any number of other interactions. You may only engage in a parlay with one creature or group of similar creatures at a time.

If the creature is indifferent or friendly, but is aware of your fighting prowess, you may add your proficiency bonus to the first Charisma check you make with that creature.

If the creature is hostile, should it breach the terms of the parlay and initiate violent action, you may make one attack against the creature as a reaction before it acts, so long as you are not surprised.

REJECTED BY DEATH

Prerequisite: Must have been raised from the dead
You have advantage on your death saving throws, and when you would die you may challenge Death to a game of wits with your soul in the balance.

REMARKABLE ATHLETE

Prerequisite: Proficiency in Athletics

You gain a climbing and swimming speed equal to your walking speed, and your jumping distance is doubled.

SIGNATURE ITEM

You are known for a specific item, such as a sword, a signet, a helmet, or shield. This item becomes imbued with magic through your heroism over the course of your adventures. While you have 1-4 Fighter levels, the item is magical and gains a minor magical property (DMG 143). While you have 5-10 Fighter levels, it also grants a +1 bonus to AC, +1 attack and damage, or another minor magical property. While you have 11-16 Fighter levels, this bonus increases to +2 or gain

a +1 bonus to another of these categories. While you have 17-20 Fighter levels, this bonus increases to +3 or gain a +1 bonus to another of these categories.

TROPHY

You've learned how to keep trophies taken from monstrous foes. When not engaged in combat, you can make a Charisma (Intimidation) check against creatures of a similar type to frighten them. Any creature against whom your check succeeds becomes frightened. This lasts for one 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.

WEAPONS COLLECTOR

You've collected an array of weapons from defeated foes, and train to wield them. When you undertake training during a week of downtime, you may learn how to use a new weapon.

WOODCUTTER

Wood wise and handy with an axe, you are skilled in identifying types of wood and felling trees. Gain Survival proficiency. Wooden creatures (plants, constructs, casters benefiting from *barkskin*) suffer vulnerability to damage from your axe attacks. Likewise, when using an axe to chop down a wooden door or barricade, you deal double damage. When you wield a Handaxe it gains the Vex property. When you wield a Greataxe, it gains the Cleave property.

WOUND BINDING

During a short rest, you can expend one use of a healer's kit to expertly bind your wounds or the wounds of a willing creature. You or that creature gains advantage on any Hit Dice spent to heal at the end of the short rest.

WEAPON EXPERTISE

Starting at 3rd level, when you wield a weapon, you can use it to perform expert techniques.

CLEAVE

When you wield a **battleaxe, glaive, great sword, greataxe, halberd, or longsword**, you can use your Action to make a Cleave attack. You make a melee attack with the weapon against two creatures both within your reach, using one attack roll and comparing it to both the creature's ACs. However, after making a Cleave attack you cannot use a reaction until the start of your next turn.

When you reach 5th level as a fighter, you may attack three creatures within your reach when using Cleave. When you reach 11th level as a fighter, you may attack four creatures within your reach when using Cleave. When you reach 17th level as a fighter, you may attack five creatures within your reach when using Cleave.

DEEP SLASH

When you wield a **dagger**, **handaxe**, **rapier**, **scimitar**, **shortsword**, or **sickle**, you can use an Action to make a Deep Slash attack. A creature hit takes damage as normal, but starts bleeding, taking 1d4 damage of the same type at the start of its next turn. If the creature receives magical healing or a creature uses an action to make a DC 10 Wisdom (Medicine) check to staunch the blood, it is no longer bleeding. However, if you miss on a Slash attack, the target gains advantage on its next attack against you before the end of its next turn.

When you reach 5th level as a fighter, the creature continues bleeding until it succeeds a Constitution saving throw at the end of its turn. The DC of this save is 8 + your proficiency bonus + your Dexterity or Strength modifier. At 11th level as a fighter, increase the bleeding damage to 1d6. At 17th level as a fighter, conventional Medicine will no longer staunch the flow of blood.

PIN DOWN

When you wield a **hand crossbow**, **heavy crossbow**, **light crossbow**, **longbow**, or **short bow**, you can use an Action to make a Pin Down attack. A creature you hit takes damage as normal and has its speed reduced by 10 feet until the end of its next turn.

When you reach 5th level as a fighter, you reduce the creature's speed by 20 feet. At 11th level as a fighter, you reduce the creature's speed by 30 feet. At 17th level as a fighter, you reduce the creature's speed by 40 feet. If this reduces its speed below 0, then it takes the remainder as piercing damage.

RUSH

When you wield a **javelin**, **lance**, **pike**, **spear**, or **trident**, you can use an Action to make a Rush attack. Move at least 20 feet straight toward a creature and make a melee attack with your weapon against two creatures that you pass within reach of. If you do not have 20 feet of movement left, or cannot move 20 feet (e.g. due to difficult terrain), you cannot use make a Rush attack.

When you reach 5th level as a fighter, you may attack three creatures along your path when using Rush.

When you reach 11th level as a fighter, you may attack four creatures along your path when using Rush. When you reach 17th level as a fighter, you may attack five creatures along your path when using Rush.

SMASH

When you wield a **club**, **great club**, **light hammer**, **mace**, **maul**, **morningstar**, **warhammer**, or **war pick**, you can use an Action to make a Smash attack. Multiply your Strength modifier by your proficiency bonus when adding to the damage of your attack. However, reduce your place in initiative by -5. If this would reduce your initiative below 0, you cannot make a Smash attack.

TOPPLE

When you wield a **flail**, **quarterstaff** or **whip**, you can use an Action to make a Topple attack. If you hit the target, as a bonus action you can make a Shove attempt to knock it prone.

When you reach 5th level as a fighter, the target takes 1d6 bludgeoning damage when knocked prone. When you reach 11th level as a fighter, increase the damage the target takes when knocked prone to 2d6 and rising from prone after being toppled requires all of the target's movement (not half). When you reach 17th level as a fighter, increase the damage the target takes when knocked prone to 3d6 and if the creature rises from prone before the end of its next turn, it provokes opportunity attacks.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and against at 8th, 12th, 14th, 16th, and 19th levels, 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 over 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice (instead of once) when 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 17th level in this class.

DEATHBRINGER

Starting at 5th level, you can make a devastating finishing blow. Before rolling to attack, you can choose

to sacrifice any of your additional attacks granted by Extra Attack to deliver a deathbringer blow, gaining +1 to hit and an additional die of damage corresponding to your weapon (e.g. +1d10 for a longsword wielded with two hands, or +2d6 for a great sword) per attack sacrificed. This bonus is cumulative, so an 11th level Fighter sacrificing two attacks would gain +2 to hit and two additional damage dice on their single attack (e.g. +2d10 for a longsword wielded with two hands, or +4d6 for a great sword).

Additionally, if your attack would reduce the enemy to a number of hit points equal to your Fighter level or less, you instead reduce them to 0 hit points.

FORTITUDE

Starting at 9th level, when you fail a saving throw against an effect dealing damage, you may choose to take half damage. You can't use this feature again until you finish a long rest.

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

MASTERED FIGHTING STYLE

At 13th level, choose one fighting style which you know and modify it according to the improved version below.

ADAPTIVE FIGHTING MASTERY

You can make a check to navigate an unusual environment as a bonus action (e.g. balancing on a log during a duel, maintaining control of a wild pegasus while Dodging lightning, swimming against the current while fighting sahuagin).

ARCHERY MASTERY

Increase your attack bonus with ranged weapons to +3. Additionally, if you Ready an action to make an attack with a ranged weapon, you gain advantage on your attack roll.

BLIND FIGHTING MASTERY

You blindsight increases to a range of 30 feet. Additionally, you do not need to be able to see a hostile creature in order to make an opportunity attack against them or Dodge their attacks; you only need be aware of their presence.

DEFENSE MASTERY

Your AC bonus while you are wearing armor increases to +2. Additionally, you can restore your guard (see Iron Guard) as an Action once per short or long rest.

DUELING MASTERY

Your bonus to damage when Dueling increases to +4.

GREAT WEAPON MASTERY

When you reroll a damage die while using Great Weapon Fighting, treat any result of 2 or lower as a 3.

Additionally, if you roll the maximum damage possible for the weapon you're wielding, you can push the enemy 5 feet away from you and knock it prone, if it's no more than one size larger than you.

INTERCEPTION MASTERY

When you use Interception, you reduce the damage the target takes by 2d10 + your proficiency bonus.

PROTECTION MASTERY

When you use this fighting style, apply disadvantage on *all* attacks rolls the creature makes against your ally until the end of your ally's next turn.

TECHNIQUE MASTERY

Increase your superiority die to a d8, gain an additional superiority die, and learn an additional maneuver of your choice from among those available to the Battle Master archetype.

THROWN WEAPON MASTERY

You gain a +1 bonus to attacks made with thrown weapons, and being within 5 feet of a creature of a hostile creature doesn't impose disadvantage on your ranged attack rolls with thrown weapons.

TWO-WEAPON MASTERY

When you make an opportunity attack, you can attack with both your main hand and offhand weapons. When you forgo attacking with your offhand weapon on your turn, until the start of your next turn you may use your reaction to increase your AC by 2 against one melee attack made against you by a creature that you can see.

UNARMED MASTERY

Your unarmed strike damage increases to 1d8 + your Strength modifier, or d10 if you strike with two free hands. Additionally, the damage you can deal to a grappled creature increases to 2d4.

VERSATILE MASTERY

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LEGENDARY

At 20th level, you gain 2 legendary actions, choosing from the options below. Once you choose your 2 legendary actions, they do not change. Only one legendary action can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Charge. You move half your speed in a straight line towards a creature that you can see.

Command Ally. You target one ally you can see within 30 feet of you. If the ally can see and hear you (and understands your language), it can make one weapon attack as a reaction.

Maneuver. You make a Disarm, Grapple, or Shove attempt.

Shake It Off. You roll a saving throw against an ongoing effect that usually only allows a saving throw at the start or end of a turn.

Weapon Attack. You make one weapon attack.



CHAMPION (REVISED)

With a bit of luck, a lot of pluck, and a heart of gold, you're the adventurer who never quits. Armed with nothing but a trusty weapon and strong will, you refuse to let your friends falter even in the darkest hour.

3RD: IMPROVED CRITICAL

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

At 15th level, this improves to allowing a critical hit on a roll of 18-20.

3RD: WORDS OF ENCOURAGEMENT

Starting at 3rd level, you can take one minute to encourage a wounded ally with half or fewer of their maximum hit points. They may expend a number of Hit Dice equal to your proficiency bonus, rolling as normal and gaining that number of temporary hit points for one hour. You must take a short or long rest before using this feature again.

7TH: ADDITIONAL HEROIC DEED

At 7th level, gain one additional heroic deed.

10TH: FLEXIBLE FIGHTING STYLE

At 10th level, choose an additional Fighting Style. After a long rest, you may replace this Fighting Style you know with another Fighting Style available to you.

15TH: DETERMINATION

Starting at 15th level, you can attempt to use physical prowess to break through magical effects that are otherwise physically impassable. As an action, you can make a Strength (Athletics) check against the spell save DC of the caster to attempt to force your way through magical barriers or effects. On a success, you can move up through the effect, spending four feet of movement for each foot moved through the effect.

18TH: 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.