

Racial Fighter Archetypes

Dwarven Shield

This is the pinnacle of dwarven resilience in battle. It is the stuff heroes are made from.

Dwarven Weapon Training

Beginning when you choose this archetype at 3rd level, add 2 to the total damage roll when you hit with a battleaxe, a handaxe, a light hammer or a warhammer.

Dwarven Stamina

After 7th level, you can break the limit of 20 when increasing your Constitution ability score.

Larger than Life

At 10th level, you can add your proficiency bonus to any Constitution check you make that doesn't already use your proficiency bonus.

Dwarven Tactics

At 15th level, you have learned how to use your size efficiently to defend against larger creatures. Add 2 to your AC when you are in melee combat against a creature that is two size categories larger than you.

Dwarven Fortitude

At 18th level, you are immune to poison.

Elven Sentinel

The Sentinels are an elite force that guards the elven forests. They seldom leave their homelands so almost nobody knows their existence.

Elven Weapon Training

Beginning when you choose this archetype at 3rd level, if you are equipped with weapons described in your Elf Weapon Training racial trait you can add 5 to your initiative roll.

Improved Elven Senses

Starting at 7th level, your darkvision increases by 60 feet. Additionally, your proficiency bonus is doubled when you make a Perception (Wisdom) check.

Tireless Vigil

At 10th level, you don't need to trance. You still need to take short or long rests to benefit from them but the time periods for these rests are halved.

Quickling

At 15th level, you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash or the Disengage action.

Gift of the Fey

At 18th level, you are immune to being charmed.

Halfling Thorn

Halfling fighters are always underestimated in combat, until you face a Thorn.

Halfling Weapon Training

Beginning when you choose this archetype at 3rd level, you gain a +2 bonus to hit with weapons that have the light property.

Halfling Agility

Starting at 7th level, you can add your proficiency bonus to any Dexterity check you make that doesn't already use your proficiency bonus.

Breakthrough

At 10th level, you can move through the space of any creature without provoking opportunity attacks.

Against all odds

At 15th level, whenever you roll a 1, reroll the die until you roll something other than 1 and use that number.

Fearless

At 18th level, you are immune to being frightened.

Tiefling Hellknight

Hellknights manage to awaken the hellish properties of their infernal blood without the intervention of Asmodeus. Nobody has confirmed it, but Asmodeus doesn't like it.

Devil's Sight

Beginning when you choose this archetype at 3rd level, magical darkness doesn't impede your darkvision.

Devil's Legacy

Starting at 7th level, you can cast hellish rebuke and darkness twice per day. You can cast darkness with no material components.

Devil's Resistance

At 10th level, you have resistance to bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered.

Enhanced Devil's Legacy

At 15th level, you can cast hellish rebuke and darkness three times per day.

True Hellish Resistance

At 18th level, you are immune to fire damage.

Aasimar Warhelm

Warhelms are aasimars that become martial champions by relying on their celestial origins.

Angelic Detection

Beginning when you choose this archetype at 3rd level, you can cast the detect evil and good spell once per day.

Healing Touch

Starting at 7th level, your Healing Hands feature can additionally cure disease, blindness, deafness and poison. You can use it twice per day.

Celestial Force

At 10th level, you can use your Radiant Soul, Radiant Consumption or Necrotic Shroud feature twice per day and you can inflict the extra damage twice per round with a weapon.

Flying Justice

At 15th level, when you are holding a melee weapon, you can use your action to command your weapon to fly to a target up to 30 feet away, make one attack and return to your hands. The flying weapon's attack and damage roll is the same as if you were holding the weapon.

Celestial Immunity

At 18th level, you are immune to radiant and necrotic damage.

Gnome Mindwall

Mindwalls are gnome fighters that have exceptionally trained minds. They may not be good all round fighters, but but they excel against mind attacks.

Basic Mind Training

Beginning when you choose this archetype at 3rd level, you gain proficiency in Intelligence saving throws.

Closed Mind

Starting at 7th level, you are telepathically inaccessible. Nothing can establish communication with your mind. However, this ability doesn't stop spells like dominate person from working. It just doesn't enable a telepathic link. The detect thoughts spell also works because it doesn't need a telepathic link.

Strong Persona

At 10th level, your alignment, personality and Intelligence, Wisdom and Charisma scores can't be magically or psionically changed. Additionally, you can't be possessed.

Basic Will and Personality Training

At 15th level, you gain proficiency in Wisdom and Charisma saving throws.

Mind Vault

At 18th level, you are immune to psychic damage.