

## THE FIGHTER (REVISED)

Level	Proficiency Bonus	Features
1st	+2	Art of War, Fighting Style
2nd	+2	Action Surge, Discipline
3rd	+2	Advanced Training
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Art of War Feature
7th	+3	Innured to War
8th	+3	Ability Score Improvement
9th	+4	Indomitable
10th	+4	Art of War Feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	–
14th	+5	Art of War Feature
15th	+5	Peerless Athlete
16th	+5	Ability Score Improvement
17th	+6	–
18th	+6	–
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (4)

## CLASS FEATURES

As a concierge, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d12 per fighter level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per fighter level after 1st

### PROFICIENCIES

**Armor:** All armor, Shields

**Weapons:** All Martial and Simple

**Tools:** Artsian's tools

**Saving Throws:** Strength or Dexterity, Constitution

**Skills:** Choose three from Athletics, Acrobatics, Intimidation, Deception, Persuasion, Perception, Sleight of Hand, Stealth, Survival

### ART OF WAR

Beginning at 1st level, you may pursue one of the following Art of War. This selection grants additional features at 6th, 10th, and 14th level. The Arts available to the fighter include *Barbarian*, *Eldritch Knight*, *Paladin*, *Ranger*, and *Rogue*.

### DISCIPLINE

Beginning at 2nd level, you have advantage on saving throws versus the frightened condition. In addition, you add your proficiency bonus to these saving throws, as if you were proficient in the save.

### ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one 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 it twice before a rest, but only once on the same turn.

### 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.

### ARCHERY

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

## CLOSE QUARTERS SHOOTER (UA)

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

## PARRY

While you're wielding a melee weapon in two hands, you can use your reaction to increase your AC by your proficiency bonus until the beginning of your next turn.

## 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.

## MARINER (UA)

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.

## TWO-WEAPON FIGHTING

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

## BLIND FIGHTING (UA)

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

## INTERCEPTION (UA)

When a creature you can see hits a target that is 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.

## ADVANCED TRAINING

As a fighter, you're well-versed in martial combat and are adept with wide variety of armor and shields. You know how to best maximize the protective value of these implements, and you know how to move quickly to avoid damage if you're not protected by them.

Beginning at 3rd level, you gain the listed benefits when using one of the items listed below.

- **Armor:** If you're wearing armor of any kind, you gain resistance to non-magical bludgeoning, piercing, and slashing damage. If the armor is magical, then this resistance applies to magical bludgeoning, piercing, and slashing damage.

- **Shield:** If you use a shield, you can attempt to block an attack's damage. As a reaction to taking damage, you can ignore the damage. When you do so, your shield loses 1 point from its AC bonus. If the shield's AC bonus drops to 0, the shield is broken and becomes useless. Magical shields that have at least 1 point of AC bonus remaining regenerate all lost AC bonuses at the end of a short rest.
- **Unarmored:** If you choose to go without armor, your speed increases by 10 feet and you have advantage on Dexterity checks and saves. If an effect would deal half damage on a successful Dexterity save, you instead suffer no damage.

## ABILITY SCORE IMPROVEMENT

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

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.

## INNURED TO WAR

Beginning at 7th level, you gain immunity to the frightened condition.

## INDOMITABLE

Starting at 9th level, as a reaction to failing a saving throw, you can roll 1d6 and add the bonus to the saving throw result, potentially allowing you to succeed on the save.

## PEERLESS ATHLETE

Beginning at 15th level, whenever you roll an Athletics or Acrobatics check and the result is 9 or lower, you treat the result as if it were a 10.

## ART OF WAR

Fighters come from all walks of life, and are as varied as the martial disciplines they practice. Listed below are five Art of War options available to the fighter class.

## BARBARIAN

The Barbarian is a terrifying fusion of muscle and fury. Whereas some fighters rely on their training to see them through the chaos of combat, Barbarians revel in the carnage.



## RAGE

Beginning at 1st level, Barbarians are able to enter into a rage. This bloodlust state grants the Barbarian a number of benefits:

- A +2 bonus on melee damage rolls.
- Advantage on Strength checks and saving throws.
- Temporary hit points equal to your Constitution modifier at the beginning of each of your turns.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

A Barbarian may rage twice per long rest at 1st level, three times at 10th level, and four times at 18th level. Additionally, a Barbarian may also expend one use of Action Surge to gain another use of this feature before taking a long rest.

## UNARMORED DEFENSE

Also beginning at 1st level, a Barbarian not wearing armor has an AC equal to 10 + Dexterity modifier + Constitution modifier. A Barbarian may still use a shield and gain this benefit.

## BRUTAL CRITICAL

Beginning at 6th level, whenever a Barbarian scores a critical hit with a melee weapon attack, the attack deals one additional die of damage.

At 14th level, this becomes two additional dice of damage.

## JUGGERNAUT

At 10th level, when you use your Indomitable class feature, you roll 1d8 rather than 1d6.

## GREATER RAGE

Beginning at 14th level, the bonus damage from your Rage feature increases to +4, and the temporary hit points you gain each round increase to twice your Constitution modifier.

## PALADIN

Some fighters, in their moments of greatest need, find themselves favored by the gods. Granted divine power, they're able to overcome seemingly insurmountable odds.

## DIVINE RESERVES

Paladins are able to muster their resolve and turn certain defeat into a miraculous victory.

Beginning at 1st level, you can use a bonus action and heal a number of hit points equal to five times your fighter level. You do not need to use all this healing at one time, and can heal as little as 1 point of damage per use.

Once these Divine Reserves are expended, you must finish a long rest to replenish the pool of healing.

## DIVINE SENSE

You see people differently, almost as if you can sometimes get a glimpse of their soul. As an action and until the end of your next turn, you can tell if anyone within 60 feet of you has a pure or tainted soul. Good alignments register as pure, while evil ones register as tainted. Neutral characters feel neither pure nor tainted.

In addition, you can sense the presence of any celestial, fiend, or undead in the same range, even if these creatures are disguised as humanoids. These souls feel particularly radiant, foul, or corrupted (in the case of undead).

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

## DIVINE SMITE

Beginning at 6th level, you're able to infuse some of your Divine Reserves into your attacks. Whenever you successfully hit with a melee weapon attack, you may sacrifice any number of points of healing from your Divine Reserves and apply an equal amount of bonus damage to the attack. The damage of the entire attack becomes radiant rather than the weapon's normal damage type.

The only limit to how much bonus damage you can apply to a single attack is how much healing remains in your Divine Reserves.

## SHARED BLESSING

Beginning at 10th level, a Paladin can apply their Indomitable class feature to any ally within 30 feet of them. Using Indomitable in this way still consumes the Paladin's reaction this turn.

## HALLOWED SOUL

Starting at 14th level, a Paladin is suffused with divine energy. This grants the Paladin perfect health, making him immune to all diseases (magical or otherwise) and all poisons (including both the condition and damage type).

## RANGER

All too often, war makes its way to the homeland. Be the threat from pillaging orcs, a merciless warlord, or even a mighty dragon, it matters little. The Ranger knows his home, and that gives him a great advantage when tackling these invaders. And as he learns the tactics and vulnerabilities of these foes, the Ranger is able to apply such knowledge outside his home turf.

## FAVORED ENEMY

Beginning at 1st level, the Ranger has significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, giants, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

At 14th level, these bonuses increase to +4.

### NATURAL EXPLORER

Waging wars of attrition has honed your ability to move quickly over uneven landscapes while keeping your wits about you. You gain the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative checks.
- You can travel stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

In addition, you are skilled at navigating the back country even in a group. You gain the following benefits when traveling for an hour or more in a group:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.

### FLEET OF FOOT

Beginning at 6th level, you can use the Dash action as a bonus action.

### OVERWHELMING ODDS

You've been the underdog in a fight, and yet you're still alive. The Ranger is adept at handling overwhelming odds.

Beginning at 14th level, you gain either the Volley or Whirlwind Attack features.

### VOLLEY

You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

### WHIRLWIND ATTACK

You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

## ROGUE

Not all fighters fight fair. Some are always looking for the upper hand in a fight, even if that advantage comes from a dirty trick. The Rogue is well acquainted with such tactics.

## EXPLOIT WEAKNESS

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. When you successfully hit a creature with a finesse or ranged weapon attack that you have advantage on, you deal an extra 1d6 damage to the target.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

## EXPERTISE

At 1st level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

## CUNNING ACTION

Starting at 6th level, you can use your bonus action to feint in combat. The first attack you make on your turn has advantage.

## EVASIVE

Beginning at 10th level, a Rogue is difficult to pin down. Opportunity Attacks against you are always made with disadvantage.

## CRIPPLING BLOW

Beginning at 14th level, you can deliver particularly nasty strikes. Once per turn, when you have advantage against a creature and both d20 rolls would result in a hit, you can attempt to apply one of the following conditions to the target:

- Stunned
- Restrained
- Poisoned
- Deafened
- Blinded

The target must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failed save, the condition ends at the beginning of the target's next turn. If one of the d20 rolls was a critical hit, the condition instead ends at the beginning of your next turn.

## ELDRITCH KNIGHT

A rare few fighters succeed in blending martial prowess with arcane power. Called Eldritch Knights or sometimes Spellswords, these fighters charge across the battlefield, swinging blades and slinging fire.

## CANTRIPS

The Eldritch Knight gains access to the most basic of wizard spells, cantrips. Beginning at 1st level, you know three cantrips from the wizard spell list. Intelligence is your casting ability for these cantrips.

## ELDRITCH SIGHT

Also beginning at 1st level, you gain the ability to cast *detect magic* at will.



### **BLENDED FORM**

Starting at 6th level, when you make a weapon attack, you can cast a cantrip as a bonus action.

In addition, you gain one additional cantrip of your choice from the wizard's spell list.

### **TELEPORTER**

Beginning at 10th level, when you move in combat, up to half of your movement may ignore difficult terrain, Opportunity Attacks, and any terrain or environmental obstacles (such as water, lava, poison clouds, etc).

### **ARCANE AEGIS**

Starting at 14th level, you have advantage on saving throws against spells that target only you.

In addition, you gain another cantrip from the wizard's spell list.