

Alternate Fighter

A young human guard quietly slipped past his comrades out the back door of the armory where the townsfolk were hiding. A gang of bandits had come upon the village suddenly that morning, and their captain had issued a challenge. If a warrior from the town could best him in single combat, his gang of bandits would leave peacefully. Though the young man had only joined the town guard one season ago, he could already best every other guardsman with the sword. Much to the surprise of the townsfolk, he drew his sword, muttered a prayer, and stepped forward to defend his home.

A graying female dwarf surveyed the enemy camp as the sun began to set. Along with three of her most loyal soldiers, she had come to the edge of the enemy encampment with the intent to rout the army or die in the process. In a fully pitched battle, the small band of dwarves she commanded would stand no chance against this great host. However, if her small group of elite soldiers followed her orders to the letter, they had a chance to cut the head off the army before it came to all out battle. For what could be her final mission, she gripped the haft of her battleaxe and gave the order to move out.

The flamboyant half-elven gladiator paused for a moment, basking in the roar of the crowd. He remembered his first gladiatorial match in a dirty and cramped arena, surrounded by drunken pirates and slavers. Now he performed for the king and queen amidst the bustle of the largest city in the kingdom. The time to savor this moment was over, and in a flash, he wheeled around and plunged his gilded spear into the heart of his opponent, ending what would be the final fight of his gladiatorial career and earning his freedom.

Masters of the Battlefield

Not every member of the city watch, the village militia, or the queen's army is a fighter. Even veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are not considered true fighters. Born with an innate talent with weaponry, and a keen battle instinct, true fighters cannot resist the call of battle and adventure.

Dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter. Something deep within them compels them to seek out conflict and throw themselves into the midst of it. Often champions of fair play, competition, and feats of physical might, fighters make for loyal friends and deadly foes.

The Armaments of War

Every fighter can swing an axe, fence with a rapier, cut down a foe with a longsword, and use a bow with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Fighters wield their weapons and armor of choice as an extension of their very self, becoming beautiful yet deadly whirls of sharpened steel on the battlefield.

Though every fighter can wield all types of weapons with ease, their similarities end there. Some choose to pursue immense physical might, crushing those that stand against them with heavy blows. Some prefer to strike from afar, slaying foe with deadly bow and arrow. Others use their knowledge of battle to coordinate their allies. Others still choose to augment their martial abilities with arcane spells. No matter their style of combat, every fighter is deadly in their own way.

Creating Your Fighter

As you build your fighter, think about 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? 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 could be factors.

Quick Builds

You can make a multitude of different characters with the Alternate Fighter presented here. Select the soldier background for your fighter, and follow the suggestions below for examples of fighters:

Melee Fighter

Make your Strength and Constitution your highest ability scores. Choose the mercenary background, and start with this equipment: chain mail, greatsword, shield, handaxes, dungeoneer's pack.

Ranged Fighter

Make your Dexterity and Constitution your highest ability scores. Choose the outlander background, and start with this equipment: leather armor, longbow, two shortswords, explorer's pack.

Class Features

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: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: One set of artisan's tools of your choice

Saving Throws: Strength, Constitution

Skills: Choose two skills from the following list:

Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Stealth and Survival

Equipment

You start with the following equipment.

- (a) chain mail or (b) leather armor, a longbow, 20 arrows
- (a) martial weapon and shield or (b) two martial weapons
- (a) light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Optional Rule: Multiclassing

If your group uses the optional multiclassing rule from the *Player's Handbook*, here's what you need to know if you choose the fighter as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a 13 in either Strength or Dexterity to take a level in this class, or to take a level in another class if you are already a fighter.

Proficiencies. If fighter isn't your initial class, you gain proficiency with light armor, medium armor, shields, all simple weapons, and all martial weapons.



The Fighter

Fighter Level	Prof. Bonus	Class Features	Maneuvers Known	Superiority Die Size	Superiority Dice
1st	+2	Fighting Style, Second Wind (x1)	—	—	—
2nd	+2	Combat Superiority	2	d6	2
3rd	+2	Know Your Enemy, Martial Archetype	2	d6	2
4th	+2	Ability Score Improvement	2	d6	2
5th	+3	Extra Attack (x1)	3	d6	3
6th	+3	Action Surge (x1)	3	d6	3
7th	+3	Martial Archetype Feature	3	d8	3
8th	+3	Ability Score Improvement	3	d8	3
9th	+4	Indomitable (x1)	4	d8	4
10th	+4	Martial Archetype Feature	4	d8	4
11th	+4	Extra Attack (x2)	4	d8	4
12th	+4	Ability Score Improvement	4	d8	4
13th	+5	Indomitable (x2)	5	d10	5
14th	+5	Second Wind (x2)	5	d10	5
15th	+5	Martial Archetype Feature	5	d10	5
16th	+5	Ability Score Improvement	5	d10	5
17th	+6	Action Surge (x2), Indomitable (x3)	6	d10	6
18th	+6	Martial Archetype Feature	6	d10	6
19th	+6	Ability Score Improvement	6	d12	6
20th	+6	Extra Attack (x3)	6	d12	6

Fighting Style

At 1st level, you adopt a particular style of fighting that best represents your training with the armaments of war. You gain a Fighting Style of your choice from the options listed below.

In addition, whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace your Fighting Style with another Fighting Style of your choice.

Archery

You are a master marksman, striking from afar. You gain a +2 bonus to attack rolls you make with ranged weapons.

Blind Fighting

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

Close-Quarters Shooter

When you make a ranged attack targeting a creature within 5 feet of you, you do not have disadvantage on the attack roll.

If you make a ranged attack against a creature within 5 feet, you can use a bonus action to strike the creature with your ranged weapon, dealing 1d4 bludgeoning damage on hit.

Defense

You have honed your defensive abilities. While you are wearing armor, you gain a +1 bonus to your Armor Class.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to weapon damage rolls.

Featherweight Fighting

You are an expert at staying on your toes, and moving quickly about the battlefield. As long as you are not wearing medium or heavy armor or using a shield, and only wielding light weapons, you gain a +2 bonus to your damage rolls with light weapons, and your movement speed increases by 10 feet.

Finesse Fighting

You have trained in the classical art of light swordplay. When not wearing heavy armor, and you are wielding a finesse weapon with nothing in your other hand, you gain a +2 bonus to your attack rolls, and a +1 bonus to your Armor Class.

Grappler

When you hit a creature with a melee weapon attack, you can attempt to grapple them as a bonus action. You must have a free hand to initiate the grapple.

In addition, you can drag a grappled creature up to your full movement speed if they are your size or smaller.

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.



Improvised Fighting

You are a master of fighting dirty and underhanded. You gain proficiency with improvised weapons. Once per turn, when you make an attack using a non-magical improvised weapon, you can choose to roll the damage die twice and take the higher damage roll. When you do this the improvised weapon is destroyed and rendered useless for any further attacks.

Interception

As a reaction, when a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can reduce the damage the target takes by 1d10 + your proficiency bonus. You must be wielding a shield, a simple weapon, or a martial weapon in order 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 impose disadvantage on the attack roll as a reaction. You must be wielding a shield.

Mariner

You have trained to fight on, around, and in the water. As long as you are not wearing medium or heavy armor or using a shield, you have a swimming speed equal to your movement speed, and you gain a +1 bonus to your Armor Class.

Mounted Warrior

Once per turn, when you hit a creature with a melee attack while riding a mount, you can force the target to make a Strength saving throw. Save DC = 8 + your proficiency bonus + your Strength modifier. On a failure, it is knocked prone.

Superior Technique

You learn one maneuver of your choice from the list at the end of this class. If the maneuver requires the target to make a saving throw, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You also gain one superiority die, which is a d6. To use one of your maneuvers you must expend this die. You regain your expended superiority die when you finish a short or long rest.

When you gain the Combat Superiority feature at 2nd level, the maneuver and superiority die you gained don't count against your number of Maneuvers Known or Superiority Dice, and your superiority die scales with your other dice.

Thrown Weapon Fighting

You can draw a weapon with the thrown property as part of the attack you make with it. 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 take the Attack action while engaging in two-weapon fighting, you can make one additional attack with your off-hand weapon, in place of the normal bonus action attack, adding your ability modifier to the damage.

Unarmed Fighting

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

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

Versatile Fighting

When wielding a versatile weapon, you gain a +1 bonus to attack rolls when wielding it one-handed, and a +1 bonus to damage rolls when wielding it two-handed.

In addition, as a bonus action you can use your free hand to make an unarmed strike, shove attack, or don or doff a shield.

Second Wind

You can draw upon your impressive well of stamina to fight through pain that would cause lesser warriors to waiver. Starting at 1st level, you can use a bonus action on your turn 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.

Starting at 14th level, you can use this feature twice before you must finish a short or long rest.

Combat Superiority

Beginning at 2nd level, your skill with the armaments of war sets you apart from other warriors, even other adventurers. This skill with arms is represented with special maneuvers that you can use in combination with your attacks, and are fueled with a pool of special superiority dice. See the end of this class description for a list of maneuvers.

Superiority Dice

At 2nd level, you gain two superiority dice, which are d6's, that represent your skill in battle. To use a maneuver you must expend one of these dice, and you regain all expended superiority dice when you finish a short or long rest.

As you gain fighter levels, you gain more superiority dice, and your superiority dice increase in size, as indicated in the Superiority Dice and Die Size columns of the fighter table.

Maneuvers Known

At 2nd level, you learn two maneuvers of your choice from the list of maneuvers at the end of this class description. The Maneuvers Known column of the Fighter table shows when you learn more maneuvers of your choice.

Additionally, when you gain a level in this class, you can choose one of the maneuvers you know and replace it with another maneuver of your choice.

Saving Throws

If a maneuver requires a creature to make a saving throw, your maneuver saving throw DC is calculated as follows:

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

Know Your Enemy

Beginning at 3rd level, As an action, choose a creature that you can see within 60 feet, and one of its attributes from the following list: its Strength, Dexterity, or Constitution score, Armor Class, current hit points, or proficiency bonus. You learn if the creature is your equal, superior, or inferior in regards to the attribute you chose.

Once you target a creature with this ability, you cannot target that same creature again until you finish a long rest.

Upon reaching 14th level in this class, you can use this feature as either an action or bonus action on your turn.



Martial Archetype

At 3rd level, a fighter gains the martial archetype feature. Choose the archetype that represents your fighter's martial training: Arcane Knight, Champion, Commander, Guardian, Guerrilla, Marksman, Pact Warrior, Quartermaster, Swordsage, or Tinker Knight.

At the end of this document are also included Alternate Rules for the officially published martial archetypes: the Cavalier, Samurai, Arcane Archer, Echo Knight, Psi Warrior, and Rune Knight.

The martial archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Archetype Maneuvers

Your archetype grants you signature maneuvers. When you learn a new maneuver, you can choose from your archetype list in addition to the maneuvers from the base class.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, You cannot increase one of your ability scores 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.

When you reach 11th level, you can attack three times each time you take the Attack action, and at 20th level, you can attack four times each time you take the Attack action.

Action Surge

Your martial skill allows you to perform almost supernatural feats in battle. Starting at 6th level, you can push yourself beyond your mortal limits. On your turn, you can use choose to take one additional action as part of your current turn.

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 this feature twice per rest, but only once per turn.

Indomitable

Your determination allows you to succeed where others would fail. Beginning at 9th level, when you fail a saving throw, you can choose to re-roll that saving throw, possibly turning a failure into a success. Once you have turned a failure into a success, you must finish a long rest before you can use this feature again.

This feature can be used twice between long rests starting at 13th level, and three times starting at 17th level.

Maneuvers

Listed below are the maneuvers available to the Alternate Fighter. When you gain a level, you can choose one of the maneuvers you know, and replace it with another maneuver of your choice.

Ambush

When you make a Dexterity (Stealth) check or roll for initiative, you can expend one superiority die and add the result to the roll, provided you aren't currently surprised or incapacitated.

Bait and Switch

When you start your turn, or move within 5 feet of a willing creature, you can expend one superiority die to switch places with that creature, provided you spend 5 feet of movement and the creature isn't incapacitated. This movement doesn't provoke opportunity attacks.

Until the start of your next turn, either you or the creature you switched places with gains a bonus to their Armor Class equal to your superiority die roll.

Blinding Shot

As a bonus action on your turn, you can expend a superiority die and throw sand or dirt at a creature within 5 feet and force them to make a Constitution saving throw. On a failed save, the creature takes damage equal to your superiority die roll and is blinded until the start of your next turn.

Brace

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

Chokehold

While you are grappling a creature, you can use your action to expend a superiority die and force the creature to make a Strength saving throw. On a failed save, the creature takes bludgeoning damage equal to your superiority die plus your Strength modifier and is restrained until the grapple ends.

Commanding Presence

Whenever you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one superiority die and add the result of the roll to the ability check.

Concussive Blow

When you hit with a creature with an unarmed strike you can expend a superiority die and force them to make a Constitution saving throw. On a failed save, the creature is stunned until the start of your next turn.

Crippling Strike

When you hit a creature with a weapon attack, you can expend a superiority die to hamper its movement. You add the superiority die to the attack's damage roll, and the it must make a Constitution saving throw. On a failure, it's movement speed is reduced to 0 until the start of your next turn.

Dirty Strike

When you hit a creature with a weapon attack, you can expend a superiority die and target a vulnerable point. Add the superiority die to the damage roll, and the creature must make a Constitution saving throw. On a failed save, the creature cannot take reactions and its movement speed is halved until the start of your next turn.

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 damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose at its feet.



Distracting Strike

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature. 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 on your turn, you can expend one superiority die, rolling the die and adding the number rolled to your Armor Class until the end of your current turn.

Feat of Strength

When you make a Strength check or saving throw, you can expend a superiority die and add it to the result of your roll.

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 before the end of your turn. If the attack hits, add the superiority die to the attack's damage roll.

First Aid

As an action, you can expend a superiority die and touch a conscious and willing creature within 5 feet. As a reaction, that creature can expend one of its own Hit Die to regain hit points equal to its Hit Die roll plus your superiority die roll.

Once a creature gains the benefits of this healing it must finish a short rest before it can do so again.

Goading Attack

When you hit a creature with a weapon attack, you can expend one superiority die to goad the target into attacking you. Add the superiority die to your 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.

Lightstep

When you make a Dexterity (Sleight of Hand or Stealth) check, you can expend a superiority die and add it to your roll.

Lunging Attack

When you make a melee weapon attack, you can expend one superiority die to increase the attack's reach by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Parry

As a reaction, when you are targeted by a melee attack, you can expend one superiority die, adding the result of the superiority die roll to your Armor Class against the attack.

Precision Attack

When you make a melee weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this maneuver before or after making the attack roll, but before you know if your attack hits the target.

Quick Toss

As a bonus action, you can expend a superiority die and make a ranged attack with a thrown weapon, drawing the weapon as part of the attack. On hit, add the superiority die to the damage roll.

Rally

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of your allies. Choose one creature who can see or hear you. It gains temporary hit points equal to the superiority die + your Charisma modifier.

Restraining Strike

When you hit a creature with a weapon attack, so long as you have a free hand, you can expend a superiority die to attempt to grapple the target. You add the superiority die to your Strength (Athletics) check to grapple the creature.

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.

Scholar's Insight

Whenever you make an Intelligence (Arcana), Intelligence (History) or Intelligence (Religion) check, you can expend one superiority die and add it to the result of your roll.

Scout's Cunning

When you make a Wisdom (Medicine), Wisdom (Survival) or Intelligence (Nature) check, you can expend one superiority die and add the superiority die to the result of your 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.

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.



Martial Archetypes

The following archetypes are available to the fighter: Arcane Knight, Champion, Commander, Guardian, Guerrilla, Marksman, Pact Warrior, Quartermaster, Swordsage, or Tinker Knight.

Also included Alternate Rules for the official Cavalier, Samurai, Arcane Archer, Echo Knight, Psi Warrior, and Rune Knight.

Arcane Knight

Fighters who become Arcane Knight seek to enhance their martial skill with arcane magic. Compared to other spellcasters, these elite arcane warriors know few spells. However, what they lack in arcane knowledge they make up for with their deadly skill with the armaments of war. Arcane Knights all have the same goal; combine their knowledge of magic and martial skills into a deadly force.

Spellcasting

When you adopt this archetype at 3rd level, you learn to augment your martial abilities with arcane spells.

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

Spell Slots. The Arcane Knight Spellcasting table shows how many spell slots you have to cast your 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 two 1st-level spells from the arcane knight spell list. The Spells Known column of the Arcane Knight Spellcasting table shows when you learn more spells of 1st-level or higher. Your spells must be of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known another spell from the arcane knight spell list. The spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your arcane knight spells, since you commit the few potent spells you know to memory. You use your Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast or make an attack roll with.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

Weapon Bond

At 3rd level, you learn to create a magical bond between yourself and a weapon through a 1-hour ritual. You must touch the weapon throughout the ritual, and at the conclusion you forge the bond.

You cannot be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can use a bonus action to summon it, instantly teleporting it to your hand. In addition, your bonded weapon can be used as a spellcasting focus for your arcane knight spells.

You can have up to two weapons bonded at one time, they must be summoned one at a time. If you bond a third weapon, you must break the bond with one of the other two.

Arcane Knight Spellcasting

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

War Magic

You can seamlessly weave minor spells with your weapon attacks. Beginning at 7th level, whenever you take the Attack action on your turn, you can cast one of your arcane knight cantrips in place of one making a weapon attack.

Enchanted Strikes

Your weapon attacks undercut a creature's resistance to your spells. Beginning at 10th level, when you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell cast by you, before the end of your next turn.

Arcane Surge

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

Improved War Magic

You are a master of spell and sword. Starting at 18th level, when you take the Attack action on your turn, you can cast an arcane knight spell in place of one of your weapon attacks.

Optional Rule: Spellcasting Ability

This subclass represents the most common type of Arcane Knight. If your Arcane Knight draws from a different source of power, you can replace the arcane knight spell list with that of the wizard.

Some Arcane Knights even known to draw upon divine or natural magic for their spellcasting. If your Arcane Knight is one such warrior, use Wisdom, in place of Intelligence, for your Spellcasting Ability, and replace the Arcane Knight spell list with either the cleric or druid spell list.



Arcane Knight Spell List

Here's the list of spells you consult when you learn an Arcane Knight spell. It is organized by spell level, not character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

Cantrips (0-Level)

blade ward
booming blade
chill touch
control flames
firebolt
green-flame blade
gust
light
lightning lure
mold earth
resistance
shape water
shocking grasp
sword burst
thunderclap
true strike

1st-Level

absorb elements
armor of arcane ice
burning hands
chromatic orb
compelled duel
earth tremor
frost fingers
hellish rebuke
mage armor
magic missile
protection from good and evil
searing smite
shield
thunderous smite
thunderwave

2nd-Level

arcane scorcher
branding smite
darkness
flame blade
gust of wind
magic weapon
protection from poison
scorching ray
shatter
shadow blade
warding wind

3rd-Level

blinding smite
counterspell
dispel magic
elemental weapon
fireball
lightning bolt
magic circle
minute meteors
protection from energy
tiny hut

4th-Level

banishment
death ward
fire shield
freedom of movement
ice storm
resilient sphere
staggering smite
storm sphere

Arcane Knight Maneuvers

The following maneuvers are only available to fighters of the Arcane Knight archetype. Arcane Knights overcome their foes by combining their martial skill with arcane enchantments.

Arcane Smite

When you hit a creature with a weapon attack, you can expend a superiority die to deal additional force damage to the target equal to one roll of your superiority die + your spellcasting modifier.

Empowered Spell

When you cast a spell, you can expend a superiority die to increase the damage of that spell. You gain a bonus to one of the spell's damage rolls equal to one roll of your superiority die.

Spell Guard

As a reaction, when a creature targets you with a spell attack, you can expend one superiority die, adding the result of the superiority die roll to your Armor Class against the attack.



Champion

While most fighters seek to improve their martial prowess by mastering advanced combat techniques, or augment their fighting styles with arcane magic, Champion fighters focus on improving their raw physical might. These imposing figures strive to maintain peak physical condition through constant training. Drawing upon their inherent might Champions rain devastating strikes down upon those who would dare raise arms against them or their cause.

Champions often find themselves as the elite warriors of monarchs, deities, and other institutions. These impressive warriors strive to embody the virtues of the cause or ideal they fight for. The most dedicated Champions are even willing to lay down their lives in the service of something greater than themselves.

Crushing Blow

When you adopt the Champion archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

You also learn the Brutal Strike maneuver, but it doesn't count against your number of Maneuvers Known.

Remarkable Athlete

Your intense physical training allows you to perform athletic feats that would be impossible for most mortals. Starting at 7th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already include your proficiency bonus.

In addition, when you make a running high or long jump, the distance you can jump increases by a number of feet equal to your Strength modifier (minimum of 1 foot).

Additional Fighting Style

Your raw skill in battle even surpasses that of most other fighters. At 10th level, you learn an additional Fighting Style from the list in the fighter class description.

Improved Crushing Blow

Your strikes decimate any who stand against you. Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor

Your physical might and dedication to your ideals makes you hard to kill. Beginning at 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, if you have no more than half of your hit points remaining, you regain hit points equal to 5 + your Constitution modifier.

You do not gain the benefits of this feature if you begin your turn with 0 hit points.

Champion Maneuvers

The following maneuvers are available only to fighters of the Champion archetype. Champions focus on overwhelming their foes with powerful blows and raw physical strength.

Brutal Strike

When you hit a creature with a melee weapon attack, you can expend one superiority die to deal additional damage of the weapon's type to the target. Roll your superiority die twice, and add the results to the damage roll of the 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 against your Maneuver Save DC. On a failed save, the creature is frightened of you until the end of your next turn.

Pushing Attack

When you hit a creature with a weapon attack, you can expend one superiority die to drive the target back. 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 against your Maneuver Save DC. On a failed save, the target is pushed back up to 15 feet away from you.

The Alternate Champion

The Champion subclass presented here is an alternate version of the Champion archetype from the *Player's Handbook*. This version meant to allow the player more meaningful choices, both in and out of combat, while retaining the simplicity of the subclass. The Alternate Champion here is a great choice for both new and experienced players alike!



Commander

Not all fighters rely solely on themselves in battle, some use their knowledge of battlefield tactics to coordinate their allies. Commanders are those who lead the men from the front, issuing orders and inspiring greatness in others by their own brave deeds. While skilled in their own right, a true Commander leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.

Art of War

Your status as a Commander comes with the skills to navigate high society. At 3rd level, you gain proficiency in either History, Insight, Investigation, or Persuasion.

You also learn the Commander's Strike maneuver, but it doesn't count against your number of Maneuvers Known.

Rallying Cry

Beginning at 3rd level, you learn to inspire your allies to fight through injury. When you expend a superiority die to use your Commander's Strike maneuver, the target creature gains temporary hit points equal to your fighter level.

In addition, when you use Second Wind, you can choose three creatures within 60 feet. Targets regain hit points equal to your superiority die roll plus your fighter level, as long as they can see or hear you. Any hit points a creature would gain over their hit point maximum become temporary hit points.

Strategic Command

Also at 7th level, your skill as a Commander increases. Once per turn, you can use the Commander's Strike maneuver without expending a Superiority Die.

When used in this way, the target of Commander's Strike does not gain any bonus to their attack's damage roll.

Heroic Surge

Your heroic action inspires your allies in combat. Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 30 feet that can see or hear you. That creature can use their reaction to immediately move up to their speed without provoking opportunity attacks. At the end of their movement, as part of this same reaction, they can make one weapon attack, or take the dodge action.

Starting at 18th level, this feature can affect two creatures within 30 feet each time you use your Action Surge feature.

Inspiring Commands

Starting at 15th level, your words lift the spirits of those you command. When you expend one of your superiority dice to use a maneuver that targets a friendly creature, that creature has advantage on the next attack roll, ability check, or saving throw they make within the next minute.

Commander Maneuvers

The following maneuvers are available only to fighters of the Commander archetype. Commanders focus on defeating their foes through teamwork and carefully planned strategies.

Commander's Strike

When you take the Attack action on your turn, you can forgo one of your attacks and 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.

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.

Tactical Assessment

When you make an Intelligence (History), an Intelligence (Investigation), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the result of your ability check.

The Alternate Banneret

The Commander is an alternate version of the Banneret from the *Sword Coast Adventurer's Guide*. The mechanics have been improved while retaining the identity of the battlefield commander.



Guardian

Guardians are elite fighters whose true strength shows when defending or fighting side by side with an ally. Skilled with weapons of all types, they are especially deadly with a protective style of fighting that utilizes a weapon and shield. They coordinate with their allies, becoming a deadly unit on the battlefield.

When alone, a Guardian is a minor threat, but when fighting alongside powerful allies they become impenetrable walls of flesh and steel. If a Guardian warrior decides to block your path, it is best to find another way around.

Defensive Stance

Beginning at 3rd level, so long as you are wielding a shield, you can enter a defensive stance to defend nearby allies.

As a bonus action, you can expend a superiority die to enter a defensive stance, which lasts for 1 minute. It ends early if you are incapacitated, if you doff your shield, or you choose to end it as a bonus action on your turn. While in your defensive stance your movement speed is reduced by 10 feet, and you gain the following benefits:

- Friendly creatures of your choice within 5 feet of you gain a +1 bonus to their Armor Class.
- When a creature within 5 feet is hit with an attack, you can use your reaction to become the target of that attack. If the triggering attack would hit you, then you take the damage as if you had been the original target.
- When you take the Attack action, you can use a bonus action on that turn to make a special attack with your shield. On hit, your shield attack deals bludgeoning damage equal to 1d4 + your Strength modifier.

Tactical Signals

Starting at 3rd level, you learn a form of communication unique to Guardians. You can communicate simple ideas to other creatures that can see you as long as you have a free hand and they understand your symbols.

You can teach one creature of your choice your tactical hand signals over the course of each short or long rest.

Rallying Wind

You can rally your allies to hold in formation. Starting at 7th level, when you use your Second Wind feature, friendly creatures of your choice within your defensive stance immediately gain temporary hit points equal to your fighter level, replacing any temporary hit points they already have.

Stalwart Defender

Your defensive tactics stand out among elite warriors. At 10th level, you gain an additional Fighting Style, chosen from styles often employed by Guardians. You gain either the Defense, Interception, or Protection Fighting Style. You can't select a Fighting Style that you have already learned.

Also, when you roll initiative, you can immediately enter your defensive stance without expending a superiority die.

Improved Defensive Stance

You have improved your defensive technique so that you may better defend nearby allies. Starting at 15th level, creatures within the area of your defensive stance gain the benefits of half cover in place of the bonus to their Armor Class.

Bastion

You have mastered the fighting techniques of the Guardian warrior. Beginning at 18th level, the benefits of your defensive stance and Guardian Maneuvers can affect friendly creatures of your choice within 10 feet of you.

Guardian Maneuvers

The following maneuvers are available only to fighters of the Guardian archetype. Guardians focus on defending their allies and holding their position against overwhelming odds.

If you are currently wielding a shield then you can use your Guardian Maneuvers on a creature within 5 feet of you.

Heart of Steel

As a bonus action on your turn, you can expend one superiority die immediately granting yourself temporary hit points equal to two rolls of your superiority die.

Immovable

When you are forced to make a Strength saving throw, or a saving throw to resist being grappled, knocked prone, or moved against your will, you can expend a superiority die and add it to the result of the saving throw.

Iron Skin

When you are hit with a weapon attack, you can expend a superiority die to reduce the damage taken by an amount equal to two rolls of your superiority die.



Guerrilla

When warlords and conquerers need a mission executed with utmost precision, they turn to the Guerrillas within their ranks. Sometimes known as commandos, specialists, or marines, these elite warriors all possess the same resolute determination to overcome any obstacle in their path.

Whether harsh terrain, vicious monsters, enemy soldiers, or powerful spellcasters, nothing short of death itself can cause the willpower of a Guerrilla warrior to waver.

Guerrilla Training

When you adopt the Guerrilla archetype at 3rd level, you are trained in the skills necessary to overcome any obstacle. You gain proficiency in two of the following skills of your choice: Acrobatics, Athletics, Perception, Stealth, or Survival.

When you reach 7th level in this class, you gain two more proficiencies from the list above. If you choose the same skill that you chose at 3rd level, you add double your proficiency bonus to any ability check you make with that skill.

Adaptable Superiority

Your training has allowed you a flexibility in technique and style not seen in other fighters. Starting at 3rd level, when you finish a long rest, you can replace one of the maneuvers you know with another maneuver of your choice.

In addition, you learn a maneuver of your choice from the list of Guerrilla Maneuvers. This additional maneuver doesn't count against your total number of Maneuvers Known.

By Land or Sea

You have trained to succeed in any environment. Upon reaching 7th level, you gain one of the following features of your choice. You gain the second feature at 10th level.

Alpine Combatant. You steel yourself for battle at great heights. You gain a climbing speed equal to your movement speed, and as a reaction, you can reduce any falling damage you take by an amount equal to your fighter level.

Mobile Combatant. You have trained to move about the battlefield unscathed. Your movement speed increases by 10 feet, and when you are targeted by an opportunity attack, you can impose disadvantage on the attack roll as a reaction.

Marine Combatant. You prepare for amphibious combat. You gain a swimming speed equal to your movement speed, and while underwater, you can hold your breath for up to 1 hour and your attacks are not made at disadvantage.

Combat Versatility

Starting at 10th level, when you finish a long rest, you can replace your Fighting Style with another Fighting Style of your choice from the list in the fighter class description.

Unwavering

Beginning at 15th level, when you use your Second Wind feature you gain the following benefits, in addition to the normal benefits granted by Second Wind:

- You regain one of your expended superiority dice.
- Your level of exhaustion, if any, is reduced by 1.
- You can add double your proficiency bonus to your next Strength, Dexterity, or Constitution ability check.

Elite Versatility

Upon reaching 18th level, you can use your Adaptable Superiority Versatility feature to replace one of your maneuvers, and your Combat Versatility feature to replace your Fighting Style at the end of each short or long rest.

Guerrilla Maneuvers

The following maneuvers are available only to fighters of the Guerrilla archetype. Guerrilla fighters focus on adapting to their surroundings and overcoming any obstacles that stand between them and their goals.

Adapt

When you make a Strength (Athletics) or Dexterity (Acrobatics) check, or a Constitution saving throw to resist the negative effects of a hostile environment, you can expend one superiority die and add the superiority die to the result of the ability check or saving throw.

Improvise

When you make an ability check that doesn't include your proficiency bonus, you can expend one superiority die and add the superiority die to the ability check.

Overcome

When you are reduced to 0 hit points but not killed outright, you can use your reaction to expend 1 superiority die and make a Constitution saving throw. The save DC equals 10 or half the damage you take, whichever number is higher. On a successful save, you drop to 1 hit point instead.



Marksman

Marksman dedicate themselves to improving their accuracy and precision with ranged weapons of all kinds. They back up their deadly skill with unshakable confidence and an unmistakable swagger. Relying on speed and precision, there are few challenges a Marksman cannot overcome.

Bonus Proficiencies

When you adopt the Marksman archetype at 3rd level, you gain the confidence that comes with the your skill set. You gain proficiency in two of the following skills of your choice: Deception, Perception, Persuasion, or Sleight of Hand.

Steady Aim

You can quiet your body so as to fire with deadly accuracy. Starting at 3rd level, if you haven't moved during your turn, you can use a bonus action to take aim, granting you the following benefits until the end of your current turn:

- Your movement speed is reduced to 0 feet.
- Until you hit a creature with a ranged weapon attack, you have advantage on all ranged weapon attack rolls.
- When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Cunning Shot

Your experience as a marksman allows you to identify and exploit the weak points of your enemies. Beginning at 7th level, any attack that you make with a ranged weapon ignores any resistances or reductions to piercing damage.

Quickdraw

You react to danger at a moment's notice. Starting at 7th level, you add your proficiency bonus to initiative rolls.

Grin and Bear It

Beginning at 10th level, when you use Second Wind, your speed increases by 10 feet and opportunity attacks against you are made at disadvantage until the end of your turn.

Reliable Shot

No matter how impossible the shot may seem, you are always ready to fire with precision. Starting at 15th level, you ignore the disadvantage imposed at your weapon's long range.

In addition, once per turn, when you have advantage on a ranged weapon attack, you can forgo advantage and make one additional ranged weapon attack against the same target.

Deadeye

Your marksmanship is supernatural in its precision. Starting at 18th level, your Steady Aim lasts for 1 minute, and you have advantage on all ranged weapon attacks while it is active. Your Steady Aim only ends early if you move.

Gunpowder & Firearms

If your game uses the rules for firearms from the *Dungeon Master's Guide*, and your Marksman has been exposed to the workings of such weapons, you are considered proficient with all firearms.

Marksman Maneuvers

The following maneuvers are available only to fighters of the Marksman archetype. Marksman focus on defeating their foes from afar with deadly accuracy and barrages of attacks.

Piercing Shot

When you hit a creature with a ranged weapon attack, you can expend one superiority die to deal additional damage of the weapon's type to the target. Roll your superiority die twice, and add the results to the damage roll of the attack.

Precision Shot

When you make a ranged weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this maneuver before or after making the attack roll, but before you know if your attack hits the target.

When you use this maneuver, you ignore the disadvantage imposed at your weapon's long range.

Volley

As an action, you can expend one superiority die to fire a volley of arrows at a point you can see within your weapon's range. Creatures within 5 feet of that point must make a Dexterity Saving throw. They take piercing damage equal to two rolls of your superiority die on a failure, and half damage on a success. You must have enough ammunition to hit each target within the area in order to use this maneuver.



Pact Warrior

Those who walk the dark path of the Pact Warrior are driven by an overwhelming desire to destroy the great evils of the world. Those especially dedicated, those willing to give up anything, are often approached by Eldritch Powers, beings of otherworldly might. These mysterious and powerful benefactors offer great arcane power in return for a fraction of the warrior's soul or unquestioning fealty.

Pact Warriors are pure utilitarians, willing to accept evil, so long as it leads to the destruction of what they perceive to be a greater evil. Willing to sacrifice their eternal soul for eldritch power, Pact Warriors are fearsome foes in battle.

Pact Magic

At 3rd level, the bargain you have struck with your Patron allows you to cast spells, much like a warlock does.

Cantrips. You learn one cantrip of your choice from the warlock spell list. Upon reaching 10th level in this class you learn one additional warlock cantrip of your choice.

Spell Slots. The Pact Warrior Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots; all of your spell slots are the same level. To cast one of your warlock spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, as a 7th level Pact Warrior, you have two 2nd-level spell slots from your Pact Warrior Spellcasting. To cast the 1st-level spell *hellish rebuke*, you must spend one of those slots, and you cast *hellish rebuke* as a 2nd-level spell.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Pact Warrior Spellcasting table shows when you learn more warlock spells of 1st-level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

When you reach 7th level, for example, you learn a new warlock spell of your choice, which can be 1st or 2nd-level.

When you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell of your choice from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability, when setting the saving throw DC, and when making a spell attack roll.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

Pact Warrior Spellcasting

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

Eldritch Power

Also at 3rd level, you gain certain eldritch abilities depending on the source of your power. Choose a Patron from the Eldritch Power Table below. You gain proficiency in the corresponding skill, and learn the corresponding cantrip.

The table also lists the source book for each Patron. *Player's Handbook (PHB)*, *Sword Coast Adventurer's Guide (SCAG)*, *Xanathar's Guide to Everything (XGE)*, *Tasha's Cauldron of Everything (TCoE)*, or *laserllama (LL)*.

Eldritch Power

Patron	Skill	Cantrip	Source
Archfey	Deception	<i>vicious mockery</i>	PHB
Celestial	Religion	<i>spare the dying</i>	XGE
Coven	Arcana	<i>primal savagery</i>	LL
Fathomless	Nature	<i>frostbite</i>	TCoE
Fiend	Religion	<i>control flames</i>	PHB
Genie	Arcana	<i>minor illusion</i>	TCoE
Great Old One	Insight	<i>message</i>	PHB
Great Wurm	History	<i>thaumaturgy</i>	LL
Hexblade	Athletics	<i>sword burst</i>	XGE
Sphinx	Investigation	<i>guidance</i>	LL
Titan	History	<i>mold earth</i>	LL
Undying	Religion	<i>chill touch</i>	SCAG
Wild Hunt	Survival	<i>druidcraft</i>	LL



Sanguine Offering

You can sacrifice your own vitality to your Patron for increased martial power. Starting at 3rd level, when you hit a creature with a melee weapon attack, you can expend one of your fighter Hit Die to deal an additional 2d10 necrotic damage, in addition to the normal damage of your weapon.

Otherworldly Step

Beginning at 7th level, you can draw upon the sinister power gifted to you by your Patron to slip through cracks in reality. As an action on your turn, you can expend a superiority die to teleport up to 60 feet to an unoccupied space that you can see. If you appear within 5 feet of another creature, you can make one melee weapon attack against that creature as part of the same action.

Eldritch Strikes

The eldritch magic within your blood seeps into your weapon strikes, undercutting resistance to spells. Starting at 10th level, 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.

Improved Sanguine Offering

You have learned to restore your own vitality by inflicting suffering on others. Beginning at 15th level, when you use your Sanguine Offering ability to empower a weapon attack with at least one Hit Die, you gain temporary hit points equal to the additional necrotic damage dealt to the creature.

Temporary hit points from this ability last for one minute, or until you gain temporary hit points from a different source.

Profane Sacrifice

Upon reaching 18th level, you can offer the souls of your foes to your mysterious eldritch benefactor in return for a temporary surge of deadly strength, arcane potency, or vitality. As a reaction, when a creature that you can see dies within 30 feet of you, you can harvest the soul of the creature for your Patron, gaining one of the following benefits:

- You gain advantage on all weapon attacks that you make until the end of your next turn.
- You regain 1d4 +1 of your expended Hit Dice.
- You can recover one of your expended spell slots that you gained from your Pact Magic feature

You can use this ability a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Pact Warrior Maneuvers

The following maneuvers are available only to a Pact Warrior. Pact Warriors focus on enhancing their weapon attacks with dark and mysterious eldritch abilities.

Arcane Smite

When you hit a creature with a melee weapon attack, you can expend a superiority die to deal additional force damage to the target equal to one roll of your superiority die + your spellcasting modifier.

Empowered Spell

When you cast a spell, you can expend a superiority die to increase the damage of that spell. You gain a bonus to one of the spell's damage rolls equal to your superiority die.

Spell Guard

As a reaction, when a creature targets you with a spell attack, you can expend one superiority die, adding the result of the superiority die roll to your Armor Class against the attack.



Quartermaster

Every successful adventurer knows the value of teamwork, but none value this skill more than the Quartermaster. These warriors strive to help their allies reach their full potential. Constantly putting the needs of their companions before their own, Quartermasters keep their allies in top condition with a slew of rations and a helping hand.

Bonus Proficiencies

When you adopt this archetype at 3rd level, you gain the skills to lighten the burdens of others. You gain proficiency in Animal Handling, and with cook's utensils and land vehicles.

If you are already proficient in Animal Handling, or with cook's utensils or land vehicles, you can add double your proficiency bonus to any ability check with that skill or tool.

Rations

Beginning at 3rd level, you can prepare rations, morsels of potent food that keep your allies in top condition. As an action, you can expend one of your superiority dice to create a ration from the list of rations available to you. You can eat or feed the ration to a willing creature within 5 feet as part of the same action. A ration retains its potency until the start of your next short or long rest, at which point it becomes inert.

As a bonus action, a creature can eat, or feed a another willing creature within 5 feet, one ration. Creatures can only be under the effect of one ration at a time, and consuming a new ration immediately ends any current ration effects.

At 3rd level, you learn the following ration recipes:

Fortifying Ration. For 1 minute, the creature chooses either Strength, Dexterity, or Constitution, and gains a bonus to ability checks and saving throws for that ability score equal to your Constitution modifier (minimum of 1).

Invigorating Ration. The creature immediately regains hit points equal to your fighter level + your Constitution modifier.

Revitalizing Ration. The creature can immediately end of the following conditions currently effecting it: blinded, deafened, poisoned, or reduce their exhaustion level by 1.

Dependable

Starting at 7th level, you can use a bonus action on your turn to take the Help action, targeting a creature within 10 feet.

At 7th level, you learn the following ration recipes:

Heightening Ration. For 1 minute, the creature chooses either Intelligence, Wisdom, or Charisma, and gains a bonus to ability checks and saving throws for that ability score equal to your Constitution modifier (minimum of 1).

Tenacious Ration. The creature gains immunity to one of the following conditions for 1 minute: blinded, charmed, deafened, frightened, poisoned, paralyzed, or stunned.

Warding Ration. The creature gains resistance to one of the following damage types for 1 minute: acid, bludgeoning, cold, fire, piercing, poison, lightning, slashing, or thunder.

Improved Rations

You make your rations more compact while still retaining their potency. Starting at 10th level, you can use a bonus action to spend a superiority die to create a ration.

Also, rations with a 1 minute duration are increased to 1 hour, and rations that add your Constitution modifier to a roll now add double your Constitution modifier to those rolls.

Ever Ready

You are always ready to support those who travel with you. Beginning at 15th level, when you roll initiative, you immediately prepare one ration of your choice, without having to expend one of your superiority dice.

At 15th level, you learn the following ration recipes. A creature that consumes one of these rations cannot gain the benefits of another ration until they finish a long rest.

Berserker Ration. For 1 hour, the creature does not fall unconscious when reduced to 0 hit points. They still make death saving throws as normal, and die upon three failures.

Rejuvenating Ration. A creature instantly gains all the benefits of a short rest, including the ability to spend their Hit Dice as part of consuming this ration. In addition to the short rest benefits, they immediately gain 1 level of exhaustion.

Iron Stomach

Your work tasting and experimenting with powerful and experimental ration recipes has toughened your body and stomach. Upon reaching 18th level your Constitution score, and maximum Constitution score, both increase by 2, and you are immune to the poisoned condition.

In addition, you are always under the effects of one ration of your choice with a duration longer than instantaneous. It does not need to be a ration that you prepare, and you can change this effect at the end of each short or long rest.



Swordsage

Swordsage, blade master, sword saint; expert warriors who dedicate their lives to mastering the armaments of war have had many names throughout history. Only drawing their weapon when they are prepared to draw blood, Swordsages are masters of death and steel on the battle field. These expert warriors always look to improve upon their craft, mastering ever more impressive martial techniques.

Legends say that these reclusive masters take only one apprentice in their lifetime, passing on everything they know to a single student. Other stories tell of elusive sages who only take on the most promising young warriors. Whatever the origin of your skill, you are a Swordsage of legend, and your title inspires disbelief, fear, jealousy, and wonder.

Battle Trance

Starting at 3rd level, you can enter a battle trance, granting you enhanced abilities, provided you are not wearing heavy armor, using a shield, or wielding a heavy weapon.

As a bonus action, you can expend a superiority die to enter your battle trance, which lasts for 1 minute. It ends early if you are incapacitated, if you don heavy armor or a shield or make an attack with a heavy weapon. While in your battle trance is active you gain the following benefits:

- Your movement speed increases by 10 feet.
- You gain a bonus to your Armor Class equal to half your proficiency bonus (rounded down).
- You have advantage on Dexterity (Acrobatics) checks.
- Whenever you roll a superiority die for a maneuver you can roll twice and take the higher of the two rolls.
- When you are forced to make a saving throw, you can use your reaction to expend a superiority die and add it to the result of your saving throw.

Student of the Sword

In your study of the sword you have mastered other skills adjacent to swordplay. At 3rd level, you gain proficiency in either Acrobatics, Insight, Performance, or Sleight of Hand.

Also, you gain one additional superiority die and you learn two maneuvers of your choice. These maneuvers can be from any list, including archetype exclusive maneuvers, and they don't count against your total number of Maneuvers Known.

This feature grants you additional bonuses as you gain levels in this class. You learn one additional maneuver of your choice, from any list, again at 7th and 15th level, neither of which count against your total number of Maneuvers Known, and at 18th level you gain another additional superiority die.

Heightened Reflexes

You have honed your reflexes in pursuit of martial perfection. At 7th level, you gain proficiency in Dexterity saving throws, and you can add your proficiency bonus to initiative rolls.

If you are already proficient in Dexterity saving throws, you gain proficiency in another saving throw of your choice.

Improved Battle Trance

You have mastered the battle trance of the Swordsage. Beginning at 10th level, whenever you roll initiative, you can enter your battle trance without expending a superiority die.

Master Swordsage

Starting at 15th level, you become a whirlwind of steel while in your trance. Once per turn, when you make a weapon attack while in your battle trance, you can use a maneuver you know, rolling a d6 in place of expending a superiority die.



Tinker Knight

The inventive warriors known as Tinker Knights seek an unorthodox form of martial skill. Rather than hone their physical abilities with the armaments of war, they look to augment their mundane physical abilities with mechanical inventions and innovative weaponry.

Warriors adopt the archetype of the Tinker Knight for many reasons. Some have been grievously injured, and use their ingenuity to make up for their physical shortcomings. Others seek to put their sharp minds to use, but still desire to swing their sword and raise their shield on the front lines of the battlefield.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain the skill to maintain your inventive arsenal. You gain proficiency with tinker's tools and smith's tools. If you already proficient in either of these tools, you gain proficiency in another set of artisan's tools.

Inventive Arsenal

As a Tinker Knight, you have come up with a variety of strange modifications for weapons and armor. At 3rd level, you learn two schematics of your choice, from the schematics listed at the end of this archetype description. Each time you gain a level in this class, you can replace one schematic you know with a different one from this feature. You learn additional schematics as you gain fighter levels, as shown in the Schematics Known table.

Schematics Known

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

Whenever you finish a long rest, you can touch a number of objects equal to the number of schematics you know, modifying each object to gain the features of each schematic. To be eligible, an object must meet the requirements stated in the schematic description. The modifications from each schematic last until the end of your next long rest, and an object can only be modified by one schematic at a time.

Saving Throws. If a schematic requires a saving throw, your Schematic save DC is calculated as follows:

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Tinker's Expertise

Your inventive skill has grown to rival the best of innovators. Starting at 7th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with tinker's tools or smith's tools.

In addition, items modified by your schematics count as magical for overcoming resistances and immunities, and you can apply your schematics to magical weapons and armor. A magic item cannot gain more than a +3 bonus to attack rolls, damage rolls, or Armor Class through this feature.

Mechanical Synergy

You have learned to make your modifications work together. Beginning at 10th level, you can apply two of your schematics to one item as long as the item meets both prerequisites.

Flexible Innovation

You have gained a such a familiarity with your inventive arsenal that you can make adjustments in a relatively short amount of time. Beginning at 15th level, at the end of a short rest, you can remove the effects of one of your schematics from an item and apply the schematic to different item that meets the prerequisites. If a schematic's effect has a limited amount of uses per day, the number of expended uses stays the same when transferred.

In addition, you can apply up to three schematics to one item if that item meets the prerequisites for each schematic.

Masterwork Inventions

Your innovations to the armaments of war are beyond compare. Upon reaching 18th level, weapons modified by your schematics gain a +1 bonus to attack and damage rolls for each schematic applied to them. In the same vein, suits of armor modified by your schematics gain a +1 bonus to Armor Class for each schematic applied to them.

A weapon or suit of armor modified by your schematics cannot gain a bonus greater than +3, regardless of any innate bonuses the item may have had before being modified.



Tinker Knight Schematics

The following schematics are available to you when you learn a new schematic. If a schematic has a level requirement, you can learn it at the same time you meet the requirement.

Featherweight Schematic

You modify the metallurgical makeup of an item, making it lighter. While wearing or wielding an item modified by this schematic, your movement speed increases by 10 feet.

Heavy Armor. When applied, the wearer ignores any Strength requirements the armor may have, or any penalty it imposes upon Dexterity (Stealth) checks.

Light Armor. When applied, the wearer can subtract up to 100 feet from their fall when calculating fall damage and can move horizontally 2 feet for every 1 foot they fall.

Weapon. When applied, a Heavy weapon becomes normal weight, and a normal weapon becomes Light.

Intuitive Schematic

You modify an item to take advantage of your martial and investigative instincts. While wearing or wielding an item modified by this schematic, you gain proficiency in the Investigation skill and can add double your proficiency bonus to any Intelligence (Investigation) checks you make.

Armor. When applied, the wearer can use their Intelligence in place of Dexterity, when calculating their Armor Class.

Weapon. When applied, the wielder can use their Intelligence modifier, in place of Strength or Dexterity, for attack and damage rolls with this weapon.

Radiant Schematic

You imbue an item with a source of radiant energy. While wearing or wielding an item modified by this schematic, you can use a bonus action to cause the item to emit bright light in a 15-foot radius, and dim light 15 feet beyond that. You can extinguish the light as a bonus action on your turn.

Armor or Weapon. When you are hit by an attack (armor), or hit a creature with an attack (weapon), you can use your reaction to force the creature to make a Constitution saving throw. On a failed save, the creature is blinded for 1 minute. It can repeat this saving throw at the end of each of its turns, ending the effect on a success.

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

Rebounding Schematic

You modify an item so that it has elastic properties. While wearing or wielding of an item modified by this schematic, you can use your reaction to add your Intelligence modifier (minimum of 1) to your Armor Class against one attack.

Armor. When the wearer of this armor is hit by an attack, they can use their reaction to reduce the damage by an amount equal to $1d12 +$ their Intelligence modifier. If they reduce the damage to 0, the attacker takes the full damage of the attack as if they had been the original target.

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

Non-Heavy Weapon. When applied, the weapon gains the thrown property with a range of 20 feet. After making an attack with this weapon, it immediately returns to the wielder.

Empowered Schematic

Prerequisite: 7th level Tinker Knight

You modify this item with complex clockwork mechanics that improve your physical capability and hone your reflexes. While wearing or wielding an item modified by this schematic, you gain a bonus to your initiative rolls equal to your Intelligence modifier (minimum of 1).

Heavy Armor. When applied, the wearer can use their Intelligence score, in place of Strength, for any Strength ability checks or saving throws you make.

Light Armor. When applied, the wearer can use their Intelligence score, in place of Dexterity, for any Dexterity ability checks or saving throws they make.

Weapon. When applied, anytime you roll a 1 or 2 for a damage roll with this weapon, you can choose to re-roll the die, but you must use the new result even if it is a 1 or 2.

Resilient Schematic

Prerequisite: 7th level Tinker Knight

You modify the metallurgical makeup of this item to make it far more resilient. While wearing or wielding an item modified by this schematic you have advantage on saving throws to resist being grappled or moved against your will.

Armor. When applied, this armor grants resistance to nonmagical bludgeoning, piercing, and slashing damage.

Weapon. When applied, this weapon deals bonus damage equal to your Intelligence modifier (minimum of 1) + your fighter level when you score a critical hit.

Tinker Knight Maneuvers

The following maneuvers are available only to a Tinker Knight. Tinker Knights focus on overcoming enemies and obstacles with the help of their mechanical inventions.

Feats of Mechanical Strength

When you make a Strength check or are forced to make a Strength saving throw, you can use your reaction to expend a superiority die to gain a bonus to your roll equal to your superiority die roll + your Intelligence modifier.

Spring-Loaded Leap

When you make a high or long jump (running or standing), you can expend a superiority die as part of your movement to increase your jump distance by a number of feet equal to two rolls of your superiority die.

Tinker's Insight

When you make an Intelligence (Investigation) check, or a check with a set of artisan's tools in which you are proficient, you can expend a superiority die to gain a bonus to your roll equal to two rolls of your superiority die.



Alternate Archetypes

In order to make them more compatible with the Alternate Fighter, the following replacements and updates to the officially published martial archetypes are available below.

Features not listed with the Alternate Archetypes below can and should be used as originally published with the official version of the martial archetype.

Alternate Cavalier Features

Originally published in *Xanathar's Guide to Everything*, Cavaliers are great mounted and defensive combatants.

Born to the Saddle

Replacement 3rd-level Cavalier feature

You gain proficiency in one of the following skills: Animal Handling, History, Insight, Performance, or Persuasion, or you learn one language of your choice.

In addition, while riding a trained mount, you and your mount share initiative. While mounted, you and your mount can use your actions and movement in any order. If you dismount, your mount takes its turn immediately after yours.

You have advantage on saving throws 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, as long as you are not incapacitated. Finally, mounting or dismounting a trained mount costs you only 5 feet of movement.

Unwavering Mark

Replacement 3rd-level Cavalier feature

You menace your foes, foiling attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark it until the end of your next turn. This effect ends early if you are incapacitated or 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.

You also learn the Warding Strike maneuver, but it doesn't count against your total number of Maneuvers Known.

Warding Maneuver

Replacement 7th-level Cavalier feature

If you, or a creature you can see within 5 feet is hit by an attack, you can use your reaction to protect them. The creature gains a bonus to their Armor Class equal to your superiority die roll against the attack. If the attack hits, the creature has resistance to the damage. You must be wielding a melee weapon or a shield to use this reaction.

Once you use this reaction, you can't use it again until you finish a short or long rest, unless you expend a superiority die to use it again.

Ferocious Charger

Replacement 15th-level Cavalier feature

You can run down your foes, whether you're mounted or not. Once per turn, 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 against your Maneuver Save DC. On a failed save, the creature is knocked prone.

Cavalier Maneuvers

The following maneuvers are available only to a Cavalier. Cavaliers focus on overcoming their foes in conjunction with their mount and by defending their allies from harm.

Mounted Strike

When you hit a creature with an attack while mounted, you can expend a superiority die and force them to make a Strength saving throw. On a failed save, it takes additional damage equal to a roll of your superiority die and is knocked prone.

Skilled Rider

When you make a Wisdom (Animal Handling) check, or your mount is forced to make a saving throw, you can expend one of your superiority dice and add the superiority die to the result of the ability check or saving throw.

Warding Strike

When a creature marked by your Unwavering Mark deals damage to a creature other than you, you can expend one superiority die (no action required). As a bonus action on the following turn, you can make a special weapon attack against the marked creature with advantage. On hit, you deal additional damage equal to two rolls of your superiority die.

Alternate Samurai Features

Originally published in *Xanathar's Guide to Everything*, Samurai are known for their honor and determination.

Fighting Spirit

Replacement 3rd-level Samurai feature

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 temporary hit points equal to two rolls of your superiority die.

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

Samurai Maneuvers

The following maneuvers are available only to a Samurai. Samurai overcome their foes with their regal demeanor in diplomacy and relentless fighting spirit on the battlefield.

Noble Spirit

When you make a saving throw to resist being charmed, frightened, or stunned, you can expend one superiority die and add the superiority die to the result of the saving throw.

Regal Bearing

When you make an Intelligence (History), Wisdom (Insight), or Charisma (Persuasion) check, you can expend one of your superiority dice and add it to the result of your roll.

Sundering Strike

When you hit a creature with a weapon attack, you can expend a superiority die, adding it to the damage roll, and force the creature to make a Constitution saving throw. On a failure, the creature's movement speed is reduced to 0 until the end of your next turn.



Alternate Arcane Archer

Originally published in the *Sword Coast Adventurer's Guide*, Arcane Archers combine arcane magic with deadly archery.

Arcane Shot

Replacement 3rd-level Arcane Archer feature

You learn two Arcane Shot maneuvers of your choice from the list at the end of this archetype. These Arcane Shots don't count against your total number of Maneuvers Known.

You learn an additional Arcane Shot maneuver of your choice at 7th, 10th, and 18th level in this class, none of which count against your total number of Maneuvers Known.

When you hit with a ranged weapon attack, you can expend a superiority die to use an Arcane Shot maneuver.

Arcane Shot Save DC. If an Arcane Shot requires the target to make a saving throw, use the following saving throw calculation, in place of your normal Maneuver Save DC:

$$\text{Arcane Shot Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Enchanted Shots

Replacement 7th-level Arcane Archer feature

You can cause any ammunition you fire from a ranged weapon to count as magical for the purposes of overcoming resistances and immunities to nonmagical attacks.

In addition, when you make a ranged weapon attack and miss, you can use your bonus action on that turn to re-roll the attack against a different target within 60 feet. Your magic shot changes directions and seeks out its new mark.

Innate Arcana

Replacement 15th-level Arcane Archer feature

You are always ready with an Arcane Shot. When you roll initiative, you can use a one of your Arcane Shot maneuvers as part of the first ranged weapon attack you make, without expending a superiority die.

Master Arcane Archer

New 18th-level Arcane Archer feature

You have become a master of Arcane Archery. At the end of each short or long rest, you can replace one Arcane Shot maneuver you know with another Arcane Shot of your choice.

Arcane Shots

The following Arcane Shot maneuvers are available only to Arcane Archers, who can combine arcane magic and archery.

Banishing Shot

The target to make a Charisma saving throw. On a failed save, the creature is banished to a harmless demiplane. While banished, it is incapacitated and its speed is 0. At the end of its next turn, the target reappears in the nearest unoccupied space to the space it was vanished from.

Blinding Shot

The target takes additional psychic damage equal to two rolls of your superiority die, and must make a Wisdom saving throw. On a failed save, the creature is blinded as their vision is obscured by shadow until the start of your next turn.

Bursting Shot

The arrow explodes with arcane force, forcing the target, and any creature within 10 feet, to make a Dexterity saving throw. Creatures take force damage equal to two rolls of your superiority die on a failure, and half as much on a success.

Divining Shot

You enchant an arrow with creature-seeking divination magic. When you use this Arcane Shot, 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 and ignoring up to three-quarters cover. If the target is within the long range of your weapon, and there is a clear path for the arrow to travel to the target, the target must make a Dexterity saving throw.

On a failed save, the target takes the normal arrow damage, plus additional force damage equal to two rolls of your superiority die, 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.

Enchanting Shot

The target takes additional psychic damage equal to two rolls of your superiority die and must make a Wisdom saving throw. On a failed save, the creature is charmed by you until the start of your next turn. The charm ends early if you deal damage to the creature or force it to make a saving throw.

Grasping Shot

The target takes additional poison damage equal to two rolls of your superiority die, has its speed is reduced by 10 feet as spectral thorny vines wrap around its body.

The first time the creature tries to move on each turn, it takes slashing damage equal to two rolls of your superiority die. A creature can use its action to remove the vines with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the thorny vines last for 1 minute, or until you use this Arcane Shot maneuver again.

Necrotic Shot

The target takes additional necrotic damage equal to two rolls of your superiority die and must make a Constitution saving throw. On a failed save, the strength of the creature is sapped by dark necrotic magic, and the damage dealt by its weapon attacks is halved until the start of your next turn.

Piercing Shot

When you use this Arcane Shot maneuver, you don't make an attack roll for the attack. Instead, the arrow fires forward in a 1 foot wide, 30 foot long line 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 extra magical piercing damage equal to your superiority die roll. On a success, a target takes half damage.

Alternate Arcane Archer

The Arcane Archer is a popular archetype with subpar mechanics. The archetype here has been brought into line with official fighter subclasses.



Alternate Echo Knight

Originally published in *The Explorer's Guide to Wildemount*. Echo Knights use shadow magic to attack from all sides.

Unleash Incarnation

Replacement 3rd-level Echo Knight feature

You can empower your echo's attacks. Whenever you take the Attack action, you can expend a superiority die to make one additional melee attack from your echo's position. On hit, you add your superiority die to the echo's damage roll.

Reclaim Potential

Replacement 15th level Echo Knight feature

You can absorb the fleeting magic of a destroyed echo of yourself. As a reaction, when an echo of yours is destroyed, you can expend a superiority die, immediately gaining temporary hit points equal to two rolls of your superiority die.

Legion of One

Replacement 18th level Echo Knight feature

You can use a bonus action on your turn to create two echos with your Manifest Echo feature. Should you create a third echo, one of the previous echos of your choice is destroyed.

Echo Knight Maneuvers

The following maneuvers are available only to fighters who adopt the esoteric martial archetype of the Echo Knight.

Enhanced Echo

When you create an Echo, you can expend a superiority die, adding the superiority die to the Echo's total hit points.

Shadow Transposition

As a bonus action on your turn, you can expend a superiority die to magically switch places with your echo. Both you and your echo immediately teleport to the other's location.

Unrealized Potential

When you miss with an attack roll, you can use your reaction to expend a superiority die and re-roll the attack, possibly changing a miss into a hit. If the re-rolled attack hits, you add your superiority die to the damage roll of the attack.

Alternate Psi Warrior

Originally published in *Tasha's Cauldron of Everything*, Psi Warriors combine innate psionic power with martial skill.

Psionic Power

Replacement 3rd level Psi Knight feature

At 3rd level, you unlock your psionic potential, gaining access to the abilities below. These psionic powers are fueled by your superiority dice. Some of these powers require you to expend a superiority die, and some do not. You can't use a psionic power if it requires you to use a superiority die when you have no dice remaining. At 3rd level, you gain the following psionic powers:

- See *Tasha's Cauldron of Everything* for the list of psionic powers available to Psi Warriors. Replace all mentions of psionic energy dice with superiority dice.

Psionic Energy Dice

Adjustment to all Psi Knight features

When you gain the Telekinetic Adept, Guarded Mind, Bulwark of Force, and Telekinetic Master features at 7th, 10th, 15th, and 18th level, replace psionic energy dice with superiority dice.

Psi Warrior Maneuvers

The following maneuvers are available only to Psi Warriors. Psi Warriors combine their psionic power with martial skill.

Empathic Aura

Whenever you make a Charisma (Intimidation), Charisma (Persuasion) or Wisdom (Insight) check, you can expend a superiority die and add it to the result of your roll.

Iron Will

When you are forced to make an Intelligence or Wisdom saving throw, you can expend a superiority die, and add the superiority die to the result of your saving throw.

Psionic Strength

When you make a Strength (Athletics) check, you can expend a superiority die, and add the superiority die, plus your Intelligence modifier, to the result of your ability check.

Alternate Rune Knight

Originally published in *Tasha's Cauldron of Everything*, Rune Knights channel the strange power of giant runes in combat.

Giant Might

Addition to 3rd level Rune Knight features

...you must expend a superiority die to use this feature.

Runic Shield

Addition to 7th level Rune Knight features

...you must expend a superiority die to use this feature.

Rune Knight Maneuvers

The following maneuvers are only available to Rune Knights. Rune Knights channel the powerful rune magic of the giants.

Ancient Knowledge

When you make an Intelligence (Arcana or History), or a Charisma (Persuasion) check related to Giants, you can expend a superiority die and add it to the result of your roll.

Runic Endurance

When you take bludgeoning, piercing, or slashing damage, you can expend a superiority die, and reduce the damage by an amount equal to two rolls of your superiority die.

Runic Strike

When you hit a creature with a melee weapon attack, and the weapon is inscribed with a rune, you can expend a superiority die to deal additional damage. Roll your superiority die twice, and add the results to the damage roll of the attack.

The additional damage is based on the rune inscribed on the weapon: Cloud (thunder), Fire (fire), Frost (cold), Stone and Hill (magical bludgeoning), or Storm (lightning).

