

THE FIGHTER

THIS IS PLAYTEST MATERIAL

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Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

The fighter is a straightforward class to play that specializes in armor, weapons, combat, and tactics. While simpler than other classes in its mechanics, it is among the more versatile classes. Since the fighter can use any weapon and armor, it can focus on different combat styles and weapon types. It has a decent range of skill proficiencies to further diversify its kit from its fellow fighters, and due to having two extra Ability Score Improvement features, the fighter can have higher scores or a wider array of feats that any other class, allowing it to further specialize or eliminate its weaknesses.

The fighter is the best class because it is the warrior class, able to wear any armor or wield any weapon. The fighter can make more attacks than other classes with its enhancements of the Extra Attack feature and its Action Surge feature. While it doesn't have the flash of the paladin, the guile of the rogue, or the vast range of spells of the wizard, the fighter brings reliability. It can fight all day, every day, only needing to catch its breath. Even when out of resources, the fighter keeps going.

The fighter class receives new features and subclasses in this section. You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features you can gain as a fighter. Unlike features in the *Player's Handbook*, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

MULTICLASS FIGHTER

If you take the fighter class after 1st level, you gain Heavy Armor proficiency when you reach 4th level in the fighter class.

FIGHTING STYLE OPTIONS

When you choose a new fighting style, the following styles are added to your list of options.

ARTILLERIST

Whenever you score a critical hit with a pistol, rifle, blunderbuss, or cannon, you deal one extra die of damage with it.

SWORN WEAPON

After finishing a long rest, choose one weapon in which you are proficient. Until you choose a different weapon through this fighting style, when you attack with that weapon, you can use your Strength, Dexterity, Intelligence, Wisdom, or Charisma modifier (your choice) instead of Strength or Dexterity, for the attack and damage rolls.

VERSATILE FIGHTING

When you make an attack with a weapon that has the versatile property with one hand, you have a +2 bonus on attack rolls with it, provided you aren't holding a second weapon or a shield. When you make an attack with a weapon with the versatile property with two hands, you have a +2 bonus on damage rolls with it.

WHIRLING BLADES

5th-level fighter feature

While engaging in two-weapon fighting, once on each of your turns when you take the attack action, you can make one additional attack with one of the weapons you hold; you can't take a bonus action to make an attack this turn.

In addition, while holding a one-handed weapon in each hand, you can take a bonus action to attack with one of them during your turn when you don't take the Attack action.

FIGHTER'S RESOLVE

5th-level fighter feature

You have a well of will that can push you to perform beyond expectation. You can draw from this well a number of times equal to your proficiency bonus. You regain one use when you finish a short rest and all uses when you finish a long rest.

You can only draw from this well once during your turn. You gain the following options that draw from this well:

Breach Attack. When you make an attack with a weapon, you can choose to focus your attack to breach a target's defense. On a hit, you ignore 1d10 + your level in this class damage reduction or immunity from any source.

Redouble Efforts. When you fail an ability check, you can roll a d6 and add the number rolled to the result, potentially turning a failure into a success. The die you roll increases to a d8 at 11th level and a d10 at 17th level.

Size Up. Choose one creature you can see. You learn its maximum hit points, damage resistances or immunities, or condition immunities (your choice). Alternately, you opt to gain advantage on Wisdom and Charisma ability checks against the creature for 1 minute or until you or an ally harms it.

FLASHING BLADES

11th-level fighter feature

You can make two attacks, instead of one, when you make the extra attack you gain from engaging in two-weapon fighting.

ADVANCED RESOLVE

13th-level fighter feature

You gain the following options to use with your Fighter's Resolve feature:

Hustle. You increase your movement speed by 10 feet and ignore difficult terrain until the end of your turn.

Long Draw. When you make an attack with a ranged weapon attack, you can add additional power or strike truer with the attack. On a hit, the target takes extra damage equal to your level in this class.

Whirlwind Attack. When you make a melee weapon attack, you can attack each target you choose within 5 feet of you as part of that same attack. Make a single attack roll and apply it against each target's AC to determine if you hit.

SURGING BLADES

20th-level fighter feature

You can make the extra attacks granted by the Whirling Blades feature again as part of the Attack action when you use your Action Surge feature to take the Attack action.

MANEUVER OPTIONS

If you have access to maneuvers, the following maneuvers are added to the list of options available to you.

HAMSTRING

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to slow it down. You add the superiority die to the attack's damage roll, and the target must succeed on a Constitution saving throw or have its movement speed halved for 2 rounds or until it regains at least 1 hit point.

OPPORTUNIST

When you can make an opportunity attack against a target, you can expend one superiority die to make an attack against it without using your reaction. You add the superiority die to the attack roll. This attack can only be made once each turn, and you can't use your reaction to make an opportunity attack within the same turn.

REFLEX SHOT

After making an attack roll with a ranged weapon as part of the Attack action, you can expend one superiority die to make an extra attack with that weapon as a bonus action. This extra attack must be made against the same target as your last ranged weapon attack roll. You add the superiority die to the weapon's damage roll.

VOLLEY

When you take the Attack action and make an attack with a weapon that has the throw property, you can expend one or more superiority dice to draw and throw one additional weapon per superiority die spent. Each extra attack must target the same target or one no more than 5 feet away from the last target you attacked this turn. You can choose to add the superiority die to the attack or damage roll for each attack.

MARTIAL ARCHETYPE OPTIONS

Martial Archetypes receive additional options in this section. The Banneret and Dervish archetypes receive complete overhauls with revised and new features.

ARCANE ARCHER

The Arcane Archer martial archetype receives the following feature.

DOUBLE SHOT

10th-level Arcane Archer feature

When you hit a creature with a ranged weapon and damage it with one of your Arcane Shots, you can take a reaction to make another attack against the same target with that weapon.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

BANNERET

The Banneret martial archetype, also called the Purple Dragon Knight, is included in *Sword Coast Legends*. This is a revised version of the subclass that addresses player concerns with the way the subclass plays.

BANNERET CHANGES

Here are the main updates in this subclass in this playtest version:

Rallying Cry now has one use independent of your Second Wind feature and can target you as well as offering a target the option to increase its damage instead of getting healed.

Inspiring Surge no longer scales to target two creatures to remove quadratic growth. The other changes make up for the lost damage potential.

Bulwark decoupled from Indomitable, and improved so that it should reliably help an ally succeed on a saving throw.

Doom Call is a new feature that is a reverse Rallying Cry that harms your foes.

War Cry is a new feature that enhances Rallying Cry and Inspiring Surge.

RALLYING CRY

3rd-level Banneret feature

You inspire your allies to push beyond their limits. As a bonus action, you can choose up to four creatures, one of which can be you, within 60 feet of you that are allied to you. Each target regains 1d6 + half your level in this class hit points, rounded up, provided it can see or hear you.

Alternately, a creature can choose to forgo the healing and deal extra damage to one of its targets the next time it deals damage before the end of its next turn. The extra damage equals half your fighter level and has the same damage type of the attack or effect that triggers it.

After using this feature, you can use it again until you finish a long rest unless you expend the use of your Second Wind feature to use it again.

ROYAL ENVOY

3rd-level Banneret feature

As a Banneret, you have mastered the techniques to conduct yourself with grace. You gain proficiency in Persuasion and have expertise with it, allowing you to add twice your proficiency bonus for any check you make with it. If you already have proficiency in Persuasion, you gain proficiency in your choice of Animal Handling, Insight, Intimidation, or Performance.

DOOM CALL

7th-level Banneret feature

You are able to diminish the resolve of your adversaries. When you take the Attack action on your turn, you can replace one of the attacks to thump a war banner, pound a shield, or strum a musical instrument, such as a drum, you hold. Each of your foes within 60 feet of you that can see or hear you must succeed on a Wisdom saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus or take 1d10 + half your level in

this class, rounded up, psychic damage. If a creature would be reduced to 0 hit points via this feature, it is instead reduced to 1 hit point and becomes frightened until the end of its next turn. A creature frightened this way can't choose to move from its space.

After using this feature, you can't use it again until you finish a long rest unless you roll initiative when you have more foes than allies.

INSPIRING SURGE

10th-level Banneret feature

When you use your Action Surge, you can choose one creature within 60 feet of you that is an ally. That creature can use its reaction to make one melee or ranged attack, provided it can see or hear you.

BULWARK

15th-level Banneret feature

When an ally within 60 feet of you that can see or hear you fails an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to grant that ally a bonus to its save equal to half your level in this class, possibly changing failure into success.

You can use this feature twice and regain all expended uses when you finish a long rest.

WAR CRY

18th-level Banneret feature

The healing from your Rallying Cry feature increases to 2d6 + half your level in this class.

In addition, creatures that benefit from your Rallying Cry or Inspiring Surge feature gain immunity to the charmed and frightened conditions until the end of your next turn. If the target is already charmed or frightened, the condition ends for it.

CHAMPION

The Champion martial archetype receives the following features.

HEROIC STRIKE

3rd-level Champion feature, which replaces both the Improved Critical and Superior Critical features

When you hit with a weapon attack, you can make that hit a critical hit. After using this feature, you must finish a long rest to use it again.

When you reach certain levels in this class, you gain additional uses of this feature: at 5th level (2 uses), 11th level (3 uses), 17th level, (4 uses) and 20th level (5 uses). You regain all expended uses of this feature when you finish a long rest.

STYLE MASTERY

10th-level Champion feature, which replaces the Additional Fighting Style feature

You have honed your fighting technique, achieving mastery with it. Your fighting style is enhanced as described below.

Archery Mastery. While wielding a ranged weapon, you increase its short range by half. In addition, when you score a critical hit with a ranged weapon, you deal one extra die of damage.

Artillerist Mastery. You have a +2 bonus on weapon damage rolls with firearms.

Blind Fighting Mastery.* Having honed your senses beyond normal limits, your blindsight increases to 30 feet.

Defense Mastery. You create momentum from defensive maneuvers. When a creature misses you with an attack roll, you have a +2 bonus on weapon attack rolls against it until the end of your next turn.

Dueling Mastery. While you aren't flanked, you have a +1 bonus on attack rolls with a one-handed melee weapon, provided you aren't wielding a second weapon.

Great Weapon Mastery. You deliver thunderous blows with a two-handed weapon. When wielding a weapon with two hands, you add half your proficiency bonus to your ability checks made to shove a creature. When you score a critical hit with a two-handed weapon on your turn, you can take a bonus action to push it 10 feet away from you.

Interception Mastery.* When a foe triggers your Interception fighting style, you can instead choose to make an opportunity attack against that foe. If you hit with this attack, you also reduce damage normally per your Interception fighting style.

Protection Mastery. Whenever a foe misses a target defended by your Protection fighting style, you can use your shield to make a melee weapon attack against it as a bonus action on your next turn. On a hit the target takes 1d4 + your Strength modifier bludgeoning damage and can't take reactions until the end of its next turn.

Sworn Weapon Mastery.* Your sworn weapon counts as magical for the purpose of overcoming a target's damage resistance or immunity. Additionally, you have a +1 bonus to attack and damage rolls made with it unless the weapon already has a magical bonus.

Technique Mastery.* You learn one additional maneuver of your choice and the superiority die from your fighting style is now a d8. At the start of your turn, if

you have no superiority dice remaining, you can take a bonus action to regain one die, but can't do so again until you finish a short or long rest.

Thrown Weapon Mastery.* Attacking at long range doesn't impose disadvantage on your ranged attack rolls with weapons that have the thrown property, and you deal one extra die of damage when you score a critical hit with a weapon that has the thrown property.

Two-Weapon Mastery. While you hold a one-handed weapon in each hand, you have a +1 bonus on weapon damage rolls.

Unarmed Mastery.* When you make an attack with an unarmed strike, you can take a bonus action to make another attack. This attack can be with a weapon or another unarmed strike.

Versatile Mastery.* While holding a weapon that has the versatile property, you have a +1 bonus to AC, provided you aren't holding a shield or a second weapon. In addition, once during your turn when you hit a target with a weapon that has the versatile property, you can move 5 feet; this movement doesn't provoke opportunity attacks.

Blind Fighting, Interception, Superior Technique, Thrown Weapon Fighting, and Unarmed Fighting are from *Tasha's Cauldron of Everything*. Artillerist, Sworn Weapon, and Versatile Fighting is detailed under Fighter Options.

HEROIC MIGHT

15th-level Champion feature, which you get when you take the Heroic Strike feature

When you use your Heroic Strike feature to score a critical hit with a weapon attack, you roll the weapon's damage dice thrice instead of twice.

DERVISH

The Dervish martial archetype is introduced in the *Psychic and Spiritual Handbook*. This is a revised version of the subclass that is intended for use alongside the new fighter class features presented in this supplement.

PSIONIC FOCUSED

If you aren't using the rules from the *Psychic and Spiritual Handbook*, the only thing the psionic focused condition does is enable the effects from the Fluid Motion feature

DERVISH DANCE

3rd-level Dervish feature

You can enter a psychic dance, allowing you to move and attack in a fluid fashion. While you are wearing light or no armor and aren't wielding a shield, you can enter a focused state on your turn that lasts until the start of your next turn. While in this state, you have the psionic focused condition and move as if dancing.

Once during your turn while you dance this way, you can make one additional attack that stacks with the Extra Attack feature when you take the Attack action to attack with a one-handed melee weapon. You must move at least 5 feet between each attack you make during the dance. You can't return to a space you just exited (though you can return to that space later during your turn).

If you don't move at least 5 feet between attacks during your turn, your dance ends early.

You can activate your dervish dance state a number of times equal to 3 + your Charisma modifier + half your level in this class, rounded up (minimum of five uses). You regain all expended uses of it when you finish a long rest.

FLUID MOTION

3rd-level Dervish feature

You gain proficiency in the Performance skill. While you have the psionic focused condition, opportunity and readied attacks have disadvantage on attack rolls to hit you.

RAPID STEPS

7th-level Dervish feature

While you are wearing light or no armor, you increase your walking speed increases by 10 feet.

UNARMORED DEFENSE

7th-level Dervish feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

SLASHING WINDS

10th-level Dervish feature

Your Dervish Dance feature improves, granting you the following benefits while in your dance state: • You aren't hindered by difficult terrain. • When you take the Attack action, you can move 10 feet as part of the action. This extra movement only provokes opportunity attacks from creatures you choose. • After hitting a target with a melee

weapon, you have advantage on the first attack roll you make against a different target before the end of your next turn.

THOUSAND CUTS

15th-level Dervish feature

You can attack twice while using your Dervish Dance feature before needing to move at least 5 feet.

In addition, you regain four expended uses of your Dervish Dance feature when you finish a short rest.

ELABORATE PARRY

18th-level Dervish feature

You can carry offensive momentum into defense. If you have advantage on an attack roll while using a melee weapon against a creature, you can forgo the advantage for that roll to gain a +1 bonus to AC until the start of your next turn. You can use this feature twice until the start of your next turn.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Brawler, Crashing Vanguard, Defender, and Lightning Lord.

BRAWLER

Fighters that fall under the Brawler archetype are scrappy improvisers. They use the tools on hand to battle their foes, and when all else fails, their bare hands. Most Brawlers favor light armor for more flexibility, but others favor armor to take the role of an armored juggernaut. Regardless, a brawler is equally adept using unarmed strikes and improvised weapons as it is weapons. Many utilize a shield as both a defensive barrier and a ready implement to beat down its foes.

BRAWLER FEATURES

With the Brawler archetype, I wanted to ensure that it meshed with the Unarmed Fighting Style and with feats, rather than attempt to replace them. While there is still some overlap with Tavern Brawler, the feat still has value. Grappler should prove a good feat for the subclass. The subclass is budgeted as taking the Unarmed Fighting Style, but many of its features work with a weapon. The vision is unarmed or light weapon plus a shield so it always has access to grapples and unarmed strikes, but it can go ham with two-handed weapons.

BRAWLER COMBAT

3rd-level Brawler feature

You are trained to use your hands and any object in reach as a weapon, granting you the following benefits:

- You are proficient with improvised weapons.
- You gain a +1 bonus on damage rolls with improvised weapons and unarmed strikes, and your unarmed strike can use a d4 for damage.
- The damage die you roll for one-handed improvised weapons is at least equal to your unarmed strike damage die. You can roll 1d12 for the damage die of your two-handed improvised weapons.
- While not wearing heavy armor, a shield counts as an empty hand for the purpose of your unarmed strikes and grapples.
- After hitting a target with an unarmed strike or improvised weapon, you can make one attack with an unarmed strike or a different improvised weapon as a bonus action.
- When you use your Action Surge feature, you can take the Dash action in addition to the action you take with the feature.

SCRAPPINESS

3rd-level Brawler feature

You use every opportunity to turn situations to your favor. You gain proficiency in one skill of your choice. In addition, you can use Dexterity instead of Strength to determine the attack and bonus damage for your unarmed strikes and any improvised weapon with the Light property.

BOULDER TOSS

7th-level Brawler feature

While grappling a creature no larger than you, you can replace one attack you make when taking the Attack action to throw it at a target within 15 feet of you. Make a ranged attack roll against the target. On a hit, the target and the thrown creature both take damage equal to your unarmed strike damage. If the attack is a critical hit, the target and thrown creature are both knocked prone.

If you are holding an object weighing no less than 5 lbs., you can make the same attack, dealing the object's improvised weapon damage to the target on a hit, and knocking the target prone on a critical hit.

POTENT WRESTLER

10th-level Brawler feature

The first time in a turn that you deal damage with a weapon or unarmed strike to a target you grapple, it takes an extra 1d8 damage.

DIRTY FIGHTING

15th-level Brawler feature

If you have advantage on an attack roll against a target within 5 feet of you, you can forgo the advantage for the roll to knock the target prone on a hit. If the target is larger than you, it must succeed on a Strength saving throw against a DC equal to 8 + your proficiency bonus + the ability score modifier you used to make the attack or be knocked prone. Creatures your size or smaller get no saving throw.

In addition, when a creature you grapple escapes your grapple, you can take a reaction to attempt to grapple it again. You have disadvantage on this grapple attempt.

MASTER BRAWLER

18th-level Brawler feature

You master the brawler combat techniques. The bonus damage you deal with unarmed strikes and improvised weapons increases to +2. Moreover, you can take the Dodge action instead of the Dash action when you use your Action Surge feature.

CRASHING VANGUARD

Frontline sappers who specialize in pushing their opponents back, fighters of this archetype are renowned for their ability to create and exploit openings in a defensive front. The vanguards tend to be the first one into the fray, where they continue to support their allies from the rear ranks of their foes.

EXPLOIT

3rd-level Crashing Vanguard feature

You are able to create openings in combat and exploit those openings. When you hit a target with a melee weapon attack, you can attempt to shove it as a bonus action. Whenever you successfully shove a target, you generate one Exploit. Exploits expire at the end of your next turn and can be used to perform an Exploit Feat.

Once you generate an Exploit, you can't generate another until you finish a short or long rest, or unless you score a critical hit with a melee weapon, reduce a creature to 0 hit points, or roll initiative.

You can perform the following Exploit Feats:

Armor Crush. When you score a critical hit, you deal 1d4 extra weapon damage and your target has a -2 penalty to AC for 1 minute.

Beatdown. When you knock a target prone, you deal 1d6 bludgeoning damage to it.

Overpower. After hitting a target with a melee weapon attack, you deal 1d8 additional weapon damage to it.

Recoil. When you miss a target with a melee weapon attack, you can make a new attack roll against it or a different target within your weapon's reach.

Shoulder Press. After pushing a target at least 5 feet, its movement speed is reduced to 0 ft. and it can't hover until the end of your next turn.

HEAVY HAND

3rd-level Crashing Vanguard feature

Blows made with two-handed weapons you wield are especially powerful. You treat all two-handed weapons and any weapon with the versatile property held in two hands as having the heavy property, and never have disadvantage with them because of your size.

In addition, when you hit a target with a one-handed melee weapon or an unarmed strike as a bonus action, you can attempt to shove the target with your Exploit feature using the same bonus action.

JUGGERNAUT

7th-level Crashing Vanguard feature

You have advantage on Strength checks if you move at least 10 feet in a straight line before making the check.

In addition, when you take the Dash action, you increase your speed by 10 feet and your movement doesn't provoke opportunity attacks during your turn.

BULLRUSH

10th-level Crashing Vanguard feature

When you take the Dash action, you can attempt to enter another creature's space and automatically attempt to shove it. If you successfully shove the target, you can continue to move and to shove other creatures whose space you enter, including one you have successfully pushed this turn, as long as you have movement remaining.

EXPLOITATIVE

15th-level Crashing Vanguard feature

Exploits expire once you exit combat instead of at the end of your next turn. Moreover, if you start your turn and have no Exploits, you automatically generate one, provided either a foe or an ally is within 5 feet of you.

DEFENSIVE EXPLOIT

18th-level Crashing Vanguard feature

When you take bludgeoning, piercing, or slashing damage, you can take a reaction and expend one Exploit to reduce the damage to 0, provided the damage dealt isn't more than your current hit point total.

DEFENDER

A fighter of this archetype is a protector of others, who is skilled at intervening on behalf of its allies. The Defender is conditioned to remain vigilant for long hours.

GUARDIAN

3rd-level Defender feature

At the end of each of your turns, you can guard one ally within 5 feet of you. The target gains a bonus to its AC equal to the bonus provided by your shield as long as it remains within 5 feet of you until the end of your next turn. If you have no shield, the bonus to AC is +1.

While guarding or shadowing a target with this or your Shadow Guard feature, when you deal damage to a creature with a weapon, you can also deal an extra 1d6 weapon damage to that creature. Once you deal this damage, you can't deal it again until the start of your next turn. The extra damage increases to 2d6 when you reach 10th level.

ENDURING WILL

7th-level Defender feature

Tireless hours training and working with little rest enable you to handle fatigue and maintain focus for long periods of time. You gain the following benefits:

- Armor you wear only weighs half as much for you.
- You treat the effects from exhaustion as one level of exhaustion less.
- You add your proficiency bonus to Constitution checks.
- You add half your proficiency bonus to Wisdom saving throws if you aren't already proficient.

SHIELD WALL

10th-level Defender feature

While you are wielding a shield, you and the target of your Guardian feature gain a +1 bonus to AC. Moreover, you are treated as having three-quarters cover when you move while wielding a shield.

SHADOW GUARD

15th-level Defender feature

When a creature within 5 feet of you moves, you can use your reaction to move with it until the end of its turn. You can move no more than your movement speed, but the movement doesn't have to be all at once. You must remain within 5 feet of your target.

If a creature you shadow through this feature moves outside of your reach, you can choose to make an opportunity attack against that creature using the same reaction used to activate this feature.

While you shadow a creature, you can choose to provide it three-quarter's cover until the end of your next turn, provided you remain within 5 feet of it.

STALWART BARRIER

18th-level Defender feature

At the start of each of your turns, you gain damage resistance to bludgeoning, fire, piercing, slashing, and thunder damage until the end of your next turn or until you move, provided you are wielding a shield. You also provide this benefit to the target of your Guardian feature.

LIGHTNING LORD

Harbingers of the storm, fighters of this archetype have mastered techniques to channel the power of lightning. These warriors often become heroes of legend or villains who usher in periods of calamity. Their prowess is matched only by their discipline.

HARNESS LIGHTNING

3rd-level Lightning Lord feature

You have a pool of points equal to five times your level in this class called Surge Points. Whenever you hit a target with a weapon attack, you can take a reaction and expend up to a number of these points equal to your level in this class, dealing additional lightning damage equal to the number of Surge Points you expend.

You regain all expended Surge Points when you finish a long rest.

DISCIPLINE OF THE EYE

3rd-level Lightning Lord feature

You have nearly perfect focus and reserve. You have advantage on Wisdom checks, unless you are blinded or within a heavily obscured area, and on saving throws against the charmed condition.

ELECTRICAL RESILIENCE

7th-level Lightning Lord feature

You gain resistance to lightning damage. If an effect redirects the lightning damage from one of your Lightning Lord features to you, you have immunity to that damage.

In addition, lightning damage you deal with your Lightning Lord features ignores damage resistance.

LIGHTNING CALL

10th-level Lightning Lord feature

You call lightning to strike from above on your call. When you take the Attack action, you can replace one of the attacks to throw your weapon at a target within 60 feet of you that you can see. Make a ranged attack. On a hit, the target takes the weapon's normal damage plus an additional 4d10 lightning damage, and it has disadvantage on attack rolls until the end of its next turn.

As part of the attack, you can fly straight to your weapon after it hits a target, landing in the nearest unoccupied space. Regardless of whether the attack hits or misses, your weapon returns to your hand after the attack.

After using this feature, you must finish a short or long rest to use it again.

LIGHTNING ROD

15th-level Lightning Lord feature

When an ally within 30 feet of you takes lightning damage, you can use your reaction to take the damage instead. If more than one ally takes lightning damage from the same effect, you can choose to take the damage for each ally within 30 feet of you that you choose using the same reaction.

RACE THE STORM

18th-level Lightning Lord feature

At the start of your turn, you can summon the force of the storm. You gain a fly speed equal to twice your walking speed and can hover for 1 minute. While in the air, you are immune to lightning damage and your movement doesn't provoke opportunity attacks.

After using this feature, you can't use it again until you finish a long rest.

MAKING YOUR OWN MARTIAL ARCHETYPE

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own fighter subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing fighter subclass meets your design goals. One of the greatest flexibilities offered in 5e class design is how open it is to re flavor the features. If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your visions, this section will guide you toward making an artificer subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The fighter is focuses on armor and weapons. At the core, every fighter needs to employ its armory as its central tool, even if it gains other sources of power, such as magic or guile. A fighter typically will have high Strength or Dexterity, as well as decent Constitution. Many fighters can keep three ability scores reasonably high, which you see in fighter subclass that use another ability score, such as Intelligence.

Martial Archetypes should generally be weapon-agnostic, but in certain cases you may bolster a particular weapon type, such as one-handed weapons or ranged weapons. Don't limit a fighter to a single weapon, as the fighter's ability to use nearly every weapon is its core strength. Flexibility is the fighter's niche.

HIT DICE

With a d10 Hit Dice, the fighter can endure combat, particularly when paired with high Constitution, which most fighters have.

PROFICIENCIES

The fighter can use any armor and weapon (except Firearms in campaigns that either don't use them or require special training). This gives the fighter a lot of options on what weapons it uses and how it approaches combat. This versatility also allows fighters to switch their approach up in the middle of battle to use the best weapon for a given foe.

Fighters also have a range of skill proficiencies that round it out or help it focus on physical feats to a greater degree.

ABILITY SCORE IMPROVEMENT

The fighter gets the Ability Score Improvement (ASI) feature more frequently than any other class (4th, 6th, 8th, 12th, 14th, 16th, and 19th level). This frees it to pursue more feats or increase tertiary ability scores. This

allows you leniency to design a subclass that uses Intelligence, Wisdom, or Charisma.

ACTION SURGE

This is the signature feature of the fighter, allowing it a second action once (twice from 17th level) per rest. This can double a fighter's offense on a turn or allow it to take both the Dodge and Attack actions in a turn for more defensive play. Remember this feature when adding new action options for a subclass.

DEFENSES

The fighter has a number of built-in defenses it can draw upon when needed with the Second Wind and Indomitable features.

EXTRA ATTACK

In tier 3, the fighter gets one more attack than its martially-inclined peers. This lets the fighter do more with its weapons (about a 50% boost) that stacks with Action Surge. The capstone boosts this to a total of four attacks when taking the Attack action. Keep this in mind if you add attack riders to the class.

MARTIAL ARCHETYPE FEATURES

Fighter martial archetypes grant features at 3rd, 7th, 10th, 15th level, and 18th level. This gives you a lot of points to add interesting features or to enhance them.

BUILDING A MARTIAL ARCHETYPE

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing fighter subclasses.

Champion. The simplest fighter to play, granting a host of passive benefits, including its signature trait of increasing the range it scores a critical hit. This subclass offers more versatility than power, and is among the hardier fighters. Players choose this archetype because they want more frequent critical hits or prefer fewer decision points in advancement.

Eldritch Knight. This archetype gains the Spellcasting feature as a one third spellcaster. Its features encourage it to mix both weapons and spells, but many players opt to focus on buffs despite its capabilities to supplement its party's other capabilities. While it's not a primary spellcaster, it can bring many tools to the table that other fighters can't. Players choose this archetype to gain access to spells while retaining the armor and weaponry of the fighter.

Cavalier. Representing the knight on a charging steed, the Cavalier martial archetype has features that focus on leading the group from the middle. It also gains benefits when mounted, but isn't dependent on having the mount. Players choose this archetype because they want to be the knight in shining armor that stands firm against the wave of its foes.

Psi Warrior. Inspired by the psychic warrior class from 3rd edition, the Psi Warrior martial archetype leverages psychokinesis as its signature ability. While not as versatile as a manifesting class, such as the Transcendent, the Psi Warrior has a fair number of options to spend on its resources. Players choose this archetype to tap psychokinetic powers as a fighter that adds a range of offensive, defensive, and utility options.

Defender. This martial archetype is another relatively simple option with more emphasis on protecting its allies. It can confidently enter into the midst of a chaotic battle and remain stalwart in its aims. Players choose this archetype to be the party's shield and enter the fray without hesitation.

Each fighter subclass adds a new mechanic to the class, often with an associated resource, allowing it to play in a more unique way, but at its core, each is a fighter, able to use a wide variety of arms and combat styles.

BUILDING THE SUBCLASS

This guide covers building a Martial Archetype consistent with official published material. Each Martial Archetype adds an interesting mechanics to the class. Each fighter will always be an armored weapon specialist, but each engages in and out of combat on its own terms.

Subclass features are granted at 3rd, 7th, 10th, 15th, and 18th level. Except for 3rd level, each Martial Archetype feature level should only grant one subclass feature. Consult the Martial Archetype Features table for when you should grant features.

There are exceptions for the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.
- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

MARTIAL ARCHETYPE FEATURES

Fighter Level	Feature
3rd	Signature Feature, Ribbon Feature
7th	Expansion Feature
10th	Fighter Pool Feature
15th	Fighter Pool Feature
18th	Fighter Pool Feature

SIGNATURE FEATURE

3rd-level [Your Fighter Subclass] feature

This feature adds a completely new tool to the fighter kit that skews the way it can play, often leaning the fighter to a particular role or party function. The signature feature should add a new layer of play experience to the class and drive or expand the character's choices at a tactical level.

This feature should increase the fighter's damage across the adventuring day by around 10% to 15%.

REBBIION FEATURE

3rd-level [Your Fighter Subclass] feature

This feature mainly serves to add flavor to the archetype. It should mostly affect the exploration or social pillar. This can include skills modifiers or bonus proficiencies. If the feature is especially niche, such as with the Cavalier's Born to the Saddle feature, you might want to include a second ribbon. Ideally, the Ribbon feature should come into play more than a few times in a campaign.

EXPANSION FEATURE

7th-level [Your Fighter Subclass] feature

This feature should enhance the kit of the fighter class or the Martial Archetype. Depending on your concept, it may be prudent to modify the signature feature or to add a new mechanic that supports the core concept.

FIGHTER POOL FEATURE

10th/15th/18th-level [Your Fighter Subclass] feature

Fighters are somewhat different than other classes in the structure of their mid and high level subclass features. Unlike most other classes that follow a more streamline arrangement of Auxiliary, Defensive, Enhancement, Expansion, Resource, and Utility features, fighter subclasses are flexible in having three of these types of features, sometimes all three being the same general kind of feature. This gives you a lot of flexibility in how you create your fighter subclass, but also adds additional challenge in crafting balanced features for the level it is gained and that fits smoothly in the kit of the subclass.

A simple arrangement will have an Enhancement feature, often for the Signature feature, at 10th level and a Defensive feature at 18th level, leaving the 15th-level feature open for any other kind of feature. If the subclass adds a new, nonstandard resource with its Signature feature, granting it a resource feature at 15th-level is generally appropriate.

If the subclass is built around a central gimmick with its Signature feature, you may also opt to have two or three Enhancement features for the Signature feature, such as the case of the Rune Knight archetype.

You might also have a more in-depth 3rd-level feature that includes portions of several options that would normally be in the 10th, 15th, and 18th-level features. You want to ensure that a complex feature isn't obscuring feature-bloat. With a complex feature, such as Psionic Power, you should aim for the Fighter Pool features to be explicit and focus on utility or defenses.

Looking at existing Fighter Archetypes can help you create fitting features for your subclass.

Fighter Pool Feature options include the following features:

Auxiliary. This kind of feature allows one part of the kit to prop up another part of the kit.

Defensive. With this feature, you expand or enhance the defensive ability for the class.

Enhancement. This feature improves upon part of the class or subclass kit. It can be as simple as a boost in uses or damage or even add a new layer or decision to another feature.

Expansion. The point of an expansion feature is to add something new to the class. Examples include adapting a class feature from a different class, such as the Spellcasting feature.

Resource. With a resource feature, you add additional resources for another feature or introduce new efficiency for a resource.

Archetype	10th Level	15th Level	18th Level
Champion	Enhancement (Fighting Style class feature)	Enhancement (Signature feature)	Defensive
Battle Master	Enhancement (Signature feature)	Resource (Signature feature)	Enhancement (Signature feature)
Eldritch Knight	Auxiliary (props up spellcasting)	Enhancement (improves Action Surge)	Enhancement (improves 7th-level Expansion feature)
Samurai	Resource (Signature feature)	Expansion (new option to trade advantage for additional attack)	Defensive
Psi Warrior	Defensive	Defensive	Expansion feature (free spell cast)
Dervish	Enhancement (Signature feature)	Resource (Signature feature)	Defensive