



# ALTERNATE FIGHTER

**HOMEBREW**

Become the Master of Battle You Were Meant to Be!



# THE FIGHTER

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

A graying dwarf surveyed the enemy camp as the sun began to set. Along with three of her best soldiers, she had made her way to the enemy general's tent with the intent to rout the army or die in the attempt. In a fully pitched battle, the small band of dwarves under her command wouldn't stand a chance against this great host. However, if her group of elite soldiers followed her orders to the letter, they had a chance to cut off the head of the army before it came to battle. For what could be her final mission, she gripped her battleaxe and gave the order to move out.

The flamboyant elven gladiator paused for a brief moment, basking in the cheers of the crowd. He remembered his first gladiatorial match in the underground arena, surrounded by drunken pirates and slavers. Now he performed for the king and queen amidst the bustle of the largest metropolis in the kingdom. After savoring the moment, he whirled about and plunged his gilded spear into his opponent's heart, ending what would be his final fight and earning him his freedom.

## MASTERS OF THE BATTLEFIELD

Not every city guardsman, mercenary, or professional soldier is considered to be a true fighter. Born with the innate talent for war and keen battle instincts, a born fighter cannot resist the call of the battlefield. Hailing from the ranks of military officers, elite bodyguards, veteran mercenaries, and anointed knights, fighters are known for their masterful skill in battle.

Dungeon delving, monster slaying, and other dangerous work common amongst 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 competition, fighters make for loyal allies.

## 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 a high 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, transforming into beautiful yet deadly whirls of sharpened steel on the battlefield.

While they all have skill in battle, the nature of a fighter's training can greatly vary. Some cultivate immense physical might, crushing their foes with overwhelming blows. Some prefer to strike from afar, slaying their enemies before they are aware of their presence. Others use tactical insights to coordinate their allies. And a rare few augment their martial abilities with limited, but potent, arcane spells.



## CREATING YOUR FIGHTER

When creating a fighter, the most important thing to consider is where they gained their skill with the armaments of war. Are you the scion of a noble house, trained from birth by the best warriors in your family's employ? Are you a gladiator who fought for sport, forced to learn to fight or perish? Did you come from nothing and earn food, shelter, and coin at the tip of your sword as a member of a mercenary company?

Also, consider your fighter's style of combat and how the way you fight sets you apart from other warriors. Are you a artist with your weapons, gracefully flowing about the field of battle? Are you especially ruthless, reveling in the chaos and carnage of war? Or, do you fight with honor and respect, only challenging those that you deem your equal with the sword?

## MULTICLASSING AND THE FIGHTER

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the fighter class.

**Ability Score Minimum.** As a multiclass character, you must have at least a Strength (or Dexterity) score of 13 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, here are the proficiencies you gain when you take your first level as a fighter: light armor, medium armor, shields, simple weapons and martial weapons.

**Martial Exploits.** If you have another feature that allows you to learn and perform Exploits, add all of your Exploit Dice together into one pool, they all become the size of your largest Exploit Die. You can then use any of these Exploit Dice to perform any Martial Exploits you know from either source.



## THE FIGHTER

| Level | PB | Features                                   | Exploits Known | Exploit Die | Exploit Dice |
|-------|----|--|----------------|-------------|--------------|
| 1st   | +2 | Fighting Style, Second Wind (1)            | —              | —           | —            |
| 2nd   | +2 | Martial Exploits                           | 2              | d6          | 2            |
| 3rd   | +2 | Know Your Enemy, Warrior Archetype         | 3              | d6          | 2            |
| 4th   | +2 | Ability Score Improvement                  | 3              | d6          | 3            |
| 5th   | +3 | Extra Attack (1)                           | 4              | d8          | 3            |
| 6th   | +3 | Action Surge (1)                           | 4              | d8          | 3            |
| 7th   | +3 | Archetype Feature                          | 5              | d8          | 3            |
| 8th   | +3 | Ability Score Improvement                  | 5              | d8          | 4            |
| 9th   | +4 | Indomitable (1)                            | 6              | d8          | 4            |
| 10th  | +4 | Archetype Feature                          | 6              | d8          | 4            |
| 11th  | +4 | Extra Attack (2)                           | 7              | d10         | 4            |
| 12th  | +4 | Ability Score Improvement                  | 7              | d10         | 5            |
| 13th  | +5 | Indomitable (2)                            | 8              | d10         | 5            |
| 14th  | +5 | Ability Score Improvement, Second Wind (2) | 8              | d10         | 5            |
| 15th  | +5 | Archetype Feature                          | 9              | d10         | 5            |
| 16th  | +5 | Ability Score Improvement                  | 9              | d10         | 6            |
| 17th  | +6 | Extra Attack (3), Indomitable (3)          | 10             | d12         | 6            |
| 18th  | +6 | Archetype Feature                          | 10             | d12         | 6            |
| 19th  | +6 | Ability Score Improvement                  | 10             | d12         | 6            |
| 20th  | +6 | Action Surge (2), Relentless               | 10             | d12         | 6            |

## 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 of the following: Acrobatics, Athletics, History, 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

### QUICK BUILD

You can make a fighter quickly by using these suggestions.

First, depending on the weapons you wish to use, make your Strength (heavy or melee weapons) or your Dexterity (ranged weapons or dual wielding) your highest ability score, followed by Constitution. Second, choose the soldier background.

## FIGHTING STYLE

At 1st level, choose the Fighting Style from the options below that best reflect your martial training and skill with weapons. You cannot select a Fighting Style more than once, even if a feature allows you to select an additional Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

### ARCHERY

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

### CLASSICAL SWORDPLAY

While you are wielding a finesse weapon and nothing else, you gain a +1 bonus to your attack rolls and a +2 to your Armor Class so long as you are not wearing heavy armor.

### DEFENSIVE FIGHTING

While wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

### DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

### DUELING

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





## FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, your movement speed increases by 10 feet and you gain a +2 bonus to your damage rolls, so long as you are not wearing medium armor, heavy armor, or wielding a shield.

## GREAT WEAPON FIGHTING

When you roll a 1 or 2 on the damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage, though you must use the new roll, even if the new roll is a 1 or a 2.

The weapon must have the heavy, versatile, or two-handed property to gain this benefit.

## IMPROVISED FIGHTING

You gain proficiency with improvised weapons. Once per turn, when you hit with an improvised weapon attack, you can roll the damage die twice and take the higher roll. When you do this, the improvised weapon is destroyed and cannot be used for further attacks. You can't use this feature to destroy magical objects.

## PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a melee weapon or a shield to use this reaction.

## MARINE FIGHTING

When 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.

## MELEE MARKSMAN

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 attack it again with your ranged weapon, dealing 1d4 bludgeoning damage on hit.

## VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the start of your next turn. When wielding it one-handed you gain a +1 bonus to attack rolls and to your Armor Class. Wielding it two-handed you gain a +2 bonus to your damage rolls.

## WRESTLER

When you hit a creature with a melee attack, you can attempt to grapple that creature as a bonus action on that turn, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full movement speed.

## ADDITIONAL FIGHTING STYLES

The Alternate Fighter is also compatible with the Fighting Styles in *Tasha's Cauldron of Everything*, and the [Alternate Fighter: Expanded](#) includes seven additional Fighting Styles for even more options!



## SECOND WIND

Starting at 1st level, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you do so, you must finish a short or long rest before you can do so again.

When you reach 14th level in this class, you can use your Second Wind feature twice between each short or long rest.

## MARTIAL EXPLOITS

At 2nd level, you have begun to master unique techniques to enhance your martial skill, both on and off the field of battle.

## EXPLOIT DICE

The Fighter table shows how many Exploit Dice you have to perform the Exploits you know. To use an Exploit, you must expend one of these Dice. You can only use one Exploit per attack, ability check, or saving throw, and you regain your expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d6s, and increase in size as you gain levels in this class, as indicated in the Fighter table.

## EXPLOITS KNOWN

You know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Fighter table shows when you learn more Exploits of your choice. To learn an Exploit you must meet any prerequisites it may have, like a minimum Ability Score or a minimum fighter level.

Whenever you gain a fighter level, you can replace one of the Exploits you know with another Exploit of your choice.

## SAVING THROWS

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

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$







## KNOW YOUR ENEMY

Starting at 3rd level, you can measure the martial prowess of other creatures in comparison to your own skill. As an action, choose a creature you can see within 60 feet. Through your observations, you learn if it is your equal, superior, or inferior in regards to one of the following attributes of your choice:

|                             |                    |
|-----------------------------|--------------------|
| Armor Class                 | Strength Score     |
| Current or Total Hit Points | Dexterity Score    |
| Proficiency Bonus           | Constitution Score |
| Fighter Class Levels        | Exploits Known     |

Once you learn something about a creature, you can't use this feature on that creature again until you finish a long rest.

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

## WARRIOR ARCHETYPE

At 3rd level, choose one of the following Warrior Archetypes that best represents your skills and training: Arcane Knight, Champion, Commander, Marksman, or Master at Arms.

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

## ARCHETYPE EXPLOITS

Each Archetype has a list of Archetype Exploits you learn at the fighter levels noted in your Archetype's description. They don't count against your total number of Exploits Known and can't be switched out for other Exploits. If you don't meet an Archetype Exploit's prerequisites, you learn it regardless.

### ADDITIONAL WARRIOR ARCHETYPES

Looking for more options? Check out the [Alternate Fighter: Expanded](#) for eight additional Archetypes, including Guardian, Quartermaster, and Swordsage!

## ABILITY SCORE IMPROVEMENT

At 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two different ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach certain levels in this class, the number of attacks you can make as part of your Attack action increases; at 11th level (3 attacks) and at 17th level (4 attacks).

## ACTION SURGE

Starting at 6th level, you can push yourself past your limits, if only for a moment. On your turn, you can take one additional action on the current turn. Once you do so, you must finish a short or long rest before you can use this feature again.

When you reach 20th level, you can use this feature twice between each short or long rest, but only once per turn.

## INDOMITABLE

Beginning at 9th level, when you fail a saving throw, you can re-roll that saving throw, possibly turning your failure into a success. You can only use this feature once per saving throw, and once you use it to turn a failure into a success, you must finish a long rest before you can use it again.

At certain fighter levels you gain additional uses between each short or long rest; two at 13th level, and three at 17th level. You can only use this feature once per saving throw.

## RELENTLESS

Upon reaching 20th level, your skills in combat are those of a hero of legend. When you start your turn with no Exploit Dice remaining, you immediately regain an expended Exploit Die.





# WARRIOR ARCHETYPES

At 3rd level, a fighter chooses one of the following Archetypes that best represents their training and skills: Arcane Knight, Champion, Commander, Marksman, or Master at Arms.

## ARCANE KNIGHT

Arcane Knights supplement their skill with the armaments of war with arcane knowledge. Compared to mages who study only magic, Arcane Knights can only produce minor spells, but, when combined with their deadly skill with the weapons of warfare, these minor spells become potent enhancements.

### SPELLCASTING

When you adopt the Arcane Knight Archetype at 3rd level, you learn to cast minor arcane spells, much like a wizard.

**Cantrips.** You learn two cantrips of your choice from the Arcane Knight spell list at the end of this Archetype, and you learn an additional Arcane Knight cantrip 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 three 1st-level Arcane Knight spells. The Spells Known column of your Spellcasting table shows when you learn more spells of 1st-level or higher, of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with 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. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for an Arcane Knight spell.

**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 can magically bond yourself to your weapon. At the end of a short or long rest, you can touch a weapon, forging a magical bond between you and that weapon.

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

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

### MASTER SWORD & SPELL!

Interested in playing a true master of both sword and spell? Check out the [Magus Class](#), the arcane half-caster companion to the paladin and ranger!



### 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 weapon attacks. Starting at 7th level, when you take the Attack action on your turn, you can cast a cantrip in place of one of your attacks.

## ENCHANTED STRIKES

Your weapons weaken a creature's resistance to your magic. Starting at 10th level, when you hit a creature with a weapon attack, it 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.

## LEGENDARY ARCANE KNIGHT

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.

## 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 scorch*  
*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\**

Champion  
Fighter



## CHAMPION

Champions forgo all other forms of improvement to focus on enhancing their raw physical might. These immense figures strive to maintain peak physical condition through relentless training. In battle, Champions perform supernatural feats of athleticism and overwhelm their foes with their raw power.

### CHAMPION EXPLOITS

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Fighter Level | Exploit                                     |
|---------------|---|
| 3rd           | <i>feat of strength, ruthless strike</i>    |
| 5th           | <i>concussive blow, warrior's challenge</i> |
| 9th           | <i>disorienting blow</i>                    |

### MIGHTY WARRIOR

When you adopt this Archetype at 3rd level, the raw physical might that you have cultivated enhances your attacks. Your weapon attacks now score a critical hit on a roll of 19 or 20.

### REMARKABLE ATHLETE

Your training allows you to perform feats of athleticism that would seem impossible for most mortals. Beginning at 7th level, you can add your proficiency bonus to any Strength or Constitution check you make. If you are already proficient in that skill check, you add double your proficiency bonus.

### ADDITIONAL FIGHTING STYLE

At 10th level, you learn an additional Fighting Style of your choice. You can't select a Fighting Style you already know.

### PARAGON OF MIGHT

The power of your attacks overwhelms any foe that would dare stand against you. Starting at 15th level, your weapon attacks score a critical hit on a roll of 18 through 20.

Also, whenever you make a Strength check or Strength saving throw, you can treat a d20 roll of 9 or lower as a 10.







## LEGENDARY CHAMPION

You are a nearly perfect specimen of physical vigor, and have become exceedingly hard to kill. Starting at 18th level, if you start your turn with half of your hit points or less remaining, you regain hit points equal to 5 + your Constitution modifier.

You do not regain any hit points if you are at 0 hit points.

## COMMANDER

Not all fighters rely solely on themselves in battle, some use their deep knowledge of battlefield tactics to coordinate their allies. Commanders are warriors who lead from the front of the battle, issuing orders and inspiring greatness in others by their own brave deeds. By their presence, a Commander can transform an unorganized militia into a deadly fighting force.

### COMMANDER EXPLOITS

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

#### Fighter Level Exploit

|     |   |
|-----|---|
| 3rd | <i>commander's presence, menacing shout</i> |
| 5th | <i>heroic will, weakening blow</i>          |
| 9th | <i>war cry</i>                              |

## ART OF WAR

You have spent time studying not only the strategy of war but also that of politics. At 3rd level, you gain proficiency in your choice of either History, Insight, Investigation, or Persuasion.

## ORDERS

Starting at 3rd level, you can use your action to issue one of the Orders below targeting a willing creature of your choice within 30 feet, other than yourself, that can see or hear you:

**Attack Order.** The next time the target takes the Attack action before the beginning of your next turn, they can make one additional weapon attack as part of their Attack action.

**Defensive Order.** The target adds your proficiency bonus to their Armor Class until the beginning of your next turn.

**Maneuvering Order.** The target can use its reaction to move up to its speed without provoking opportunity attacks.

## STRATEGIC COMMAND

You can organize and command your allies even as you fight. Beginning at 7th level, when you take the Attack action, you can issue an Order in place of one of your attacks.

Also, when you use Second Wind, you can choose three creatures within 30 feet that can see or hear you to regain hit points equal to your Exploit Die + your proficiency bonus.

## HEROIC SURGE

Your heroic action inspires your allies. Starting at 10th level, when you use Action Surge, you can choose a creature within 30 feet that can see or hear you. As a reaction, it can move up to its full movement speed without provoking any opportunity attacks, then it can make a single weapon attack.

## INSPIRING COMMANDS

Starting at 15th level, when you issue an Order to a creature, it gains temporary hit points equal to your proficiency bonus.

## LEGENDARY COMMANDER

Your ability to inspire others and lead allies into battle rivals the great conquerors and commanders of legend. Starting at 18th level, your Heroic Surge can affect up to two creatures of your choice within 30 feet that can see or hear you.

## MARKSMAN

While all fighters learn to draw a bow or hurl a javelin, those who train as Marksmen dedicate themselves to mastering ranged weapons of all types. Often, their deadly skills are backed up with an unmistakable swagger and unshakable confidence. Relying on their innate talents and signature grit, there are few challenges a true Marksman cannot overcome.

### MARKSMAN EXPLOITS

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

#### Fighter Level Exploit

|     |   |
|-----|---|
| 3rd | <i>keen observation, precision shot</i> |
| 5th | <i>dirty hit, volley</i>                |
| 9th | <i>thunderous shot</i>                  |







Masters at Arms  
& a Marksman

### ELITE TRAINING

Your training has enhanced your reaction times. Starting at 3rd level, when you make a Dexterity check or saving throw, you can expend an Exploit Die and add it to your roll. You can do so after you roll, but before you know if you succeed or fail.

### MARKSMAN'S FOCUS

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 your bonus action to Focus, 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 re-roll the die. You must use this new roll, even if the new roll is a 1 or a 2.

### CUNNING SHOT

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

Your elite marksmanship allows you to exploit even the smallest weakness in your enemy's defenses. Your ranged weapon attacks ignore any resistance to piercing damage.

### REPOSITION

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

### RELIABLE SHOT

You make even impossible shots with ease. Beginning at 15th level, you ignore disadvantage from 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.

### GUNPOWDER & FIREARMS

If your setting includes firearms and gunpowder, the Marksman is considered proficient with them.

### LEGENDARY MARKSMAN

Your marksmanship is supernatural in precision. Starting at 18th level, when you use Marksman's Focus, the benefits last for 1 minute, and you have advantage on all ranged weapon attacks for the duration. Your Focus only ends early if you move more than 10 feet in a turn, or you are incapacitated.

### MASTER AT ARMS

While most fighters master one specific martial technique or discipline, a Master at Arms is the rare warrior who is able to truly master multiple styles of combat. Whether through grit, extreme dedication, or extraordinary skill, these elite fighters learn all they can about the theories and armaments of war. They are always on the lookout for a new weapon to master, or a teacher from which to learn a new style of fighting.

### MASTER AT ARMS EXPLOITS

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Fighter Level | Exploit                                |
|---------------|--|
| 3rd           | <i>lightstep, riposte</i>              |
| 5th           | <i>defensive stance, glancing blow</i> |
| 9th           | <i>heroic focus</i>                    |

### FLUID STANCES

Whether by talent or training, you are a master of multiple combat styles. At 3rd level, you learn an additional Fighting Style of your choice. However, you can only benefit from one Fighting Style at a time. You can use a bonus action to switch your Fighting Style to another Fighting Style you know.

### MASTER OF FORMS

Your ability to master martial techniques exceeds all others. At 3rd level, you learn one additional Exploit of your choice, but it doesn't count against your number of Exploits Known.

Your training has also made your Exploits more potent than the average fighter. Your Exploit Dice become d8s. At certain fighter levels they increase again; at 5th level they become d10s, and finally at 11th level they become d12s.







## MARTIAL EXPLOITS

Listed below are the Martial Exploits available to the fighter. If an Exploit has a prerequisite, like a minimum Ability Score or your level, you can learn it at the same time you meet the prerequisites. A Prerequisite level refers to your fighter level.

### 1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by warriors with modest training and have no level prerequisite.

#### BLINDING STRIKE

As a bonus action, you can expend an Exploit Die and force a creature within 10 feet to make a Constitution saving throw. On a failed save, it takes piercing damage equal to your Exploit Die and is blinded until the start of your next turn.

#### BRACE UP

*Prerequisites: Constitution of 12*

As a bonus action, you can expend an Exploit Die to instantly gain temporary hit points equal to your Exploit Die + your Constitution modifier (minimum of 1 temporary hit point).

#### COMMANDER'S PRESENCE

*Prerequisites: Intelligence or Charisma of 12*

Whenever you make a Charisma (Intimidation), Charisma (Persuasion), or Intelligence (History) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

#### CRIPPLING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failed save, the creature takes additional damage equal to your Exploit Die and its movement speed is reduced to 0 until the beginning of your next turn.

#### CHARLATAN'S GUILF

*Prerequisites: Dexterity or Charisma of 12*

When you make a Dexterity (Sleight of Hand), a Charisma (Deception), or a Charisma (Performance) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know the roll's result.

#### DISARM

When you hit a creature with a weapon attack, you can expend an Exploit Die to force it to make a Strength saving throw. On a failed save, it takes extra damage equal to your Exploit Die, and it to drops an item of your choice at its feet.

#### FEAT OF STRENGTH

*Prerequisites: Strength or Constitution of 12*

Whenever you make a Strength or Constitution-based ability check or saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

#### FEINT

As a bonus action, you can expend an Exploit Die and force a creature that can see you within 30 feet to make a Wisdom saving throw. On a failed save, your next attack against that creature, before the end of your next turn, has advantage, and on hit, you deal additional damage equal to your Exploit Die.

#### CONSISTENT SKILL

You are able to fight at your peak capability for longer than most other warriors. Starting at 7th level, when you use your Second Wind, you regain one of your expended Exploit Dice.

#### ADVANCED TECHNIQUE

Your study of war has increased your knowledge of martial techniques. At 7th level, you learn another Fighting Style of your choice (for a total of three), though you can still only benefit from one of your Fighting Styles at a time.

You also learn an additional Exploit of your choice that doesn't count against your total number of Exploits Known.

#### MASTERFUL SURGE

You can draw on your techniques as a reflex in times of great need. Starting at 10th level, when you use your Action Surge, you gain a single Exploit Die that must be used as part of the additional action granted to you by your Action Surge. If not used, it disappears at the end of your additional action.

Also, you can benefit from two of your Fighting Styles at once. Though, you can only switch one per bonus action.

#### SUPERIOR TECHNIQUE

In your studies you have mastered an impressive amount of combat styles. At 15th level, you learn a final Fighting Style of your choice (for a total of four), and you learn another Exploit, which doesn't count against your number of Exploits Known.

#### WARRIOR OF LEGEND

Beginning at 18th level, your mastery with the armaments of war is supernatural. Once per turn when you use an Exploit, you can roll a d6 in place of expending an Exploit Die.

Also, at the end of each long rest, you can choose either one Exploit or one Fighting Style you know, and replace it with another Exploit or Fighting Style of your choice.





## FIRST AID

As an action, you can touch a conscious and willing creature and expend an Exploit Die to heal them. As a reaction, the creature can expend one of their Hit Dice to immediately regain hit points equal to their Hit Die + your Exploit Die.

## HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## HURL

*Prerequisites: Strength of 12*

In place of an attack, you can expend an Exploit Die to throw an object you are holding at a target you can see within 60 feet, forcing it to make a Dexterity saving throw. On a failed save, it takes bludgeoning damage equal to your Exploit Die + your Strength modifier. The thrown object also takes the damage, regardless if the target succeeds on its save.

## KEEN OBSERVATION

*Prerequisites: Intelligence or Wisdom of 12*

Whenever you make an Intelligence (Investigation), Wisdom (Insight), or a Wisdom (Perception) check you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

## LIGHTSTEP

*Prerequisites: Dexterity of 12*

Whenever you make a Dexterity (Acrobatics) or Dexterity (Stealth) check, or roll initiative you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## MARTIAL FOCUS

When you make a weapon attack, you can expend an Exploit Die as part of the attack to grant yourself advantage on your attack roll. You can use this Exploit after you roll, but before you know whether your attack hits or misses your target.

## MENACING SHOUT

As a bonus action, you can expend an Exploit Die and force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The fear effect ends early for the target if the frightened creature sees you take damage of any kind.

## MIGHTY LEAP

*Prerequisites: Strength of 12*

When you make a running or standing jump, you can expend an Exploit Die to increase your jump distance by a number of feet equal to your Exploit Die roll + your Strength modifier, even if the distance exceeds your remaining movement speed.

## MIGHTY THRUST

*Prerequisites: Strength of 12*

In place of an attack, you can expend an Exploit Die to force a creature within reach to make a Strength saving throw. On a failure, it is pushed away from you a number of feet equal to 5 times your Strength modifier. Creatures more than one size larger than you have advantage on the saving throw.

## PRECISION SHOT

*Prerequisites: Dexterity of 12*

When you make a ranged attack, you can expend an Exploit Die and add it to the attack roll. You can use this Exploit after you roll, but before you know if the attack hits or misses.

## RIPOSTE

*Prerequisites: Dexterity of 12*

As a reaction when a creature you can see targets you with a melee attack, you can expend an Exploit Die and add it to your Armor Class against the attack. If the triggering attack misses you, you can immediately make one weapon attack against the attacker as part of the same reaction.

## RUTHLESS STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and add it to the damage of the attack. You can use this Exploit after you know if your attack hits.

## SCHOLAR'S INSIGHT

*Prerequisites: Intelligence of 12*

Whenever you make an Intelligence (Arcana), an Intelligence (Nature), or an Intelligence (Religion) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

## SKILLED RIDER

*Prerequisites: Wisdom of 12*

When you are riding a trained mount and the mount makes an ability check or saving throw, or you make a Wisdom (Animal Handling) check to control it, you can expend an Exploit Die and add it to the roll. You can use this Exploit after roll, but before you know if it succeed or failed.

## SURVIVALIST'S CRAFT

*Prerequisites: Wisdom of 12*

Whenever you make a Wisdom (Animal Handling), Wisdom (Medicine), or Wisdom (Survival) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

## SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force it to make a Dexterity saving throw. On a failed save, it falls prone and takes bludgeoning damage equal to your Exploit Die. Creatures more than one size larger than you have advantage on their saving throw.

## WILD STRIKE

*Prerequisites: Strength or Dexterity of 12*

When you make a melee weapon attack, you can expend an Exploit Die as part of the attack to strike with wild abandon. You have advantage on your attack roll, but you must subtract your Exploit Die from your attack rolls. However, on hit, you deal additional damage equal to two rolls of your Exploit Die.

## ADDITIONAL MARTIAL EXPLOITS

Check out the [Alternate Fighter: Expanded](#) for a multitude of additional Martial Exploits to choose from, including the wondrous and deadly Advanced Martial Exploits based on existing spell effects.





## 2ND-DEGREE EXPLOITS

Exploits of this degree represent the absolute peak of martial skills that are achievable without dedicated training. These Exploits can be learned by any fighter of 5th level or higher.

### AGGRESSIVE STRIKE

*Prerequisites: 5th level*

As an action, you can expend an Exploit Die and move up to your movement speed toward a hostile creature you can see and make a single weapon attack against the hostile creature. On hit, you deal additional damage equal to your Exploit Die. You must have at least 5 feet of movement to use this Exploit.

### CONCUSSIVE BLOW

*Prerequisites: 5th level, Strength of 14*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with incredible force, forcing the creature to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die and it is stunned until the beginning of your next turn.

### DEFENSIVE STANCE

*Prerequisites: 5th level*

As a bonus action, you can expend an Exploit Die to enter a defensive stance which lasts until the start of your next turn. Each time a creature that you can see hits you with an attack while you are in your defensive stance, you roll your Exploit Die and add it to your Armor Class against the attack.

### DIRTY HIT

*Prerequisites: 5th level, Dexterity of 14*

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die, and until the start of your next turn it cannot take reactions and its movement speed is halved.

### EXECUTE

*Prerequisites: 5th level, Strength of 14*

In place of an attack, you can expend an Exploit Die to try to execute an incapacitated or prone creature within 5 feet of you. Make an attack roll with a melee weapon and add your Exploit die to the attack roll. If your attack roll exceeds the target's remaining hit points, its hit points are reduced to 0.

### GLANCING BLOW

*Prerequisites: 5th level*

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.

### HEROIC WILL

*Prerequisites: 5th level, Intelligence or Wisdom of 14*

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can expend an Exploit Die and add it to the result of your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### REDIRECT

*Prerequisites: 5th level*

As a reaction when a creature you can see misses you with a melee attack, you can expend an Exploit Die and force it to repeat its attack against a target of your choice within reach.

### RENDING STRIKE

*Prerequisites: 5th level, Strength of 14*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes extra damage equal to your Exploit Die, and its Armor Class is reduced by 1.

### SHIELD IMPACT

*Prerequisites: 5th level*

As a reaction when a creature you can see hits you with an attack, you can expend an Exploit Die to reduce the damage by an amount equal to your Exploit Die + your Constitution modifier. You must be wielding a shield to use this Exploit.

### SUPPRESSING STRIKE

*Prerequisites: 5th level*

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die, and it is blinded, deafened, or cannot speak (your choice) until the start of your next turn.

### TAKE COVER

*Prerequisites: 5th level*

As a reaction when a creature you can see targets you with a ranged attack or forces you to make a Dexterity saving throw, you can expend an Exploit Die to immediately fall prone and gain temporary hit points equal to your Exploit Die.

### VOLLEY

*Prerequisites: 5th level, Dexterity of 14*

As an action, you can expend an Exploit Die to fire a volley of ammunition at a point you can see within the normal range of your weapon, forcing creatures within 5 feet to make on a Dexterity Saving throw. Creatures take piercing damage equal to your Exploit Die + your Dexterity modifier on a failed save, and half as much on a success. You must have enough ammunition to hit each target in the area to use this Exploit.

### WARRIOR'S CHALLENGE

*Prerequisites: 5th level*

As a bonus action, you can expend an Exploit Die and force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it has disadvantage on any attack roll it makes against targets other than you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This effect ends early if you attack a creature other than the target.

### WHIRLWIND SLASH

*Prerequisites: 5th level, Strength or Dexterity of 14*

In place of an attack, you can expend an Exploit Die to strike out at creatures around you, forcing creatures within range of a melee weapon you are wielding to make a Dexterity saving throw. Creatures take slashing damage equal to your Exploit Die + your Strength or Dexterity modifier (your choice) on a failed save, and half as much on a successful save.

### WEAKENING BLOW

*Prerequisites: 5th level*

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken it. The first attack made against it before the start of your next turn has advantage and deals extra damage equal to your Exploit Die.





## 3RD-DEGREE EXPLOITS

---

Exploits of this degree are only achievable by dedicating your life to training. They are the signature techniques of master warriors, and can be learned by fighters of 9th level or higher. These Exploits can only be used once per short or long rest.

### DISORIENTING BLOW

*Prerequisites: 9th level, Strength of 16*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force it to make a Wisdom saving throw. On a failure, it takes additional damage equal to your Exploit Die, and it suffers the following effects for 1 minute:

- Its speed is halved and it cannot take reactions.
- Its Armor Class is reduced by 2.
- Its Dexterity saving throw bonus is reduced by 2.
- On its turn it can only take an action or a bonus action.
- It cannot make more than one attack during its turn.

The creature can repeat the saving throw at the end of each of its turns, ending these effects on a success.

### HEROIC FOCUS

*Prerequisites: 9th level*

As a bonus action, you can expend an Exploit Die to enter into a heightened state of focus which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- Your movement speed is doubled.
- You gain a +2 bonus to your Armor Class.
- You have advantage on Dexterity saving throws.
- You gain an additional action on each of your turns. It can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action.

When the effect ends, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you.

### RESILIENT BODY

*Prerequisites: 9th level, Constitution of 16*

When a creature you can see hits you with an attack, you can expend an Exploit Die to reduce the incoming damage by twice your Exploit Die + your Constitution modifier.

### THUNDEROUS SHOT

*Prerequisites: 9th level, Dexterity of 16*

In place of an attack, you can expend an Exploit Die and fire a piece of ammunition in a straight line, forcing creatures in that line out to the normal range of the weapon to make a Dexterity saving throw. Creatures take your weapon's normal damage plus thunder damage equal to your Exploit Die on a failed save, and half as much damage on a successful save.

### WAR CRY

*Prerequisites: 9th level*

As an action, you can expend an Exploit Die and issue a mighty war cry, forcing any creature in an adjacent 30 foot cone that can hear you to make a Wisdom saving throw. On a failed save, creatures drop whatever they are holding and are frightened of you for one minute. If a creature ends its turn in a location where it doesn't have line of sight to you, it can repeat the saving throw, ending the effect on a success. The effect ends early if the target sees you take any damage.

## 4TH-DEGREE EXPLOITS

---

Exploits of the fourth degree are techniques of legendary skill mastered by the most powerful warriors in an entire kingdom and can be only be learned by fighters of 13th level or higher. These Exploits can only be used once per short or long rest.

### FLUID MOVEMENTS

*Prerequisites: 13th level, Dexterity of 18*

As a bonus action, you can expend an Exploit Die to enter a heightened state of movement which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- Your movement is unaffected by difficult terrain.
- Spells and other magical effects can neither reduce the your speed nor cause you to be paralyzed or restrained.
- You can spend 5 feet of movement to instantly escape from nonmagical restraints like manacles or a grapple.
- Swimming or being underwater imposes no penalties on your movements or your attack rolls.

### STAGGERING BLOW

*Prerequisites: 13th level, Strength of 18*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Wisdom saving throw. On a failed save, it takes additional thunder damage equal to two rolls of your Exploit Die and until the end of the creature's next turn, it has disadvantage on attack rolls and ability checks, and it cannot take reactions.

### UNBREAKABLE

*Prerequisites: 13th level, Constitution of 18*

When you take damage that would reduce you to 0 hit points, even if that damage would kill you outright, you can use your reaction to expend an Exploit Die to fall to 1 hit point.

## 5TH-DEGREE EXPLOITS

---

Exploits of the fifth degree are wondrous feats of martial skill that rival those of demigods or immortals. These Exploits are only mastered by legendary heroes. These Exploits can only be learned by legendary fighters of 17th level or higher, and they can only be used once per short or long rest.

### STORM OF ARROWS

*Prerequisites: 17th level, Dexterity of 20*

In place of an attack, you can expend an Exploit Die and fire a volley of ammunition at a point within the normal range of your weapon, forcing creatures within 30 feet to make a Dexterity saving throw. They take piercing damage equal to three rolls of your Exploit Die + your Dexterity modifier on a failure, and half as much on a success. You must have enough ammunition to hit each target in the area to use this Exploit.

### STEEL WIND SLASH

*Prerequisites: 17th level, Strength or Dexterity of 20*

In place of an attack, you can expend an Exploit Die to flourish your melee weapon then vanish. Choose up to five creatures you can see within 30 feet, making a melee weapon attack against each one. On a hit, they take damage of your weapon's type equal to three rolls of your Exploit Die + your Strength or Dexterity modifier (your choice).

You then appear in an unoccupied space you can see within 5 feet of one of the targets you hit or missed.





## ALTERNATE FIGHTER BUILDS

One of the goals of the Alternate Fighter class was to bring the versatility of the Battle Master Archetype found in the *Player's Handbook* to every fighter. Depending on a fighter's Archetype, Fighting Style, and Martial Exploits choices, they can reflect any warrior from popular fiction and fantasy.

The Alternate Fighter builds below suggest particular groupings of Archetypes, Fighting Styles, Martial Exploits, and Feats, all of which are from the Alternate Fighter, the *Player's Handbook*, or *Tasha's Cauldron of Everything*\*

### DUELIST

You are a true student of the blade, and have specialized your skills for single combat. You often seek out the most powerful foes you can find in order to test your skills against them.

|                 |   |
|-----------------|---|
| Archetype:      | <i>Master at Arms</i>   |
| Fighting Style: | <i>Classical Swordplay, Versatile Fighting</i>                            |
| Exploits:       | <i>disarm, martial focus, feint, sweeping strike, warrior's challenge</i> |
| Feats:          | <i>Defensive Duelist, Mobile, Piercer*</i>                                |

### GLADIATOR

You are as much of an entertainer as you are a fighter. Often masters of exotic weapons and fighting styles, gladiators seek to build their reputation as wondrously extravagant warriors.

|                 |   |
|-----------------|---|
| Archetype:      | <i>Master at Arms</i>   |
| Fighting Style: | <i>Dual Wielding, Featherweight Fighting</i>  |
| Exploits:       | <i>disarm, menacing shout, feat of strength, sweeping strike, warrior's challenge</i> |
| Feats:          | <i>Dual Wielder, Great Weapon Fighting</i>  |

### KNIFE THROWER

Hailing from the ranks of circuses, gamblers, and other performers, knife throwers are masters of mid ranged combat and are deadly accurate with the smallest weapons.

|                 |  |
|-----------------|--|
| Archetype:      | <i>Marksman</i>  |
| Fighting Style: | <i>Archery, Thrown Weapon Fighting*</i>                              |
| Exploits:       | <i>crippling strike, charlatan's guile, lightstep, martial focus</i> |
| Feats:          | <i>Mobile, Sharpshooter, Slasher*</i>                                |

### KNIGHT

The classical knight seeks to embody the virtues of chivalry, both on and off the battlefield. They are noble warriors who support their allies and are able to navigate high society.

|                 |  |
|-----------------|--|
| Archetype:      | <i>Commander</i>   |
| Fighting Style: | <i>Defensive Fighting, Dueling</i>   |
| Exploits:       | <i>brace up, first aid, scholar's insight, skilled rider, heroic willpower</i> |
| Feats:          | <i>Heavy Armor Master, Inspiring Leader</i>                                    |

### PEACEKEEPER

Often found patrolling remote territories and other lawless lands, peacekeepers use their finely honed skills and deadly accuracy with firearms to enforce the law wherever they go.

|                 |   |
|-----------------|---|
| Archetype:      | <i>Marksman</i>   |
| Fighting Style: | <i>Featherweight Fighting, Melee Marksman</i>                             |
| Exploits:       | <i>blinding shot, commander's presence, crippling shot, martial focus</i> |
| Feats:          | <i>Alert, Gunner*, Piercer*, Sharpshooter</i>                             |

### PUGILIST

You have honed your body into a deadly weapon. While other unarmed warriors rely on their speed to strike, you use your raw power to rain devastating blows down on your foes.

|                 |  |
|-----------------|--|
| Archetype:      | <i>Champion</i>  |
| Fighting Style: | <i>Unarmed Fighting*, Wrestler</i>                               |
| Exploits:       | <i>brace up, disarm, hurl, feint, mighty thrust, wild strike</i> |
| Feats:          | <i>Crusher*, Durable, Tavern Brawler, Tough</i>                  |

### SNIPER

You are a master of ranged combat and prefer to strike from afar. Known for your ability with longbows and crossbows, you strike your foes down before they know of your presence.

|                 |  |
|-----------------|--|
| Archetype:      | <i>Marksman</i>  |
| Fighting Style: | <i>Archery, Melee Marksman</i>   |
| Exploits:       | <i>crippling strike, disarm, lightstep, martial focus, survivalist's craft</i> |
| Feats:          | <i>Alert, Crossbow Expert, Sharpshooter</i>                                    |

### VANGUARD

You will lead a charge into fortified enemy lines or stand strong against terrifying monsters. You attack with abandon looking to slay your foes with deadly speed and power.

|                 |   |
|-----------------|---|
| Archetype:      | <i>Champion</i>   |
| Fighting Style: | <i>Great Weapon Fighting, Dueling</i>                                       |
| Exploits:       | <i>brace up, crippling strike, menacing shout, mighty leap, wild strike</i> |
| Feats:          | <i>Charger*, Great Weapon Master, Tough</i>                                 |

### WARLORD

Warlords are master tacticians who guide their allies with their shrewd insight, both on and off the battlefield. While other warriors wield swords, warlord's wield other fighters.

|                 |   |
|-----------------|---|
| Archetype:      | <i>Commander</i>  |
| Fighting Style: | <i>Classical Swordplay, Defensive Fighting</i>                        |
| Exploits:       | <i>disarm, first aid, crippling strike, keen observation, riposte</i> |
| Feats:          | <i>Inspiring Leader, Keen Mind, Linguist</i>                          |





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# THE ALTERNATE FIGHTER

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