



ALTERNATE FIGHTER

EXPANDED

HOMEBREW

A Multitude of Additional Options for the Alternate Fighter!
Includes New Fighting Styles, Exploits, and Archetypes



ALTERNATE FIGHTER EXPANDED

In 5e, the fighter, while mechanically balanced, falls short of the fantasy it tries to capture. The [Alternate Fighter](#) strives to capture the fantasy of playing a master of battle. Included below are additional options for the Alternate Fighter class:

Additional Fighting Styles. The Fighting Styles included with the Alternate Fighter emulate the most common forms of combat. Fighting Styles included here can be more exotic, specific, or dangerous for those who makes use of them.

Additional & Advanced Martial Exploits. The Exploits included here may be harder to learn, or require a specific master to teach. Advanced Exploits are more fantastical in nature, and are balanced based on spells that exist in 5e.

Martial Feats. The feats included here allow all player characters to share in the abilities of the Alternate Fighter.

Archetype Exploits. Also included are Archetype Exploits for official Archetypes published after the *Player's Handbook*.

Additional Warrior Archetypes. Included below are nine additional Archetypes for fighters to choose from at 3rd level.

ADDITIONAL FIGHTING STYLES

The following Fighting Styles are available to the Alternate Fighter, in addition those presented with the base class.

BERSERKERGANG

You fight with reckless abandon in battle. Once per turn, you can grant yourself advantage on a single attack roll. Once you take this advantaged attack, your Armor Class is reduced by 2 until the beginning of your next turn.

HEAVYWEIGHT FIGHTING

You use the weight of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +2 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

MOUNTAINEER

When you are not wearing medium or heavy armor, or using a shield, you have a climbing speed equal to your movement speed, and you gain a +1 bonus to your Armor Class.

MOUNTED WARRIOR

Once per turn, when you hit a creature with a melee attack while riding a mount, you can force the target to make a Strength saving throw against your Exploit save DC. On a failed save, a Large or smaller target is knocked prone.

PIT FIGHTING

You have trained to fight with weapons typically associated with gladiators, granting you the following benefits:

- For you, tridents deal 1d8 (1d10) piercing damage on hit.
- When making an attack roll with a net against a creature within 5 feet, you do not have disadvantage on the roll.
- When you take the Attack action on your turn, making an attack with a net only takes the place of one attack.

SHIELD WARRIOR

You can use a shield as a martial melee weapon. On hit, you deal 2d4 bludgeoning damage. If you are wielding a shield and no other weapons, you gain a +1 bonus to both your damage rolls with shield attacks, and to your Armor Class.

STANDARD BEARER

When a creature within 5 feet of you makes an attack against a creature that you can see, you can grant them advantage on their attack roll as a reaction. You must be carrying a banner, flag, or standard in your hand to use this reaction.

STRONGBOW

You can use your Strength score, in place of your Dexterity, for attack and damage rolls with longbows and shortbows.

ALTERNATE RULE: STYLE RE-TRAINING

Some Fighting Styles have specific uses. Consider allowing fighters to re-train their Fighting Style over a few long rests to adjust their technique.



ADDITIONAL MARTIAL EXPLOITS

Listed below are additional Martial Exploits available to the Alternate Fighter. Each time you gain a level, you can replace one Exploit you know with another Exploit of your choice.

Some Exploits are based on spells and may not fit the tone of your game, so check with your GM before learning them.

NAVIGATOR'S KNOW-HOW

1st-degree Martial Exploit

Prerequisites: Intelligence or Wisdom of 12

When you make an ability check with cartographer's tools, navigator's tools, or land or water vehicles, 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.

TAKE DOWN

1st-degree Martial Exploit

Prerequisites: Strength of 12

As a bonus action, you can expend an Exploit Die to make a Shove or Grapple attack against a creature within your reach, adding your Exploit Die to your Strength (Athletics) check.

TINKER'S INTUITION

1st-degree Martial Exploit

Prerequisites: Intelligence of 12

Whenever you make an ability check with a set of artisan's tools, thieves' tools, or tinker's tools, 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.

FLAMING SHOT

2nd-degree Martial Exploit

Prerequisites: 5th level

When you make a ranged weapon attack, you can expend an Exploit Die to light the ammunition aflame. On hit, the target takes additional fire damage equal to your Exploit Die.

If your target is a flammable object that is not being worn or carried, you can ignite it in place of dealing damage.

IMMOVABLE STANCE

2nd-degree Martial Exploit

Prerequisites: 5th level, Strength or Constitution of 14

As a bonus action, you can expend an Exploit Die and plant your feet in an immovable stance. Until you move from that space, a creature that would move you, or move through your space, must succeed on a Strength saving throw to do so.

IMPROVISED SKILL

2nd-degree Martial Exploit

Prerequisites: 5th level

When you make an ability check that doesn't include your proficiency bonus, 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.

INTIMIDATING ORDER

2nd-degree Martial Exploit

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and shout a one-word command at a creature that can hear you within 30 feet and force it to make a Wisdom saving throw. On a failure, the creature must obey your order on its next turn, unless the order is directly harmful to it or impossible to follow.

REGAL SPIRIT

2nd-degree Martial Exploit

Prerequisites: 5th level, Wisdom or Charisma of 14

When you are forced to make a saving throw to resist being charmed, frightened, or stunned, 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.

SHATTERING SLAM

2nd-degree Martial Exploit

Prerequisites: 5th level, Strength of 14

In place of an attack, you can expend an Exploit Die to strike the ground at your feet, forcing creatures within 5 feet of you to make a Dexterity saving throw. On a failed save, creatures take bludgeoning damage equal to your Exploit Die + your Strength modifier and are knocked prone. On a successful save, creatures take half damage and do not fall prone.

If the area you strike is loose earth or stone, it becomes difficult terrain until a creature uses its action to clear it.

THUNDEROUS BLOW

2nd-degree Martial Exploit

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 Strength saving throw. On a failed save, it takes additional thunder damage equal to your Exploit Die and is pushed away from you 10 feet in a straight line. Creatures more than one size larger than you have advantage on their saving throw.

ZEPHYR SLASH

2nd-degree Martial Exploit

Prerequisites: 5th level, Strength or Dexterity of 14

As an action, you can expend an Exploit Die to move up to 30 feet in a straight line, forcing any creature you pass through to make a Dexterity saving throw. Creatures take slashing damage equal to your Exploit Die + your Dexterity modifier on a failed save, and half as much on a success.

This movement does not provoke opportunity attacks.

DESTRUCTIVE SLAM

3rd-degree Martial Exploit

Prerequisites: 9th level, Strength of 16

In place of an attack, you can expend an Exploit Die to strike the ground at your feet, forcing creatures in an adjacent 20-foot cube to make a Dexterity saving throw. On a failed save, creatures take bludgeoning damage equal to your Exploit Die + your Strength modifier and fall prone. On a successful save, they take half damage and don't fall prone. Any objects within this area take the maximum amount of damage.

The area of the 20-foot cube becomes difficult terrain until a creature takes 1 minute to clear it.

GALE FORCE SLASH

3rd-degree Martial Exploit

Prerequisites: 9th level, Dexterity of 16

In place of an attack, you can expend Exploit Dice to rend the air in front of you with a melee weapon, forcing creatures in an adjacent 20-foot cone to make a Constitution saving throw. Targets take thunder damage equal to your Exploit Die + your Dexterity modifier on a failed save, and half on a success.



EXPERT DETERMINATION

4th-degree Martial Exploit

Prerequisites: 13th level

As an action, you can expend an Exploit Die to focus your mind and temporarily sharpen one of your skills. Choose a skill that you are proficient in. For the next hour, you can add double your proficiency bonus to ability checks with that skill.

You must choose a skill that isn't already benefiting from an effect, such as Expertise, that doubles your proficiency bonus.

QUICK DRAW

4th-degree Martial Exploit

Prerequisites: 13th level, Dexterity of 18

As a bonus action, you can expend an Exploit Die and enter into a heightened state of focus which you must concentrate on as if concentrating on a spell. For the next minute, or until you lose concentration, you can use a bonus action to make two ranged weapon attacks so long as you have ammunition.

BANISHING STRIKE

5th-degree Martial Exploit

Prerequisites: 17th level, Strength of 20

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your blow with legendary force, and force the target to make a Charisma saving throw. It takes additional force damage equal to three rolls of your Exploit Die on a failure, and half as much on a success.

If this attack reduces the target to 50 hit points or fewer, it is shunted to a harmless demiplane where it is incapacitated. The creature reappears in the unoccupied space nearest to the last space it occupied at the end of your next turn.

CATAclysmic SLAM

5th-degree Martial Exploit

Prerequisites: 17th level, Strength of 20

In place of an attack, you can expend an Exploit Die and strike the ground at your feet with legendary power. A shockwave of earth and thunderous force erupts from you, forcing any creatures within 30 feet to make a Constitution saving throw. On a failed save, creatures take bludgeoning damage equal to three rolls of your Exploit Die + your Strength modifier and are knocked prone. On a successful save, creatures take half as much damage and don't fall prone. Any objects within this area take the maximum amount of damage.

The area becomes difficult terrain until a creature uses its action to clear one 5 foot square of this difficult terrain.

MARTIAL FEATS

The feats here allow all characters to share in the abilities of the Alternate Fighter and can be selected in place of an ASI.

MASTERFUL TECHNIQUE

Prerequisite: At least one Fighting Style Known

You have learned to change your fighting stance to best meet the challenges you face. You gain the following benefits:

- You increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You learn an additional Fighting Style from those available to the Alternate Fighter. However, you can only be under the effects of one Fighting Style you know at a time.
- As a bonus action on your turn, you can switch your Fighting Style to another Fighting Style you know.

MARTIAL TRAINING

You have studied combat techniques which allow you to perform Martial Exploits. You gain the following benefits:

- You learn two Martial Exploits of your choice from those available to the Alternate Fighter. If an Exploit you use requires the target to make a saving throw to resist the effects, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain two Exploit Dice, which are d6s. This die is used to fuel your Exploits. An Exploit Die is expended when you use it. You all expended Exploit Dice when you finish a short or long rest. If you already have Exploit Dice from another source, these are added to your pool of dice.

ALTERNATE ARCHETYPES

The official Archetypes published in *Xanathar's Guide to Everything*, *Explorer's Guide to Wildemount*, and *Tasha's Cauldron of Everything* can all be played as written with the Alternate Fighter class by adding Archetype Exploits.

Additional Martial Exploits that are introduced with the *Alternate Fighter: Expanded* are marked with an (AFE) tag.

ARCANE ARCHER EXPLOITS

Fighter Level Exploit

3rd *precision shot, scholar's insight*

5th *flaming shot*^{AFE}, *volley*

9th *thunderous shot*

CAVALIER EXPLOITS

Fighter Level Exploit

3rd *brace up, skilled rider*

5th *defensive stance, immovable stance*^{AFE}

9th *resilient body*

ECHO KNIGHT EXPLOITS

Fighter Level Exploit

3rd *feint, scholar's insight*

5th *heroic will, whirlwind slash*

9th *heroic focus*

RUNE KNIGHT EXPLOITS

Fighter Level Exploit

3rd *hurl, mighty thrust*

5th *immovable stance*^{AFE}, *shattering slam*^{AFE}

9th *destructive slam*^{AFE}

SAMURAI EXPLOITS

Fighter Level Exploit

3rd *crippling strike, martial focus*

5th *regal spirit*^{AFE}, *zephyr slash*^{AFE}

9th *gale force slash*^{AFE}



WARRIOR ARCHETYPES

Choose one of the following Warrior Archetypes that best represents the skill set of your fighter: Crusader, Guardian, Guerrilla, Master of Hounds, Mystic Warrior, Quartermaster, Swordsage, Tinker Knight, or Witch Knight.

CRUSADER

Many warriors swear Oaths to gods of battle and war, but not all are blessed with the divine power of paladins or clerics. Those who fight for the gods without their explicit blessing are known as Crusaders. These zealots stand as champions of divine causes, their fervent belief fueling their battle fury.

Crusaders serve many gods and causes, but they all have one thing in common; their fanatical devotion to what they believe is right. Their belief is forged in the fires of devotion, and a dedicated Crusader will often snap rather than bend.

CRUSADER FEATURES

Fighter Level Feature

3rd	Crusader, Exploits, Crusader's Ire, Fanatical Disciple
7th	Renewed Fervor
10th	Zealous Fury
15th	Righteous Judgment
18th	Divine Rebuke

CRUSADER 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>menacing shout, wild strike</i>
5th	<i>execute, warrior's challenge</i>
9th	<i>war cry</i>

CRUSADER'S IRE

You can mark your enemies as the target of divine judgment. Beginning at 3rd level, you can use a bonus action to mark a creature within 60 feet as the target of your Crusader's Ire, granting you the following benefits against that creature:

- Once per turn when you miss the creature with a weapon attack, you can immediately make another weapon attack against that creature using the same weapon.
- When the creature forces you to make a saving throw, you gain a bonus to your roll equal to your Exploit Die.

Your mark lasts for 1 minute, or until the creature is slain. Once you use this feature you must finish a long rest before you can use it again. When you have no uses remaining, you can expend an Exploit Die to use this feature again.

FANATICAL DISCIPLE

You have dedicated your life to your cause, learning all you can about it. At 3rd level, you gain proficiency in the Religion skill. Whenever you make an Intelligence (Religion) check related to the god, divinity, or divine cause you serve, you can add double your proficiency bonus to your roll.



RENEWED FERVOR

Your fanatical faith grants you bursts of divine fervor in the midst of battle. Starting at 7th level, when you use Second Wind you regain one use of your Crusader's Ire feature.

In addition, when you mark a creature as the target of your Crusader's Ire, you can move up to 30 feet toward it as part of the same bonus action without expending your movement.

ZEALOUS FURY

Beginning at 10th level, your conviction allows you to fight through wounds that would slay those of lesser faith. When you are reduced to 0 Hit Points but not killed outright, you can choose to drop to 1 hit point instead, and immediately make one weapon attack against your attacker.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can use it again, but you instantly gain a level of exhaustion.

RIGHTEOUS JUDGMENT

You can call down divine wrath upon those who stand against your cause. Beginning at 15th level, when you hit the target of your Crusader's Ire with a weapon attack, you can end the mark on that target to maximize the damage of your attack.

If the resultant damage reduces the creature to 0 hit points you regain one use of your Crusader's Ire feature.

DIVINE REBUKE

Starting at 18th level, when the target of your Crusader's Ire target's you with an attack, you can use your reaction to make a weapon attack against them. If you use this action after its attack hits you, your weapon attack is made with advantage.





GUARDIAN

Guardians are elite defensive warriors whose strengths shine while fighting side by side with their allies. Though trained to use weapons of all types, Guardians are especially effective when using a protective style of fighting with a weapon and shield. Alone, a Guardian is a small threat, but when fighting alongside their allies they are impenetrable walls of steel.

GUARDIAN FEATURES

Fighter Level Feature

3rd	Guardian Exploits, Guardian Stance, Warrior Smith
7th	Rallying Wind
10th	Stalwart Defender
15th	Improved Guardian Stance
18th	Legendary Guardian

GUARDIAN 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>brace up, heroic fortitude</i>
5th	<i>immovable stance</i> ^{AFE} , <i>shield impact</i>
9th	<i>resilient body</i>

GUARDIAN STANCE

Beginning at 3rd level, so long as you are wielding a shield, you can use a bonus action on your turn to enter a Guardian Stance. This Stance lasts indefinitely and ends early if you are incapacitated, you doff your shield, or you end it as a free action. While in this Stance, you gain the following features:

- Your base movement speed is reduced by 10 feet.
- Creatures of your choice within 5 feet that are wielding a shield gain a +1 bonus to their Armor Class.
- As a reaction, when a creature within 5 feet of you is hit by an attack, you can become the target of the attack, taking the damage of the attack if it would hit you.
- As a bonus action, you can make a melee weapon attack with your shield. You are considered proficient with this attack, and on hit, your shield attack deals bludgeoning damage equal to 1d4 + your Strength modifier.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses left, you can expend an Exploit Die to use it again.

WARRIOR SMITH

You gain the skills to maintain your arms and armor so that you may better defend your allies. Also at 3rd level, you gain proficiency with leatherworker's tools and smith's tools.

At the end of a long rest, you can use either set of tools to reinforce a shield or a set of armor you touch. The object grants its wearer an additional +1 bonus to Armor Class.

This Armor Class bonus lasts until the end of your next long rest, at which point it's Armor Class returns to normal.

RALLYING WIND

Beginning at 7th level, your presence in battle inspires your allies to hold their position against all odds. When you use Second Wind while in your Guardian Stance, creatures of your choice within the range of your Stance's features gain temporary hit points equal to your fighter level.

STALWART DEFENDER

You are strongest when amongst your allies. Upon reaching 10th level in this class, you gain the following benefits:

- You gain a +1 bonus to your Armor Class for each friendly creature within 5 feet of you that is wielding a shield.
- You cannot be moved against your will while conscious.
- Both you, and friendly creatures within 5 feet of you, have advantage on Strength and Constitution saving throws.
- When you roll initiative you can immediately enter your Guardian Stance without expending a use of the feature, so long as you are not incapacitated or surprised.

IMPROVED GUARDIAN STANCE

At 15th level, you improve your defensive technique to better defend those who stand beside you. While in your Guardian Stance, you grant friendly creatures within 5 feet of you the benefits of half cover, in place of the +1 Armor Class bonus.

UNSHAKABLE BASTION

You are a master amongst Guardians and can protect your allies from any danger you may face together. Starting at 18th level, your Guardian Stance and Stalwart Defender features can affect creatures of your choice within 10 feet of you.





GUERRILLA

No matter the mission, a Guerrilla will execute it with utmost perfection. Sometimes known as commandos, these warriors are marked by their determination and adaptability. Whether harsh terrain, vicious monsters, enemy soldiers, or powerful spellcasters, nothing short of death will cause the willpower of a Guerrilla warrior to waver in the pursuit of their goals.

GUERRILLA FEATURES

Fighter Level Feature

3rd	Adaptable Combatant, Guerrilla Exploits, Survivalist
7th	By Land or Sea
10th	Adaptable Fighting Style
15th	Unwavering
18th	Legendary Guerrilla

ADAPTABLE COMBATANT

Starting at 3rd level, you can adjust your skills to meet the challenge at hand. At the end of a long rest, you can replace one Exploit you know with another Exploit of your choice.

You cannot use this feature to replace any of the Exploits you learn through your Guerrilla Exploits feature.

GUERRILLA 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</i> , <i>navigator's know-how</i> ^{AFE}
5th	<i>improvised skill</i> ^{AFE} , <i>take cover</i>
9th	<i>resilient body</i>

SURVIVALIST

At 3rd level, you gain proficiency in two of the following skills of your choice: Athletics, Perception, Stealth, or Survival.

Starting when you reach 7th level in this class, you can add double your proficiency bonus to any ability check you make that uses either proficiency you gained through this feature.

BY LAND OR SEA

You are trained to succeed in any environment. At 7th level, and again at 15th level you gain one of the features below:

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

Marine Combatant. You prepare for amphibious combat. You gain a swimming speed equal to your movement speed, and you can hold your breath for up to 1 hour underwater.

ADAPTABLE FIGHTING STYLE

Starting at 10th level, you can change your style of fighting to better counter your foes. At the end of each long rest, you can replace your Fighting Style with another Style of your choice.

UNWAVERING

You are remarkably resilient. Beginning at 15th level, when you use Second Wind you gain the following benefits:

- You regain one of your expended Exploit Dice.
- Your level of exhaustion, if any, is reduced by 1.
- You can add double your proficiency bonus to the first Strength, Dexterity, or Constitution ability check or saving throw you make within the next minute.

LEGENDARY GUERRILLA

Starting at 18th level, there is nothing that can stand between you and your goals should you have time to prepare. You can use your Adaptable Combatant and Adaptable Fighting Style features at the end of each short or long rest.



MASTER OF HOUNDS

Since the dawn of civilization, beasts have worked alongside mortals. Most notable of these domesticated animals is the dog. The earliest hunters worked in tandem with these loyal beasts, sharing food and fire. Some fighters still take up this mantle and train Loyal Hounds to adventure by their side.

MASTER OF HOUNDS FEATURES

Fighter Level Feature

3rd	Hound Master Exploits, Loyal Hound
7th	Iron Jaws
10th	Steadfast Companion
15th	Canine Fury
18th	Hound of Legend

HOUND MASTER 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>first aid, survivalist's craft</i>
5th	<i>intimidating order</i> ^{AFF} , <i>weakening blow</i>
9th	<i>war cry</i>

LOYAL HOUND

When you adopt this Archetype at 3rd level, you complete the training of a Loyal Hound. Your Hound is friendly to you and obeys your commands. It uses the Loyal Hound stat block, which uses your proficiency bonus (PB) in several places.

In combat, the Hound acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. When you take the Attack action, you can command the Hound to take the Attack action in place of one of your attacks. If you are incapacitated, your Hound can take any action it chooses.

If your Hound falls to 0 hit points it makes death saving throws like a player character would. If your Loyal Hound dies, your special skills allow you to find a canine and train it to be your Loyal Hound over the course of a long rest.

IRON JAWS

Beginning at 7th level, your Loyal Hound's Bite and Maul attacks ignore resistance to piercing and slashing damage. Also, Medium and smaller creatures have disadvantage on Strength saving throws to resist your Hound's grapples.

STEADFAST COMPANION

Your Hound will face any foe with you by their side. Starting at 10th level, your Hound has advantage on any saving throw they make so long as they are within 30 feet of you.

In addition, when you use Second Wind, your Loyal Hound also regains hit points equal to 1d10 + your Fighter level.

CANINE FURY

Your presence inspires wild fury. Starting at 15th level, when you command your Loyal Hound to take the Attack action, it can make two natural weapon attacks as part of that action.



HOUND OF LEGEND

Your Hound is a beast of legend. Starting at 18th level, when you use Action Surge, your Hound also gains an extra action.

LOYAL HOUND

medium beast, neutral

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your fighter level
(your Hound has a number of hit dice [d8s]
equal to your fighter level)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses passive Perception 12

Languages understands the languages you speak

Loyal Companion. You add your PB to any ability check or saving throw that your Hound makes.

Keen Senses. Your Hound has advantage on any ability check that relies on their hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB piercing damage. On hit, the target must succeed on a Strength saving throw (DC equals 10 + PB) or be grappled. The Hound can only grapple one creature at a time.

Maul. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d8 +2 +PB slashing damage.



MYSTIC WARRIOR

Where most fighters look to maximize their physical abilities, those known as Mystic Warriors work to unlock the psionic potential of their minds. Drawing upon this wondrous power ability, these ascetic warriors can perform feats that would be impossible through strength alone. Where others strive for strength in battle, a Mystic Warrior strives for enlightenment.

MYSTIC WARRIOR FEATURES

Fighter Level	Feature
3rd	Minor Telekinesis, Mystic Exploits, Psionics
7th	Phase Step
10th	Inscrutable Mind
15th	Greater Telekinesis
18th	Mystic Enlightenment

MINOR TELEKINESIS

When you adopt his Archetype at 3rd level, you learn the *mage hand* cantrip, and when you manifest it you don't need to provide the verbal or somatic components. Your *mage hand* is invisible, and it can lift number of pounds equal to 10 times your Intelligence modifier (minimum of 10).

MYSTIC 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.

Moreover, you can choose to replace any mentions of your Strength or Dexterity with your Intelligence for your Exploit save DC, and any Exploits you learn through this class.

Fighter Level	Exploit
3rd	<i>mighty leap</i> , <i>mighty thrust</i>
5th	<i>heroic will</i> , <i>zephyr slash</i> ^{AFF}
9th	<i>heroic focus</i>

PSIONICS

At 3rd level, you awaken the psionic potential of your mind, and learn to manifest spells, much like a [psion](#) does.

Psi Points. The potential of your mind is represented by a pool of psi points. The Psionics table shows how many psi points you have to manifest your spells of 1st-level and higher. To manifest one of these spells, you must expend psi points equal to the spell's level (0 for cantrips). You regain all of your psi points each time you finish a short or long rest.

For example, as a 7th level fighter, you can manifest the spell *detect thoughts* at 2nd-level by spending 2 psi points.

Mental Limit. Your fighter level limits the potency of spells you can manifest with your psionics. This limit is reflected in the Mental Limit column of the Psionics Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the psion spell list. The Spells Known column of the Psionics table shows when you learn more psion spells of 1st-level or higher. Any spell you learn must be of a level equal to your Mental Limit or lower.

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

When you gain a level in this class, you can choose one of the psion spells you know and replace it with a psion spell of your choice, of a level equal to your Mental Limit or lower.

Spellcasting Focus. Your mind itself is your spellcasting focus. You must have at least one free hand to cast spells that require somatic or material components, and you also must provide material components that are consumed by the spell or have a required gold cost. When you manifest a spell with your psionics, you exhibit noticeable changes.

Spellcasting Ability. Intelligence is your spellcasting ability for your Psion 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 a psion spell you know.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier



PHASE STEP

Beginning at 7th level, when you use Second Wind, you can take the Dash action as part of that same bonus action. When you do, you use your psionic power to partially disincorporate. Until the end of your turn, you can move through solid non-magical objects and creatures as if they were difficult terrain.

If you end this movement inside an object or creature, you are instantly shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you are forced to move.

INSCRUTABLE MIND

The unpredictable psionic storm that is your mind make you difficult for others to dominate. Starting at 10th level, when you make a saving throw to resist being charmed, frightened, or have your thoughts read, you have advantage on your roll.

Also, when you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can spend 1 psi point and force the attacker to make an Intelligence saving throw. On a failed save, it takes psychic damage equal to your fighter level.

GREATER TELEKINESIS

You have achieved greater mastery over your psionic power. At 15th level, you learn the *telekinesis* spell, but it doesn't count against your total number of Spells Known. You can manifest this spell once, without expending any psi points.

Once you manifest *telekinesis* in this way, you must finish a long rest before you can manifest it again, unless you expend 5 psi points to manifest it an additional time.

MYSTIC ENLIGHTENMENT

Starting at 18th level, you can briefly unleash your mind and take on an ascended luminous form. As a bonus action, you can transform your physical body into pure psionic energy. While in this form, you gain the following benefits:

- You become translucent and emit otherworldly bright light, in a 5-foot radius, and dim light 5 feet beyond that.
- You gain a flying speed equal to your movement speed, and while flying in this way you can hover in place.
- You can move through other creatures and objects as if they were difficult terrain. If you end your movement inside another object or creature, you are immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you were forced to travel.

You can remain in this form for up to 1 minute. It ends early if you are incapacitated or you end it as a bonus action. Once you use this feature, you cannot use it again until you finish a long rest, unless you expend 7 psi points to do so.

UNLEASH YOUR PSIONIC POTENTIAL!

The Mystic Warrior Archetype presented here is a replacement for the Psi Knight published in *Tasha's Cauldron of Everything*. As the Eldritch Knight is to the wizard, so the Mystic Knight is to the [Psion](#).

The Psion is an Intelligence-based, short rest, full spellcaster that uses the variant rule for Spell Point found in the *Dungeon Master's Guide*. Unlock the wondrous psionic power that lies dormant in your mind with five different psionic subclasses!



PSIONICS

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



QUARTERMASTER

Every successful adventurer knows the value of teamwork, but none value it more than those known as Quartermasters. These supportive warriors strive to help their allies reach their full potential. Constantly putting the needs of their companions before their own, Quartermasters keep their team in top condition with a fresh Ration and a helping hand.

QUARTERMASTER FEATURES

Fighter Level Feature

3rd	Bonus Proficiencies, Quartermaster Exploits, Rations
7th	Dependable
10th	Improved Rations
15th	Ever Ready
18th	Iron Stomach

BONUS PROFICIENCIES

At 3rd level you gain proficiency with cook's utensils, land vehicles, and in the Animal Handling skill. If you are already proficient with any of these skills, you can add double your proficiency bonus to any check that uses that tool or skill.

QUARTERMASTER 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>first aid, navigator's know-how</i> ^{AFE}
5th	<i>take cover, weakening blow</i>
9th	<i>resilient body</i>

RATIONS

Beginning at 3rd level, you can prepare Rations, morsels of potent food that keep your allies in peak condition. At the end of each long rest, you can prepare a number of Rations equal to your Constitution modifier (minimum of 1 Ration) from the list of Rations as the end of this Warrior Archetype.

As a bonus action, you can eat a prepared Ration, or feed a Ration to a creature within 5 feet. Consuming a Ration ends any current Ration effects on that creature. Any Rations you create become inert at the end of your next long rest.

As an action, you can expend an Exploit Die to prepare an additional Ration of your choice. You can eat a Ration or feed it to a creature as part of the same action used to create it

FOOD FOR THOUGHT

The appearance, ingredients, and taste of Rations are as varied as the Quartermasters that prepare them. Some are delicately crafted pastries, others are gruesome foodstuffs made of monster parts, and others brew a variety of liquid potion Rations.

Whether monster chef or battle alchemist, all Quartermasters' Rations have the same effects.



DEPENDABLE

You make sure your allies have the supplies and support that they need to thrive. Starting at 7th level, you can take any of the special actions below as bonus action on your turn:

Administer. You administer a potion or other consumable item to a willing or unconscious creature within 5 feet.

Arm. You give a weapon, item, or any ammunition you are carrying to a creature within 5 feet. The creature can then equip the given item, and stow one item as a free action.

Encourage. You take the Help action, targeting a creature of your choice within 10 feet that can see or hear you.

Wrangle. You make a Wisdom (Animal Handling) or a land vehicles check to control a mount or cart you are riding.

IMPROVED RATIONS

You have greatly improved the speed at which you prepare your Rations. Beginning at 10th level, you can your bonus action to create a Ration of your choice, eating it or feeding it to another creature as part of that same bonus action.

EVER READY

You are always ready to support your companions. Beginning at 15th level, when you roll initiative, you prepare a single Ration of your choice without expending an Exploit Die.

IRON STOMACH

Your work taste testing experimenting with new wondrous Ration formulas has toughened your body and hardened your stomach. Upon reaching 18th level your Constitution score, and maximum Constitution score, both increase by 2, and you are immune to the poisoned condition.

In addition, you are always under the effects of one Ration of your choice with a duration of at least 1 minute. It does not need to be a Ration that you prepared, and you can change the Ration effect at the end of each short or long rest.





RATIONS

Below are the Rations available to Quartermaster fighters. If a Ration has a fighter level prerequisite, you can prepare the Ration at the same time you meet the prerequisite level.

FORTIFYING RATION

Prerequisite: 3rd level fighter (duration, 1 minute)

Upon consumption, the creature chooses either Strength, Dexterity, or Constitution. For the duration, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw for the chosen ability score.

At 10th level the duration of the effect increases to 1 hour.

INVIGORATING RATION

Prerequisite: 3rd level fighter (duration, instantaneous)

Upon consumption, the creature regains hit points equal to 1d10 + your Constitution modifier (minimum of +1).

Starting at 10th level, this Ration restores an additional 1d10 hit points, and any hit points they regain that exceed their hit point maximum become temporary hit points.

REVITALIZING RATION

Prerequisite: 3rd level fighter (duration, instantaneous)

Upon consumption, the creature ends one of the following conditions currently affecting it: blindness, deafness, poison, or they reduce their exhaustion level by 1.

Starting at 10th level, this Ration can also cure the charmed, frightened, paralyzed, and stunned conditions.

STIMULATING RATION

Prerequisite: 3rd level fighter (duration, instantaneous)

This Ration must be consumed as part of a short rest. Upon consumption, the creature gains advantage on the roll for any Hit Dice they choose to expend during that short rest.

Starting at 10th level, consuming this Ration allows the creature to treat any Hit Dice they expend during the short rest as their maximum possible result instead of rolling.

LIMBERING RATION

Prerequisite: 5th level fighter (duration, 1 minute)

Upon consumption, the creature's speed increases by 10 feet.

At 10th level the creature's speed increases by 20 feet.

THICKENING RATION

Prerequisite: 5th level fighter (duration, 1 minute)

Upon consumption, the creature gains resistance to either bludgeoning, piercing, or slashing damage (their choice).

Starting at 10th level consuming this Ration grants resistance to bludgeoning, piercing, and slashing damage.

HEIGHTENING RATION

Prerequisite: 7th level fighter (duration, 1 minute)

Upon consumption, the creature chooses either Intelligence, Wisdom, or Charisma. For the duration, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw for the chosen ability score.

At 10th level the duration of the effect increases to 1 hour.

WARDING RATION

Prerequisite: 7th level fighter (duration, 1 minute)

Upon consumption, the creature gains resistance to acid, cold, fire, poison, lightning, or thunder damage (their choice).

At 10th level the duration of the effect increases to 1 hour, and the creature can choose from force, necrotic, psychic, or radiant damage in addition to the other damage types.

TENACIOUS RATION

Prerequisite: 10th level fighter (duration, 1 hour)

Upon consumption, the creature gains immunity to one of the following conditions (their choice): blinded, charmed, deafened, frightened, poisoned, paralyzed, or stunned.

BERSERKER RATION

Prerequisite: 15th level fighter (duration, 1 hour)

Upon consumption, the creature does not fall unconscious when reduced to 0 hit points. However, it still makes death saving throws as normal, and dies upon failing three.

REJUVENATING RATION

Prerequisite: 15th level fighter (duration, instantaneous)

Upon consumption, the creature instantly gains the benefits of a short rest, including the ability to immediately expend Hit Dice as part of the action they used to consume the Ration. At the end of their current turn, the creature gains 1 level of exhaustion. A creature that consumes this Ration cannot gain the benefits of another ration until they finish a long rest.





SWORDSAGE

Swordsage, blade master, sword saints; expert warriors who dedicate their lives to the art of battle have had many names throughout history. Only drawing their weapon when they are prepared to kill, a Swordsage will only strike down another creature when absolutely necessary. They are always looking to improve, mastering ever more impressive martial skills.

Legends say these masters only ever take one apprentice, passing on everything they know to a single young warrior.

SWORDSAGE FEATURES

Fighter Level Feature

3rd	Student of the Blade, Swordsage Exploits, Battle Trance
7th	Heightened Reflexes
10th	Improved Battle Trance
15th	Legendary Swordsage (d6)
18th	Legendary Swordsage (d8)

STUDENT OF THE BLADE

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

SWORDSAGE 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>martial focus, sweeping strike</i>
5th	<i>aggressive strike, zephyr slash</i> ^{AFF}
9th	<i>gale force slash</i> ^{AFF}

BATTLE TRANCE

In battle, you can clear your mind of all distraction and enter the signature Battle Trance of the Swordsage. At 3rd level, so long as you are not wearing heavy armor, or wielding a shield or heavy weapon, you can use a bonus action to enter a Battle Trance, which grants you the following benefits for 1 minute:

- Your movement speed increases by 10 feet.
- You gain a +1 bonus to your Armor Class.
- You have advantage on Strength (Athletics) checks.
- Once per turn, when you roll an Exploit Die for an Exploit you can roll twice and take the higher of the two rolls.
- As a reaction when you are forced to make a saving throw, you can expend an Exploit Die and add it to your roll.

Your Battle Trance ends early if you are incapacitated, or if you don a shield, heavy armor, or a heavy weapon. Once you use your Battle Trance you must finish a short or long rest before you can enter it again. If you have no uses remaining, you can expend an Exploit Die to enter a Battle Trance again.

HEIGHTENED REFLEXES

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

IMPROVED BATTLE TRANCE

You have mastered the Battle Trance of the Swordsage. Starting at 10th level, when you roll initiative, you can enter your Battle Trance without expending a use of the feature.

LEGENDARY SWORDSAGE

Starting at 15th level, you become a whirlwind of deadly steel while in your Battle Trance. Once per turn, while you are in your Battle Trance, you can use an Exploit you know, rolling a d6 in place of expending one of your Exploit Dice.

At 18th level the d6 from this feature becomes a d8.



TINKER KNIGHT

The fighters known as Tinker Knights seek an unorthodox form of martial skill. Rather than master martial techniques they look to augment their physical ability with mechanical inventions and innovative weaponry. Though they spend most of their time theorizing, tinkering, and experimenting with new Schematics, Tinker Knights and their inventive arsenals are a force to be reckoned with on the field of battle.

TINKER KNIGHT FEATURES

Fighter Level Feature

3rd	Bonus Proficiencies, Inventive Arsenal
7th	Tinker's Expertise
10th	Mechanical Synergy
15th	Flexible Innovation
18th	Masterwork Inventions

BONUS PROFICIENCIES

When you adopt this Archetype at 3rd level, you gain the skill to maintain your inventions. You gain proficiency with tinker's and smith's tools. If you already proficient with these tools, you gain proficiency with another set of tools of your choice.

You also learn the *tinker's intuition* ^{AFE} Exploit, but it doesn't count against your total number of Exploits Known.

INVENTIVE ARSENAL

You have come up with a cacophony of strange modifications for weapons and armor, known as Schematics. At 3rd level, you learn two Schematics of your choice from the list at the end of this Archetype. When you gain a level, you can replace one Schematic you know with another of your choice.

As you gain levels in this class, your number of Schematics known grows; at 7th level (3), 10th level (4), and 15th level (5).

At the end of each a long rest, you can touch a number of objects equal to your number of Schematics Known and you modify each object with the features of one Schematic. These features last until the end of your next long rest. An object can only be modified by one Schematic at a time, and it must meet the requirements in the Schematic's description.

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

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

TINKER'S EXPERTISE

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

In addition, items modified by your Schematics count as magical for overcoming resistances and immunities, and you can apply your Schematics to magic weapons and armor.

TINKER KNIGHT'S IN YOUR SETTING

Tinker Knights value brains over brawn. While the descriptive text here describes gears and springs, they can just as easily create their inventions with wood, rocks, crystals, bones, sticks, and scales.



MECHANICAL SYNERGY

Your modifications work in tandem. Beginning at 10th level, you can apply two Schematics to one object, so long as the object meets the prerequisites for both Schematics.

FLEXIBLE INNOVATION

Your inventive arsenal can adjust to meet the challenges at hand. Starting at 15th level, at the end of a short rest, you can transfer a Schematic from one object to another, so long as the new object meets the prerequisites. If a Schematic has a limited amount of charges, the number of expended charges remains the same when transferred.

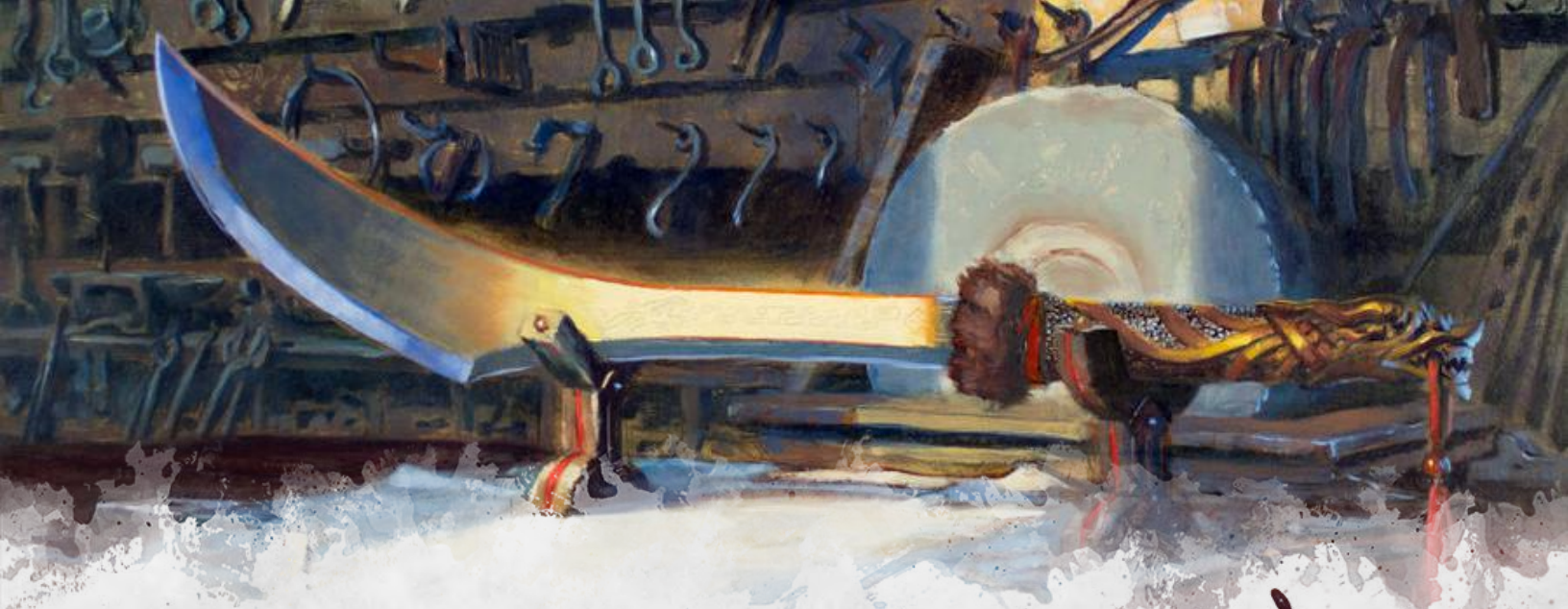
In addition, you can apply up to three Schematics to one object, so long as it meets all the Schematic prerequisites.

MASTERWORK INVENTIONS

Your innovations are wondrous in their effects. Beginning at 18th level, a weapon modified by a Schematic gains a +1 bonus to attack and damage rolls for each Schematic applied to it, and a set of armor modified by a Schematic gains a +1 bonus to Armor Class for each Schematic applied to it.

Weapons and armor modified by your Schematics cannot gain a bonus greater than +3, regardless of any bonuses the item may have had before applying your Schematics.





TINKER KNIGHT SCHEMATICS

The following Schematics are available to Tinker Knight fighters. If a Schematic has a level requirement, you can learn it at the same time you meet the requirement.

FEATHERWEIGHT SCHEMATIC

You modify the metallurgical makeup of an item, making it lighter. The wearer or wielder of an object modified by this Schematic has their movement speed increased by 10 feet.

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

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

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

INTUITIVE SCHEMATIC

You modify an item to take advantage of your martial and investigative instincts. The wearer or wielder of an object modified by this Schematic gains proficiency in Investigation and they can add double their proficiency bonus to any Intelligence (Investigation) checks they make.

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

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

RADIANT SCHEMATIC

You imbue an item with a source of radiant energy. The wearer or wielder of an object modified by this Schematic can use a bonus action to cause the object to emit bright light in a 15-foot radius, and dim light 15 feet beyond that. They can extinguish the light as a bonus action on their turn.

Armor or Weapon. As a reaction when you are hit by an attack (armor), or hit a creature with an attack (weapon), you can force the creature to make a Constitution saving throw. On a failure, it is blinded for 1 minute. It can repeat the save at the end of each turn, ending the effect on a success.

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

REBOUNDBING SCHEMATIC

You modify an item so that it has elastic properties. The wearer or wielder of an object modified by this Schematic can use their reaction to add your Intelligence modifier (minimum of +1) to their Armor Class against one attack.

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

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

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

EMPOWERED SCHEMATIC

Prerequisite: 7th level Tinker Knight

You modify an object with clockwork mechanics that improve physical ability and sharpens reflexes. The wearer or wielder of an object modified by this Schematic gains a bonus to their initiative equal to your Intelligence modifier (minimum of +1).

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

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

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

RESILIENT SCHEMATIC

Prerequisite: 7th level Tinker Knight

You modify the metallurgical makeup of this item to make it far more resilient. The wearer or wielder of an object modified by this Schematic has advantage on saving throws to resist being grappled or moved against their will.

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

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



WITCH KNIGHT

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

WITCH KNIGHT FEATURES

Fighter Level Feature

3rd	Pact Magic, Sanguine Offering, Eldritch Power
7th	Otherworldly Step
10th	Enchanted Strikes
15th	Improved Sanguine Offering
18th	Profane Sacrifice

PACT MAGIC

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

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

Spell Slots. The Witch Knight Spellcasting table shows how many spell slots you have, and the level of those spell slots. All of your spell slots from this feature are the same level. To cast one of your warlock spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

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

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

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

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

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SANGUINE OFFERING

Starting at 3rd level, you can sacrifice your own vitality to your Eldritch Power for increased martial potency. Once per turn, when you hit a creature with a melee weapon attack, you can expend one of your fighter Hit Dice as part of the attack to deal an additional 2d6 necrotic damage to the target, in addition to the normal damage of your weapon.



WITCH KNIGHT SPELLCASTING

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





ELDRITCH POWER

When you adopt this Archetype at 3rd level, you gain minor eldritch abilities that reflect the source of your power. Work with your GM to determine the source of your power. Is it an Otherworldly Patron available to warlocks? Did you survive a cataclysmic arcane event that left you with strange powers?

You gain one proficiency of your choice, and you learn one cantrip of your choice from any class spell list. This cantrip doesn't count against your total number of Cantrips Known.

Often, and at the discretion of your GM, the proficiency and cantrip you gain through this ability should reflect the nature of the Eldritch Power that granted you your arcane abilities.

For example, a Witch Knight whose Eldritch Power is a powerful fiend would gain minor fiendish abilities. They may gain proficiency in Deception and learn the *vicious mockery* cantrip to match the duplicitous nature of their Patron.

OTHERWORLDLY STEP

Starting at 7th level, you can draw upon the power gifted to you to slip through cracks in reality. When you use *Second Wind*, you can teleport up to 60 feet to an unoccupied space you can see. If you appear within 5 feet of a creature, you can immediately make one weapon attack against that creature.

If you have no uses of this feature remaining, you expend one of your Pact Magic spell slots to use it again.

ENCHANTED STRIKES

The eldritch magic within your blood seeps into your weapon strikes, undercutting resistance to spells. Starting at 10th level, when you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

IMPROVED SANGUINE OFFERING

You can restore your own vitality by inflicting pain on others. Beginning at 15th level, when you empower a weapon attack with your Sanguine Offering, you gain temporary hit points equal to the additional necrotic damage dealt to the creature.

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

PROFANE SACRIFICE

Upon reaching 18th level, you can offer the death of your foes to your Eldritch Power in return for enhanced abilities. As a reaction when a creature dies within 30 feet of you, you gain one of the following benefits of your choice:

- You have advantage on any weapon attack you make before the end of your next turn.
- You regain 1d4 + 1 expended Hit Dice.
- You regain one expended Pact Magic spell slot.

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

BLOOD HUNTER, DISSECTED

The [Blood Hunter](#) class contains many mechanics that are hard to manage, especially for new players. The Witch Knight attempts to thematically capture the Blood Hunter's Order of the Profane Soul while staying in line with the design philosophy of 5e.



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ALTERNATE FIGHTER EXPANDED

A multitude of additional options to be used with the Alternate Fighter: additional Fighting Styles, Exploits, and Nine Warrior Archetypes!

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