

# Fighter

- [Hoplite](#)
- [The bulwark warrior](#)
- [Living crucible](#)
- [Scofflaw](#)
- [Bushibot](#)
- [Commando](#)
- [Street samurai](#)
- [Clanking mercenary](#)
- [Edjet \(Dragon warrior\)](#)
- [Ghost knight](#)

# Hoplite

The hoplite is a warrior whose singular prowess and skill can defy even the most overwhelming odds. They are a hero among lesser warriors, the champion of a great army or a band of mighty myrmidons. The hoplite's discipline and tenacity set them apart from other fighters. They excel at both holding a defensive line and breaking from their ranks to weave through a battlefield, devastating multiple foes.

## Phalanx Tactics

Starting at 3rd level when you choose this archetype, you learn how to lead others to defend themselves as a phalanx unit. If you move half your speed or less on your turn, at the end of your turn, you and allies within 5 feet of you, receive a +1 bonus to AC until the start of your next turn. If you are wielding a shield, you and these allies gain +2 bonus to AC instead. A creature can only benefit from this feature from one Fighter at a time.

## Linebreaker

Starting at 3rd level, you learn to overwhelm foes with vicious attacks. If no allies are within 5 feet of you, as a reaction to hitting a creature with a melee weapon attack, you can immediately make an additional melee attack with your shield or the butt of your weapon. The weapon's damage die for this attack is a d4 + your Strength or Dexterity modifier and it deals bludgeoning damage. A creature damaged by this attack has disadvantage on attacks against you until the start of your next turn.

## Sure Stride

Starting at 7th level, your base walking speed is increased by 10 feet and you cannot be shoved or knocked prone. Allies within 5 feet of you have advantage on saving throws against effects that would shove them or knock them prone.

## Hero's Advance

At 10th level you learn to close on enemies with surprising speed and coordination. As a bonus action, you may move up to half your speed and make one weapon attack against a target you

have not already attacked this turn. Allies within 5 feet of you may use their reaction to move up to the same distance but must end their movement within 5 feet of you.

## Comrades in Arms

Beginning at 15th level, when a creature within 5 feet of you misses you or a friendly creature with a melee attack, you can use your reaction to make a melee weapon attack against the attacking creature.

## Ruthless Cadence

By 18th level your speed and skill have become unsurpassed. Any hit you score against a creature that is at its hit point maximum is a critical hit. Additionally, when you score a critical hit with a weapon attack, you deal additional damage equal to your fighter level.

# The bulwark warrior

Those who learn the fighting prowess of the Bulwark Warrior protect their allies from certain death. Bulwark Warriors maintain control on their enemies to keep them focused on themselves. Endurance and strength are primary skills of these warriors, they are prepared to take lethal strikes for their compatriots.

## Protective Taunt

Starting at 3rd level, once per turn whenever you make a melee weapon attack against a creature, you can taunt them into attacking you. When a creature you've hit since the start of your last turn attacks someone other than you, use your reaction to force them to attack you instead. This effect ends early if they move more than 5 feet out of your reach, you become incapacitated, or you die.

## Weather the Storm

Also at 3rd level, you have grown accustomed to being battered and bruised. As a bonus action, for the next minute at the end of each of your turns, you can gain temporary hit points equal to your fighter level. Once you use this feature, you can't use it again until you finish a short or long rest.

## Living Shield

When you reach 7th level, you can quickly protect allies from attacks. As an action, all creatures of your choice within 30 feet that can hear you must make a Wisdom saving throw with a DC equal to  $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$ . Each creature that fails the save has disadvantage on all attack rolls that do not target you until the beginning of your next turn. Additionally, you can gain a number of hit points equal to your Constitution modifier for each failed saving throw. You can use this feature twice, regaining all spent uses at the end of a long rest. You gain an additional use of this ability at 15th level.

## Aggressive Defence

At 10th level, you learn to wait for the perfect moment to strike. Once per turn when you have temporary hit points and hit a creature with a melee weapon attack, you can expend up to half your fighter level in temporary hit points to deal that much additional damage to your target.

## Improved Second Wind

Starting at 15th level, your endurance is unrivaled in battles. When you gain health from your Second Wind feature, you can also gain temporary hit points equal to the amount healed.

## Halt the Assault

Starting at 18th level, when a creature within 5 feet of you takes damage, you can use your reaction to use your temporary hit points to reduce the damage taken by the target by the amount of temporary hit points forfeited.

# Living crucible

Fighters who become Living Crucibles have discovered an external means of power. While most other fighters train in martial traditions or study the art of war, Living Crucibles hone their craft of alchemy and prepare their body to endure compounds poisonous to others. In exchange for this rigorous physical and mental preparation, these fighters are able to temporarily push their bodies past their natural limits. Under the influence of their alchemical compounds these fighters can see in darkness, enhance their speed, inure themselves to magical attacks, and more.

## Compound Creator

When you choose this archetype at 3rd level, you learn to create alchemical compounds toxic to others but empowering to you.

**Creating Compounds.** You learn three compounds of your choice, which are detailed under “Compounds” below. You can create any number of these compounds you know by using alchemist’s supplies and spending 10 minutes to create them. These compounds remain potent until the end of your next long rest, after which time they become inert and have no effect. You learn two additional compounds of your choice at 7th, 10th, and 15th level. Each time you learn new compounds, you can also replace one compound you know with another one.

**Consuming Compounds.** As a bonus action you can consume a single compound using this feature. You can safely consume a number of compounds up to  $1 + \text{your Constitution modifier}$  (minimum of 1). Each compound you consume after that causes you to gain a level of exhaustion. When you finish a long rest, you regain the ability to safely consume compounds. You can benefit from multiple compounds at the same time, but taking the same compound more than once provides no additional effects.

The benefits associated with each compound apply only to you. Any other creature that consumes one of your compounds must succeed on a Constitution saving throw ( $\text{DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$ ) or become poisoned for 1 minute.

## Student of Alchemy

Also at 3rd level, you gain proficiency with alchemist’s supplies. Your proficiency bonus is doubled for any ability check that uses this proficiency.

## Quick Creation

At 7th level, once per long rest you can use a bonus action to quickly create and consume one compound that you already know how to make.

## Living Cauldron

At 10th level, the number of compounds you can safely consume increases to 3 + your Constitution modifier (minimum 1). At 18th level, the number of compounds you can safely consume increases to 5 + your Constitution modifier (minimum 1).

## Toxin Transmutation

At 15th level, you can use a bonus action to end one effect causing you to be poisoned. When you do, you gain temporary hit points equal to your level in this class.

## Living Catalyst

At 18th level, when you finish a long rest you can choose to replace one compound you know with another one.

### Compounds

Compounds are presented in alphabetical order.

**Adrenal Injection.** For the next minute, your movement speed is increased by 10 feet and your jumping distances are tripled.

**Allsense Injection.** For the next minute, you have blindsight out to a distance of 30 feet.

**Arcane Eye Oil.** For the next hour, you can sense magic as if you were under the effects of the detect magic spell.

**Draught of Bull's Strength.** For the next 10 minutes, you have advantage on Strength ability checks and saving throws.

**Draught of Cat's Grace.** For the next 10 minutes, you have advantage on Dexterity ability checks and saving throws.

**Draught of Bear's Endurance.** For the next 10 minutes, you have advantage on Constitution ability checks and saving throws.

**Draught of Fox's Cunning.** For the next 10 minutes, you have advantage on Intelligence ability checks and saving throws.

**Draught of Owl's Wisdom.** For the next 10 minutes, you have advantage on Wisdom ability

checks and saving throws.

**Draught of Eagle's Splendor.** For the next 10 minutes, you have advantage on Charisma ability checks and saving throws.

**Elfsight Oil.** For the next 8 hours, you have darkvision out to a range of 120 feet.

**Fleshknit Phosphate.** For the next minute, if you have at least 1 hit point, you heal a number of hit points equal to your proficiency bonus at the start of each of your turns.

**Ironmind Injection.** For the next hour, you have advantage on saving throws made against being charmed or frightened.

**Liquid Courage.** You gain temporary hit points equal to your Constitution ability score plus twice your level in this class. You lose any remaining temporary hit points from this compound after 1 minute.

**Liquid Rage.** For the next minute, your weapon attacks deal an extra 1d4 damage.

**Presto Powder.** For the next 10 minutes, you have advantage on ability checks made to determine initiative and you can use a bonus action on each of your turns to take the Dash or Disengage action.

**Spellshine Ointment.** For the next minute, you have resistance to damage from spells.

**Steelskin Ointment.** For the next minute, you have resistance to bludgeoning, piercing, and slashing damage.

**Tenmen Tincture.** For the next hour, you count as one size larger when determining your carrying capacity, and you ignore the heavy property of weapons.



# Scofflaw

A fighter who hits hard and fights dirty, the Scofflaw balks at the ideals of honor and tradition, doing what they need to survive. Rules are made to be broken, and the Scofflaw extends this logic to their fighting style. Using every trick at their disposal to gain the upper hand against their foes, the Scofflaw cows their enemy into submission, or overwhelms their defenses with a single cheap shot. Scofflaws eventually trust their notorious reputation to do much of the work for them, gaining the ability to cause foes to quake with a single threat. Scofflaws are a diverse bunch that run the gamut from graceful yet deadly knaves to bruiser thugs. What ties them together is their belief that there's no such thing as a bad win.

## Bonus Proficiency

When you choose this Martial Archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Deception, Insight, Intimidation, Sleight of Hand, or Stealth. Alternatively, you may learn Thieves' Cant.

## Intimidating Banter

At 3rd level, you are adept at integrating insults and barbs into your fighting style. So long as you are in combat, you may choose to use Strength or Dexterity to make Charisma ability checks.

## Brutal Brawler

At 3rd level, your tavernside scuffles have honed your ability to deal damage with just about anything that's handy. You have proficiency with improvised weapons, and treat any improvised weapon you handle as if it has the finesse quality. Additionally, whenever you hit with an improvised weapon, you may spend a bonus action to break it over your opponent. Doing this destroys the weapon, but deals the maximum number each of the weapon's damage dice could deal to the target. Any additional dice added to the attack's damage roll are not affected by this ability.

At 10th level, the improvised weapons you wield become even more lethal in your hands. When you spend your bonus action to break an improvised weapon over your opponent, add an

additional 2d6 to the weapon's base damage dice.

At 18th level, you have advantage on attacks you make with improvised weapons.

## Misdirection

At 7th level, you are adept at using words and gestures to taunt or fakeout your opponent, turning their lack of composure against them. This allows you to goad your foe into swinging in ways that can cause them to strike their allies, or which leave them open to a counterattack. As a bonus action you can misdirect an opponent within 5 feet of you. The target must succeed on an Intelligence saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, they must spend their reaction (if available) to attack a creature of your choice within 5 feet of them. If no other creatures are present within 5 feet of them, they waste their reaction attacking the air where you once were.

In order for you to misdirect a creature in this way they must be able to see, hear, or otherwise be able to understand you.

## Blindside

At 10th level, you are truly skilled at exploiting the openings you create in combat, hitting off-guard opponents with precise blows that are swift and deadly. You may use this technique against any creature that hasn't yet taken a turn in combat, or who you have successfully misdirected this turn. You may also apply this technique to any attack roll you make with advantage. On a hit, you exploit an opening in the target's defenses, dealing an extra 5d6 points of damage. Once you use this ability, you can't use it again until you have taken a short or long rest.

At 15th level, the damage dealt by your blindside increases to 7d6.

At 18th level the damage dealt by your blindside increases to 9d6. If you have no uses of this ability at the beginning of combat on your turn, you regain one use of it.

## Infamy

At 15th level, your reputation precedes you, making it easy for you to strike fear into the hearts of anyone foolish enough to oppose you. As part of your attack action, you can utter deadly threats to a single target within 30 feet of you, causing them to become frightened of you for 1 minute on a failed Wisdom saving throw. An affected target may repeat this saving throw at the end of each of their turns, ending the effect on a success. The DC for this saving throw is 8 + your proficiency bonus + your Strength or Dexterity modifier. A creature who has witnessed or heard tales of your ruthlessness makes this saving throw with

disadvantage. In order for you to use this feature, a creature must be able to see, hear, or otherwise be able to understand you.

## Two For Flinching

At 18th level, you have perfected the art of exploiting your opponent's weakness. Whenever you take the attack action against an opponent you have successfully misdirected this turn, or an opponent that is afflicted by a condition, you may make one additional attack against that opponent. You may only use this feature once per round.

# Bushibot

Embracing ceramian science, you have undergone extensive conditioning and learned special techniques that make the incorporation of steam-powered augmetics into your body a seamless transformation.

## Lightly Augmented

At 3rd level, your proficiency bonus is doubled for any ability check you make to activate, build, conceal, hide, or understand technology. You also gain one of the following augmetics: electrolens or hornear. This augmetic does not increase your Haitoku score.

## Moderately Augmented

At 7th level, you gain either one additional augmetic from the previous list, or one of the following augmetics: steam arm or steam leg. This augmetic does not increase your Haitoku score.

## Heavily Augmented

At 10th level, you gain either two augmetics chosen from the previous augmetic lists, or one of the following augmetics: telescopic arm or telescopic leg. These augmetics do not increase your Haitoku score.

## Mostly Augmented

At 15th level, you gain either two augmetics chosen from the previous augmetic lists, or an electroheart (you do not gain vulnerability to lightning). These augmetics do not increase your Haitoku score.

## Augmetic Overcharge

At 18th level, you may spend a bonus action to overcharge all of your augmetics. Any abilities or bonuses they grant have their effects doubled for a number of rounds equal to your proficiency bonus. You can't use this feature again until you complete a long rest.

# Commando

A commando is a soldier of an elite light infantry or special operations force specialized in assault or unconventional high-value targets. Commandos differ from other types of special forces in that they primarily operate in overt combat, front-line reconnaissance, and raiding, rather than long range reconnaissance and unconventional warfare.

## Tactical Aid

Beginning when you choose this archetype at 3rd level, as a bonus action, you can give advantage to an ally on the next ability check or attack roll versus an opponent you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus before finishing a short or long rest.

## Pre-Planning

Starting at 7th level, after spending 1 hour studying a map, plan or similar of an 8-mile area, you learn something about two of the following points of your choice:

**Access** (the password for entering a restricted area, the location of a keycard, an unlocked entry door or window).

**Alternative routes** (the ventilation system, the basement access, roof access and such)

**Dead Drop** (an insider drops off up to 20 lb. of equipment in a location you choice. The equipment can be both yours or from your allies).

**Surveillance** (location of cameras, the security room, number of guards, metal detectors and such).

Additionally, while you are in the area you've studied, you have advantage on initiative rolls for the next 12 hours or until you use this feature again.

## Additional Fighting Style

At 10th level, you can choose a second option for the Fighting Style class feature.

## Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

## First Contact

At 18th level, if you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

# Street samurai

The street samurai is a lethal mix of millennial combat techniques with cutting edge technology. It's hard to say where the natural body of the street samurai ends and where his cybernetic enhancements begin. He can be dedicated to the service of a single organization, like his shogun; or a freelance mercenary, like a ronin. In any case, the discipline and training of the street samurai detach him from the dishonored scum of the streets that vainly tries to face him.

## Cybernetic Superiority

Beginning when you choose this archetype at 3rd level, your maximum number of cybernetic attachments increases by 1.

## Fighting Spirit

Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

## Cybernetic Expert

Starting at 7th level, you gain proficiency with the engineering kit.

## Unbreakable Will

At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

#### Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon

Developed by Tiago Cristiano [kristianotiago@gmail.com] 11  
attack against the same target as a bonus action.

#### Defender's Blade

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn.

In addition, you gain a +1 bonus to AC while wearing heavy armor.



# Clanking mercenary

The Clanking Legion is a legendary mercenary company, composed of roughly half gearforged and half beings of flesh and blood. Fighters who emulate the Clanking Mercenary archetype see the flexibility of flesh in steel and the strength of metal in their own bodies and minds.

## CLANKER'S CRAFT

Beginning when you choose this archetype at 3rd level, you gain proficiency with your choice of blacksmith's tools or tinker's tools.

With 1 hour of work (which you can perform once during a long rest), you can use blacksmith's or tinker's tools to temporarily improve the effectiveness of a weapon or a suit of armor. The item remains improved for 24 hours or until the effect is used. An improved effect on a piece of equipment can be used once. This number of uses increases by one at 7th level (two uses) and again at 15th level (three uses). The improvement effects vary by the type of equipment.

**Armor** (Option 1). When the creature wearing the armor is subjected to a damaging effect that allows a Constitution or Dexterity saving throw for half damage, the wearer can gain advantage on the saving throw.

**Armor** (Option 2). The creature wearing the armor can gain advantage when making an ability check to prevent itself from being grappled or to escape from a grapple.

**Weapon.** When a creature is hit with an improved weapon, the weapon's wielder can choose to add your proficiency bonus to the damage roll.

## MIND OF IRON

Starting at 7th level, you have advantage on saving throws against being charmed or frightened.

## UNYIELDING FLESH

At 10th level, when you gain exhaustion, you can reduce the number of levels gained by 1. Once you use this ability, you can't use it again until you finish a long rest. You reduce your exhaustion level by 1 every time you finish a long or short rest, provided you have adequate food and drink.

## ARMS OF THE LEGION

Starting at 15th level, you can improve two pieces of equipment when you spend an hour using your Shaper of Metal ability.

## TEMPERED LEGIONNAIRE

At 18th level, as a bonus action you can expend a hit die to negate a harmful condition affecting you. The condition can be grappled, poisoned, prone, stunned, or restrained.

# Edjet (Dragon warrior)

The peerless Edjet is the backbone of the mighty Dragon Empire's military. These brutal warriors are trained to fight in deadly formations. Hardy and resolute, the Edjet are most commonly dragonkin, but lesser races sometimes surprise their scaled masters by aspiring to draconic perfection.

## EDJET FIGHTING

Beginning when you choose this archetype at 3rd level, when you wield a versatile weapon and a shield at the same time, you can use the versatile damage rating of your weapon as if you wielded it in two hands.

## WEAPON SWEEP

Starting at 7th level, while you're wielding a shield and a versatile weapon, you can use the Attack action to make a wide, sweeping attack. Make a Shove attempt against a creature within reach. If you knock the creature prone or push it away, you can immediately make another Shove against a different creature within reach. You can Shove up to three creatures in this manner. After using this ability twice, you must complete a short or long rest before using it again.

## DRACONIC RECOVERY

At 10th level, when you finish a short rest, you can choose to tap into a reserve of draconic vitality. For each hit die you spend at the end of this rest, add double your Constitution modifier to the number of hit points regained. Also, remove one level of exhaustion for each hit die you spent. You can't use this ability again until you finish a long rest.

## DRACONIC BULWARK

Starting at 15th level, when a creature you can see hits you with an attack while you are wielding a shield, you can use your reaction to add your proficiency bonus to your AC against that attack. Additionally, when an ally within 5 feet of you is affected by an effect that allows a Dexterity saving throw for half damage, you can use your reaction to grant the ally advantage on the saving throw.

## DRACONIC FURY

At 18th level, when you successfully Shove a creature with your Weapon Sweep, you also deal damage as if you hit the creature with your weapon.

# Ghost knight

The Order of Knights Incorporeal, or Ghost Knights, arose in the principalities of Morgau and Doresh. Fighters who follow the Ghost Knight archetype draw power from undeath and bring themselves closer to that grim fate in service to their vampiric and ghoulish masters.

## BONUS PROFICIENCY

Beginning when you choose this archetype at 3rd level, you gain proficiency in the Animal Handling skill.

## PALE RIDER

Also at 3rd level, you can cast *find steed*. The steed created is an undead creature that takes the form of a ghostly pale or dappled riding horse. Your GM can substitute a camel, a mastiff, or another mount appropriate to your character. When you reach 7th level, a ghostly, undead warhorse becomes available.

You can cast this spell once, and regain the ability to do so when you finish a long rest. While riding your mount, you can use a bonus action to have the steed make one attack.

## FRIGHTFUL CHARGE

Starting at 7th level, when you move at least 20 feet and attack a creature, it must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the start of your next turn.

## TAINT OF UNDEATH

At 10th level, the foul nature of the undead begins overtaking you. You no longer need to eat or drink, and you are immune to being frightened. You take on a pale or waxy appearance that the living find disturbing. You have advantage on Charisma (Intimidation) checks made against living creatures.

## GRAVESTRIKE

Starting at 15th level, your weapon attacks deal an additional 1d8 necrotic damage, and you have resistance to necrotic damage.

## GHOST RIDER

At 18th level, as a bonus action, you and your mount become ghostly and insubstantial for 1 minute. You gain resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks, and you can move through creatures and objects as if they were difficult terrain, but you take 5 (1d10) force damage and are pushed to the nearest open space if you end your turn inside an object.