

# 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.

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