Sellsword

Blades-for-hire, mercenaries, sellswords; they go by many names. As a somewhat veteran sellsword, you've learned that mercenary work is a volatile business from which only the cautious and cunning can hope to profit. You might have established a set of personal rules or superstitions, or simply gathered a raft of tricks to give you the edge when life and death (and profit) are on the line.

Prerequisites: Have completed at least one contract for mercenary work

Hit Dice: 1d10

Hit Points: 1d10 (6) + your Constitution modifier

BONUS PROFICIENCIES

You gain proficiency with the battleaxe, longsword, trident, and warhammer.

BATTLE TACTICS

You learn maneuvers that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d6s. A battle die is expended when you use it. You regain all of your battle dice when you take a short or long rest, or when you roll initiative.

Once per turn, you can expend a battle die to perform a maneuver
of your choice.

Maneuvers. You learn two maneuvers of your choice from among those available to the Captain class or those available to the Grey Watchman subclass of the warden class.

Saving Throws. Some maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

BREATHER

You can take a breather, 1 minute of downtime during which you compose yourself and mend your wounds. When you do so, you can spend one Hit Die as if you finished a short rest. Once you use this ability, you can’t use it again until you finish a short or long rest.

Maneuvers:

Brace. As a bonus action on your turn, you can expend a battle die to bolster your allies. Each allied creature within 30 feet of you that can see or hear you adds the battle die to all saving throws it makes until the end of your next turn.
Rally. As a bonus action on your turn, you can expend a battle die to choose one allied creature within 60 feet of you who can see or hear you. That creature regains hit points equal to the number rolled + your Charisma modifier. You can't use this ability to heal a creature who has 0 hit points.
Staggering Strike. As a bonus action when you make a weapon attack against a creature, you can expend a battle die to attempt to stun a humanoid target. On a hit, the target must succeed on a Constitution saving throw or be incapacitated until the start of your next turn.
Bull Rush. When you move at least 10 feet in a straight line and immediately make a melee weapon attack against a creature, you can use a bonus action and expend a battle die to shove the target after the attack. Add the battle die to the Strength (Athletics) check you make to shove the target. On a success, you can push the target 10 feet, instead of only 5.
Bulwark. When you hit a creature with a melee attack, you can expend a battle die as a bonus action to brace yourself for its counterattack. The next time the creature damages you before the start of your next turn, you can roll the battle die and subtract the result from the damage dealt.
Cleave. When you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack on your turn, you can spend a battle die to move up to 15 feet and make an additional melee weapon attack. You add the battle die to the attack’s damage roll.
Heelcutter. When you make an opportunity attack against a creature, you can expend one battle die to knock the creature off balance, preventing it from escaping. You add the battle die to the attack roll, and the target must make a Strength saving throw. On a failed save, its speed is reduced to 0 until the end of its turn.
Reckless Assault. When you make an attack against a creature, you can expend a battle die to make a wild, desperate strike, leaving you vulnerable. You have advantage on the attack roll. Until the beginning of your next turn, however, attack rolls against you have advantage.

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