

Archive of Forgotten Lore:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is a revision written by Odvaskar for that feature.

Champion Revised

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Rigorous Training

3rd-level Champion Revised feature

Beginning when you choose this archetype at 3rd level, you can choose a second option from the fighting style class feature and a third option at 10th level. Additionally, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

7th-level Champion Revised feature

At 7th level, your time spent training has made you into a talented athlete. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You gain a climbing and swimming speed equal to your walking speed.
- Your jumping distance is doubled

Champion's Endurance

10th-level Champion Revised feature

Whenever you use your Second Wind, you regain an additional 1d10 of hit points and your exhaustion level, if any, is decreased by 1.

Superior Critical

15th-level Champion Revised feature

Beginning at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Perseverance

18th-level Sentinel feature

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit point maximum. You don't gain this benefit if you have 0 hit points.