

# 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 an option written by Odvaskar for that feature: The Sentinel.

### Sentinel

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When a paladin abandons its oath, it becomes a sentinel. Many sentinels are also just warriors that were trained by paladins, never quite taking an oath but gaining some divine power. Paladins that become sentinels don't consider themselves Oathbreakers since they were never tempted by an evil power to break their oath. Most sentinels are honorable warriors that strive to help others.

### Divine Chant

*3rd-level Sentinel feature*

Starting at 3rd level, you can invoke a chant that surrounds you in divine energy. As a bonus action you start the Divine Chant, which lasts for 1 minute or until you lose your concentration (as if you were concentrating on a spell). It ends early if you stop chanting (no action required) or if you can't speak. While your divine chant is active, you gain the following benefits:

- Your weapon attacks deal an extra 1d6 radiant damage.
- You gain temporary hit points equal to your Charisma modifier at the start of each of your turns.
- You have advantage on saving throws against being charmed, frightened, and possessed.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d8 at 10th level and to 1d10 at 15th level

### Vestige of Grace

*7th-level Sentinel feature*

At 7th level, you're immune to diseases and you can cleanse a creature's body of certain conditions. As an action, you can touch a creature and end a condition afflicting it. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned. You can use this feature a number of times equal to your Charisma modifier, and you regain all expended uses of it when you finish a long rest.

### Rallying Wind

*10th-level Sentinel feature*

Whenever you use your Second Wind, friendly creatures within 10 feet of you gain the same amount of hit points.

### Divine Chorus

*15th-level Sentinel feature*

Beginning at 15th level, friendly creatures that start their turn within 10 feet of you also gain the benefits of your Divine Chant while its active.

### Sacred Ward

*18th-level Sentinel feature*

If you aren't surprised at the beginning of combat, you can ward yourself and your allies. As a reaction you can cast the Sanctuary spell on yourself, and a number of allies equal to your Charisma modifier within 20 feet of you. You require no components and your spellcasting ability for the spell is Charisma. You can use this feature once per long rest.