



ALTERNATE FIGHTER

HOMEBREW

Become the Master of Battle You Were Meant to Be!

ALTERNATE FIGHTER

A young human guard quietly slipped past his comrades out the back door of the armory where the townsfolk were hiding. A gang of bandits had come upon the village suddenly that morning, and their captain had issued a challenge. If a warrior from the town could best him in single combat, his gang of bandits would leave peacefully. Though the young man had only joined the town guard one season ago, he could already best every other guardsman with the sword. Much to the surprise of the townsfolk, he drew his sword, muttered a prayer, and stepped forward to defend his home.

A graying dwarf surveyed the enemy camp as the sun began to set. Along with three of her most loyal soldiers, she had come to the edge of the enemy encampment with the intent to rout the army or die in the process. In a fully pitched battle, the small band of dwarves she commanded would stand no chance against this great host. However, if her small group of elite soldiers followed her orders to the letter, they had a chance to cut the head off the army before it came to all out battle. For what could be her final mission, she gripped the haft of her battleaxe and gave the order to move out.

The flamboyant half-elven gladiator paused for a moment, basking in the roar of the crowd. He remembered his first gladiatorial match in a dirty and cramped arena, surrounded by drunken pirates and slavers. Now he performed for the king and queen amidst the bustle of the largest city in the kingdom. The time to savor this moment was over, and in a flash, he wheeled around and plunged his gilded spear into the heart of his opponent, ending what would be the final fight of his gladiatorial career and earning his freedom.

MASTERS OF THE BATTLEFIELD

Not every member of the city watch, the village militia, or the queen's army is a fighter. Even veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are not considered true fighters. Born with an innate talent with weaponry, and a keen battle instinct, true fighters cannot resist the call of battle and adventure.

Dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter. Something deep within them compels them to seek out conflict and throw themselves into the midst of it. Often champions of fair play, competition, and feats of physical might, fighters make for loyal friends and deadly foes.

THE ARMAMENTS OF WAR

Every fighter can swing an axe, fence with a rapier, cut down a foe with a longsword, and use a bow with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Fighters wield their weapons and armor of choice as an extension of their very self, becoming beautiful yet deadly whirls of sharpened steel on the battlefield.

Though every fighter can wield all types of weapons with ease, their similarities end there. Some choose to pursue immense physical might, crushing those that stand against them with heavy blows. Some prefer to strike from afar, slaying foe with deadly bow and arrow. Others use their knowledge of battle to coordinate their allies. Others still choose to augment their martial abilities with arcane spells. No matter their style, every fighter is deadly in their own way.



CREATING YOUR FIGHTER

As you build your fighter, think about two related elements of your character's background: Where did you get your combat training, and what set you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? A threat to your homeland, a thirst for revenge, or a need to prove yourself might all have been factors.

QUICK BUILD

You can make a fighter by following these suggestions. First, make your Strength or Dexterity your highest ability score, depending on the weapons you wish to use, followed by Constitution. Second, choose the soldier background.

OPTIONAL RULE: MULTICLASSING

If you use the multiclassing rule from the *Player's Handbook*, here's what you need to know if you take a level in fighter.

Ability Score Minimum. You must have at least a 13 in either Strength or Dexterity to take a level in this class, or to take a level in another class if you are already a fighter.

Proficiencies. If fighter isn't your initial class, you gain proficiency with light armor, medium armor, shields, all simple weapons, and all martial weapons.



THE FIGHTER

Fighter Level	Prof. Bonus	Class Features	Maneuvers Known	Superiority Die Size	Superiority Dice
1st	+2	Fighting Style, Second Wind (x1)	—	—	—
2nd	+2	Combat Superiority	2	d6	2
3rd	+2	Know Your Enemy, Martial Archetype	2	d6	2
4th	+2	Ability Score Improvement	2	d6	2
5th	+3	Extra Attack (x1)	3	d6	3
6th	+3	Action Surge (x1)	3	d6	3
7th	+3	Martial Archetype Feature	3	d8	3
8th	+3	Ability Score Improvement	3	d8	3
9th	+4	Indomitable (x1)	4	d8	4
10th	+4	Martial Archetype Feature	4	d8	4
11th	+4	Extra Attack (x2)	4	d8	4
12th	+4	Ability Score Improvement	4	d8	4
13th	+5	Indomitable (x2)	5	d10	5
14th	+5	Second Wind (x2)	5	d10	5
15th	+5	Martial Archetype Feature	5	d10	5
16th	+5	Ability Score Improvement	5	d10	5
17th	+6	Action Surge (x2), Indomitable (x3)	6	d10	6
18th	+6	Martial Archetype Feature	6	d10	6
19th	+6	Ability Score Improvement	6	d12	6
20th	+6	Extra Attack (x3)	6	d12	6

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: One set of artisan's tools of your choice

Saving Throws: Strength, Constitution

Skills: Choose two skills from the following list:

Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Stealth and Survival

EQUIPMENT

You start with the following equipment.

- (a) chain mail or (b) leather armor, a longbow, 20 arrows
- (a) martial weapon and shield or (b) two martial weapons
- (a) light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

FIGHTING STYLE

At 1st level, you adopt a particular style of fighting that best represents your training with the armaments of war. You gain a Fighting Style of your choice from the options listed below.

In addition, whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one of your Fighting Styles with a Fighting Style of your choice, as you shift the focus of your martial practice

ARCHERY

You are a master marksman, striking from afar. You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have trained to fight even when you cannot see. You have blindsight with a range of 10 feet. Within that range, you can see anything that isn't behind total cover, even if you're blinded or in darkness. You can see an invisible creature within that range, unless it successfully hides from you.

DEFENSE

You have honed your defensive abilities. While you are wearing armor, you gain a +1 bonus to your Armor Class.



DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to weapon damage rolls.

FINESSE FIGHTING

You have trained in the classical art of light swordplay. When not wearing heavy armor, and you are wielding a finesse weapon with nothing in your other hand, you gain a +2 bonus to your attack rolls, and a +1 bonus to your Armor Class.

GRAPPLER

When you hit a creature with a melee weapon attack, you can attempt to grapple them as a bonus action. You must have a free hand to initiate the grapple.

In addition, you can drag a grappled creature up to your full movement speed if they are your size or smaller.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

IMPROVISED FIGHTING

You are a master of fighting dirty and underhanded. You gain proficiency with improvised weapons. Once per turn, when you make an attack using a non-magical improvised weapon, you can choose to roll the damage die twice and take the higher damage roll. When you do this the improvised weapon is destroyed and rendered useless for any further attacks.

INTERCEPTION

As a reaction, when a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can reduce the damage the target takes by 1d10 + your proficiency bonus. You must be wielding a shield, a simple weapon, or a martial weapon in order to use this reaction.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can impose disadvantage on the attack roll as a reaction. You must be wielding a shield.

MARINER

You have trained to fight on, around, and in the water. As long as you are not wearing medium or heavy armor or using a shield, you have a swimming speed equal to your movement speed, and you gain a +1 bonus to your Armor Class.

SUPERIOR TECHNIQUE

You learn one maneuver of your choice from the list at the end of this class. If the maneuver requires the target to make a saving throw, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You also gain one superiority die, which is a d6. To use one of your maneuvers you must expend this die. You regain your expended superiority die when you finish a short or long rest.

When you gain the Combat Superiority feature at 2nd level, the maneuver and superiority die you gained don't count against your number of Maneuvers Known or Superiority Dice, and your superiority die scales with your other dice.



THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. When you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO WEAPON FIGHTING

When you take the Attack action while engaging in two-weapon fighting, you can make one additional attack with your off-hand weapon, in place of the normal bonus action attack, adding your ability modifier to the damage.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you aren't wielding a weapon or shield when you make the attack, the d6 becomes a d8.

In addition, at the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

VERSATILE FIGHTING

When wielding a versatile weapon, you gain a +1 bonus to attack rolls when wielding it one-handed, and a +1 bonus to damage rolls when wielding it two-handed.

In addition, as a bonus action you can use your free hand to make an unarmed strike, shove attack, or don or doff a shield.

SECOND WIND

You can draw upon your impressive well of stamina to fight through pain that would cause lesser warriors to waiver. Starting at 1st level, you can use a bonus action on your turn to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 14th level, you can use this feature twice before you must finish a short or long rest.





COMBAT SUPERIORITY

Beginning at 2nd level, your skill with the armaments of war sets you apart from other warriors, even other adventurers. This skill with arms is represented with special maneuvers that you can use in combination with your attacks, and are fueled with a pool of special superiority dice. See the end of this class description for a list of maneuvers.

SUPERIORITY DICE

At 2nd level, you gain two superiority dice, which are d6's, that represent your skill in battle. To use a maneuver you must expend one of these dice, and you regain all expended superiority dice when you finish a short or long rest.

As you gain fighter levels, you gain more superiority dice, and your superiority dice increase in size, as indicated in the Superiority Dice and Die Size columns of the fighter table.

MANEUVERS KNOWN

At 2nd level, you learn two maneuvers of your choice from the list of maneuvers at the end of this class description. The Maneuvers Known column of the Fighter table shows when you learn more maneuvers of your choice.

Additionally, when you gain a level in this class, you can choose one of the maneuvers you know and replace it with another maneuver of your choice.

SAVING THROWS

If a maneuver requires a creature to make a saving throw, your maneuver saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

KNOW YOUR ENEMY

Beginning at 3rd level, you can observe or interact with friend and foe alike, learning their strengths and weaknesses in comparison to your own. As an action, choose a creature that you can see within 60 feet, and one of its attributes from the following list: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, or proficiency bonus. You immediately learn if the creature is your equal, superior, or inferior in that regards to the attribute you chose.

Once you target a creature with this ability, you cannot target that same creature again until you finish a long rest.

Upon reaching 14th level in this class, you can use this feature as either an action or bonus action on your turn.

MARTIAL ARCHETYPE

At 3rd level, a fighter gains the martial archetype feature. Choose the archetype that best represents your fighter's martial training: Arcane Knight, Champion, Commander, Guardian, Marksman, or Swordsage.

The martial archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ARCHETYPE MANEUVERS

Your archetype grants you signature maneuvers. When you learn a new maneuver, you can choose from your archetype list in addition to the maneuvers from the base class.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you cannot increase one of your ability scores above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 11th level, you can attack three times each time you take the Attack action, and at 20th level, you can attack four times each time you take the Attack action.

ACTION SURGE

Your martial skill allows you to perform almost supernatural feats in battle. Starting at 6th level, you can push yourself beyond your mortal limits. On your turn, you can choose to take one additional action as part of your current turn.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use this feature twice per rest, but only once per turn.

INDOMITABLE

Your undying determination allows you to succeed where lesser warriors would fail. Beginning at 9th level, when you fail a saving throw, you can choose to re-roll that saving throw, possibly turning a failure into a success. Once you have turned a failure into a success, you must finish a long rest before you can use this feature again.

This feature can be used twice between long rests starting at 13th level, and three times starting at 17th level.



MANEUVERS

Listed below are the maneuvers available to the Alternate Fighter. When you gain a level in this class, you can choose one of the maneuvers you know, and replace it with another maneuver of your choice from the list below.

AMBUSH

When you make a Dexterity (Stealth) check or roll for initiative, you can expend one superiority die and add the result to the roll, provided you aren't currently surprised or incapacitated.

BAIT AND SWITCH

When you start your turn, or move within 5 feet of a willing creature, you can expend one superiority die to switch places with that creature, provided you spend 5 feet of movement and the creature isn't incapacitated. This movement doesn't provoke opportunity attacks.

Until the start of your next turn, either you or the creature you switched places with gains a bonus to their Armor Class equal to your superiority die roll.

BRACE

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

COMMANDING PRESENCE

When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one superiority die and add the result of the roll to the ability check.

DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DISTRACTING STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

EVASIVE FOOTWORK

When you move on your turn, you can expend one superiority die, rolling the die and adding the number rolled to your Armor Class until the end of your current turn.

FEINTING ATTACK

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature before the end of your turn. If the attack hits, add the superiority die to the attack's damage roll.

GOADING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to goad the target into attacking you. Add the superiority die to your damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

LUNGING ATTACK

When you make a melee weapon attack, you can expend one superiority die to increase the attack's reach by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

PARRY

As a reaction, when you are targeted by a melee attack, you can expend one superiority die, adding the result of the superiority die roll to your Armor Class against the attack.

PRECISION ATTACK

When you make a melee weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this maneuver before or after making the attack roll, but before you know if your attack hits the target.

QUICK TOSS

As a bonus action, you can expend one superiority die and make a ranged attack with a thrown weapon. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

RALLY

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of your allies. Choose one creature who can see or hear you. It gains temporary hit points equal to the superiority die + your Charisma modifier.

RESTRAINING STRIKE

When you hit a creature with a weapon attack, so long as you have a free hand, you can expend a superiority die to attempt to grapple the target. You add the superiority die to your Strength (Athletics) check to grapple the creature.

RIPOSTE

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

SWEEPING ATTACK

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die.

TRIP ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.



MARTIAL ARCHETYPES

Choose one of the following archetypes that represents the training and skill of your fighter: Arcane Knight, Champion, Commander, Guardian, Marksman, or Swordsage.

ARCANE KNIGHT

Fighters who walk the path of the Arcane Knight seek to enhance their martial skill with arcane magic. Compared to other spellcasters, these elite arcane warriors know few spells. However, what they lack in arcane knowledge they make up for with their deadly skill with the armaments of war. Arcane Knights all have the same goal; combine their knowledge of magic and martial skills into a deadly force.

SPELLCASTING

When you adopt this archetype at 3rd level, you learn to augment your martial abilities with arcane spells.

Cantrips. You learn two cantrips of your choice from the arcane knight spell list. You learn an additional cantrip of your choice from the arcane knight spell list at 10th level.

Spell Slots. The Arcane Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher. You know two 1st-level spells from the arcane knight spell list. The Spells Known column of the Arcane Knight Spellcasting table shows when you learn more spells of 1st-level or higher. Your spells must be of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known another spell from the arcane knight spell list. The spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your arcane knight spells, since you commit the few potent spells you know to memory. You use your Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast or make an attack roll with.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

WEAPON BOND

At 3rd level, you learn a ritual that creates a magical bond between yourself and a weapon. You perform the ritual over 1 hour. You must be touching the weapon throughout the ritual, and at the conclusion you forge the bond.

You cannot be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can use a bonus action to summon it, instantly teleporting it to your hand. In addition, your bonded weapon can be used as a spellcasting focus for your arcane knight spells.

You can have up to two weapons bonded at one time, they must be summoned one at a time. If you bond a third weapon, you must break the bond with one of the other two.



ARCANE KNIGHT SPELLCASTING

Fighter Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1





ARCANE KNIGHT MANEUVERS

The following maneuvers are available only to an Arcane Knight. Arcane Knights focus on enhancing their weapon attacks with arcane energy and empowering their spells.

ARCANE SMITE

When you hit a creature with a melee weapon attack, you can expend a superiority die to deal additional force damage to the target equal to one roll of your superiority die + your spellcasting modifier.

EMPOWERED SPELL

When you cast a spell, you can expend a superiority die to increase the damage of that spell. You gain a bonus to one of the spell's damage rolls equal to your superiority die.

SPELL GUARD

As a reaction, when a creature targets you with a spell attack, you can expend one superiority die, adding the result of the superiority die roll to your Armor Class against the attack.

ARCANE KNIGHT SPELL LIST

Here's the list of spells you consult when you learn an Arcane Knight spell. It is organized by spell level, not character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

WAR MAGIC

You can seamlessly weave minor spells with your weapon attacks. Beginning at 7th level, whenever you take the Attack action on your turn, you can cast one of your arcane knight cantrips in place of one making a weapon attack.

ENCHANTED STRIKES

Your weapon attacks undercut a creature's resistance to your spells. Beginning at 10th level, when you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell cast by you, before the end of your next turn.

ARCANE SURGE

Starting at 15th level, when you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

IMPROVED WAR MAGIC

You are a master of spell and sword. Starting at 18th level, when you take the Attack action on your turn, you can cast an arcane knight spell in place of one of your weapon attacks.

OPTIONAL RULE: SPELLCASTING ABILITY

This subclass represents the most common type of Arcane Knight. If your Arcane Knight draws from a different source of power, you can replace the arcane knight spell list with that of the wizard.

Some Arcane Knights even known to draw upon divine or natural magic for their spellcasting. If your Arcane Knight is one such warrior, use Wisdom, in place of Intelligence, for your Spellcasting Ability, and replace the Arcane Knight spell list with either the cleric or druid spell list.

CANTRIPS (0-LEVEL)

blade ward
booming blade
chill touch
control flames
firebolt
green-flame blade
gust
light
lightning lure
mold earth
resistance
shape water
shocking grasp
sword burst
thunderclap
true strike

1ST-LEVEL

absorb elements
armor of arcane ice
burning hands
chromatic orb
compelled duel
earth tremor
frost fingers
hellish rebuke
mage armor
magic missile
protection from good and evil
searing smite
shield
thunderous smite
thunderwave

2ND-LEVEL

arcane scorcher
branding smite
darkness
flame blade
gust of wind
magic weapon
protection from poison
scorching ray
shatter
shadow blade
warding wind

3RD-LEVEL

blinding smite
counterspell
dispel magic
elemental weapon
fireball
lightning bolt
magic circle
minute meteors
protection from energy
tiny hut

4TH-LEVEL

banishment
death ward
fire shield
freedom of movement
ice storm
resilient sphere
staggering smite
storm sphere



CHAMPION

While most fighters seek to improve their martial prowess by mastering advanced combat techniques, or augment their fighting styles with arcane magic, Champion fighters focus on improving their raw physical might. These imposing figures strive to maintain peak physical condition through constant training. Drawing upon their inherent might Champions rain devastating strikes down upon those who would dare raise arms against them or their cause.

Champions often find themselves as the elite warriors of monarchs, deities, and other institutions. These impressive warriors strive to embody the virtues of the cause or ideal they fight for. The most dedicated Champions are even willing to lay down their lives in the service of something greater than themselves.

CRUSHING BLOW

When you adopt the Champion archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

You also learn the Brutal Strike maneuver, but it doesn't count against your number of Maneuvers Known.

REMARKABLE ATHLETE

Your intense physical training allows you to perform athletic feats that would be impossible for most mortals. Starting at 7th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already include your proficiency bonus.

In addition, when you make a running high or long jump, the distance you can jump increases by a number of feet equal to your Strength modifier (minimum of 1 foot).

ADDITIONAL FIGHTING STYLE

Your raw skill in battle even surpasses that of most other fighters. At 10th level, you learn an additional Fighting Style from the list in the fighter class description.

IMPROVED CRUSHING BLOW

The power with which you strike decimates any who stand against you. Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

Your physical might and dedication to your ideals makes you hard to kill. Beginning at 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, if you have no more than half of your hit points remaining, you regain hit points equal to 5 + your Constitution modifier.

You do not gain the benefits of this feature if you begin your turn with 0 hit points.

THE ALTERNATE CHAMPION

The Champion subclass presented here is an alternate version of the Champion subclass from the *Player's Handbook*. This version meant to allow the player more meaningful choices, both in and out of combat, while retaining the simplicity of the subclass. The Alternate Champion here is a great choice for both new and experienced players alike!



CHAMPION MANEUVERS

The following maneuvers are available only to fighters of the Champion archetype. Champions focus on overwhelming their foes with powerful blows and raw physical strength.

BRUTAL STRIKE

When you hit a creature with a melee weapon attack, you can expend one superiority die to deal additional damage of the weapon's type to the target. Roll your superiority die twice, and add the results to the damage roll of the attack.

MENACING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw against your Maneuver Save DC. On a failed save, the creature is frightened of you until the end of your next turn.

PUSHING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to drive the target back. Add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw against your Maneuver Save DC. On a failed save, the target is pushed back up to 15 feet away from you.





COMMANDER

Not all fighters rely solely on themselves in battle, some use their knowledge of battlefield tactics to coordinate their allies. Commanders are those who lead the men from the front, issuing orders and inspiring greatness in others by their own brave deeds. While skilled in their own right, a true Commander leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.

ART OF WAR

Your status as a Commander comes with the skills to navigate high society. At 3rd level, you gain proficiency in either History, Insight, Investigation, or Persuasion.

You also learn the Commander's Strike maneuver, but it doesn't count against your number of Maneuvers Known.

RALLYING CRY

Beginning at 3rd level, you learn to inspire your allies to fight through injury. When you expend a superiority die to use your Commander's Strike maneuver, the target creature gains temporary hit points equal to your fighter level.

In addition, when you use Second Wind, you can choose three creatures within 60 feet. Targets regain hit points equal to your superiority die roll plus your fighter level, as long as they can see or hear you. Any hit points a creature would gain over their hit point maximum become temporary hit points.

STRATEGIC COMMAND

Also at 7th level, your skill as a Commander increases. Once per turn, you can use the Commander's Strike maneuver without expending a Superiority Die.

When used in this way, the target of Commander's Strike does not gain any bonus to their attack's damage roll.

HEROIC SURGE

Your heroic action inspires your allies in combat. Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 30 feet that can see or hear you. That creature can use their reaction to immediately move up to their speed without provoking opportunity attacks. At the end of their movement, as part of this same reaction, they can make one weapon attack, or take the dodge action.

Starting at 18th level, this feature can affect two creatures within 30 feet each time you use your Action Surge feature.

INSPIRING COMMANDS

Starting at 15th level, your words lift the spirits of those you command. When you expend one of your superiority dice to use a maneuver that targets a friendly creature, that creature has advantage on the next attack roll, ability check, or saving throw they make within the next minute.

COMMANDER MANEUVERS

The following maneuvers are available only to fighters of the Commander archetype. Commanders focus on defeating their foes through teamwork and carefully planned strategies.

COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

MANEUVERING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

TACTICAL ASSESSMENT

When you make an Intelligence (History), an Intelligence (Investigation), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the result of your ability check.

THE ALTERNATE BANNERET

The Commander is an alternate version of the Banneret from the *Sword Coast Adventurer's Guide*. The mechanics have been improved while retaining the identity of the battlefield commander.



GUARDIAN

Guardians are elite fighters whose true strength shows when defending or fighting side by side with an ally. Skilled with weapons of all types, they are especially deadly with a protective style of fighting that utilizes a weapon and shield. They coordinate their tactics with their allies, becoming a deadly unit on the battlefield.

When alone, a Guardians is a minor threat, but when fighting alongside powerful allies they become impenetrable walls of flesh and steel. If a Guardian warrior decides to block your path, it is best to find another way around.

DEFENSIVE STANCE

Beginning at 3rd level, so long as you are wielding a shield, you can enter a defensive stance to defend nearby allies.

As a bonus action, you can expend a superiority die to enter a defensive stance, which lasts for 1 minute. It ends early if you are incapacitated, if doff your shield, or you choose to end it as a bonus action on your turn. While in your defensive stance your movement speed is reduced by 10 feet, and you gain the following benefits:

- Friendly creatures of your choice within 5 feet of you gain a +1 bonus to their Armor Class.
- When a creature within 5 feet is hit with an attack, you can use your reaction to become the target of that attack. If the triggering attack would hit you, then you take the damage as if you had been the original target.
- When you take the Attack action, you can use a bonus action on that turn to make a special attack with your shield. On hit, your shield attack deals bludgeoning damage equal to 1d4 + your Strength modifier.

TACTICAL SIGNALS

Starting at 3rd level, you learn a form of communication unique to Guardians. You can communicate simple ideas to other creatures that can see you as long as you have a free hand and they understand your symbols.

You can teach one creature of your choice your tactical hand signals over the course of each short or long rest.

RALLYING WIND

You can rally your allies to hold in formation. Starting at 7th level, when you use your Second Wind feature, friendly creatures of your choice within your defensive stance immediately gain temporary hit points equal to your fighter level, replacing any temporary hit points they already have.

STALWART DEFENDER

Your defensive tactics stand out among elite warriors. At 10th level, you gain an additional Fighting Style, chosen from styles often employed by Guardians. You gain either the Defense, Interception, or Protection Fighting Style. You can't select a Fighting Style that you have already learned.

Also, when you roll initiative, you can immediately enter your defensive stance without expending a superiority die.

IMPROVED DEFENSIVE STANCE

You have improved your defensive technique so that you may better defend nearby allies. Starting at 15th level, creatures within the area of your defensive stance gain the benefits of half cover in place of the bonus to their Armor Class.



BASTION

You have mastered the fighting techniques of the Guardian warrior. Beginning at 18th level, the benefits of your defensive stance and Guardian Maneuvers can affect friendly creatures of your choice within 10 feet of you.

GUARDIAN MANEUVERS

The following maneuvers are available only to fighters of the Guardian archetype. Guardians focus on defending their allies and holding their position against overwhelming odds.

If you are currently wielding a shield then you can use your Guardian Maneuvers on a creature within 5 feet of you.

HEART OF STEEL

As a bonus action on your turn, you can expend one superiority die immediately granting yourself temporary hit points equal to two rolls of your superiority die.

IMMOVABLE

When you are forced to make a Strength saving throw, or a saving throw to resist being grappled, knocked prone, or moved against your will, you can expend a superiority die and add it to the result of the saving throw.

IRON SKIN

When you are hit with a weapon attack, you can expend a superiority die to reduce the damage taken by an amount equal to two rolls of your superiority die.



MARKSMAN

Marksmen dedicate themselves to improving their accuracy and precision with ranged weapons of all kinds. They back up their deadly skill with unshakable confidence and an unmistakable swagger. Relying on speed and precision, there are few challenges a Marksman cannot overcome.

BONUS PROFICIENCIES

When you adopt the Marksman archetype at 3rd level, you gain the confidence that comes with the your skill set. You gain proficiency in two of the following skills of your choice: Deception, Perception, Persuasion, or Sleight of Hand.

STEADY AIM

You can quiet your body so as to fire with deadly accuracy. Starting at 3rd level, if you haven't moved during your turn, you can use a bonus action to take aim, granting you the following benefits until the end of your current turn:

- Your movement speed is reduced to 0 feet.
- Until you hit a creature with a ranged weapon attack, you have advantage on all ranged weapon attack rolls.
- When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

CUNNING SHOT

Your experience as a marksman allows you to identify and exploit the weak points of your enemies. Beginning at 7th level, any attack that you make with a ranged weapon ignores any resistances or reductions to piercing damage.

QUICKDRAW

You react to danger at a moment's notice. Starting at 7th level, you add your proficiency bonus to initiative rolls.

GRIN AND BEAR IT

Beginning at 10th level, when you use Second Wind, your speed increases by 10 feet and opportunity attacks against you are made at disadvantage until the end of your turn.

RELIABLE SHOT

No matter how impossible the shot may seem, you are always ready to fire with precision. Starting at 15th level, you ignore the disadvantage imposed at your weapon's long range.

In addition, once per turn, when you have advantage on a ranged weapon attack, you can forgo advantage and make one additional ranged weapon attack against the same target.

DEADEYE

Your marksmanship is supernatural in its precision. Starting at 18th level, your Steady Aim lasts for 1 minute, and you have advantage on all ranged weapon attacks while it is active. Your Steady Aim only ends early if you move.

GUNPOWDER & FIREARMS

If your game uses the rules for firearms from the *Dungeon Master's Guide*, and your Marksman has been exposed to the workings of such weapons, you are considered proficient with all firearms.



MARKSMAN MANEUVERS

The following maneuvers are available only to fighters of the Marksman archetype. Marksmen focus on defeating their foes from afar with deadly accuracy and barrages of attacks.

PIERCING SHOT

When you hit a creature with a ranged weapon attack, you can expend one superiority die to deal additional damage of the weapon's type to the target. Roll your superiority die twice, and add the results to the damage roll of the attack.

PRECISION SHOT

When you make a ranged weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this maneuver before or after making the attack roll, but before you know if your attack hits the target.

When you use this maneuver, you ignore the disadvantage imposed at your weapon's long range.

VOLLEY

As an action, you can expend one superiority die to fire a volley of arrows at a point you can see within your weapon's range. Creatures within 5 feet of that point must make a Dexterity Saving throw. They take piercing damage equal to two rolls of your superiority die on a failure, and half damage on a success. You must have enough ammunition to hit each target within the area in order to use this maneuver.





SWORDSAGE

Swordsage, blade master, sword saint; expert warriors who dedicate their lives to mastering the armaments of war have had many names throughout history. Only drawing their weapon when they are prepared to draw blood, Swordsages are masters of death and steel on the battle field. These expert warriors always look to improve upon their craft, mastering ever more impressive martial techniques.

Legends say that these reclusive masters take only one apprentice in their lifetime, passing on everything they know to a single student. Other stories tell of elusive sages who only take on the most promising young warriors. Whatever the origin of your skill, you are a Swordsage of legend, and your title inspires disbelief, fear, jealousy, and wonder.

BATTLE TRANCE

Starting at 3rd level, you can enter a battle trance, granting you enhanced abilities, provided you are not wearing heavy armor, using a shield, or wielding a heavy weapon.

As a bonus action, you can expend a superiority die to enter your battle trance, which lasts for 1 minute. It ends early if you are incapacitated, if you don heavy armor or a shield or make an attack with a heavy weapon. While in your battle trance is active you gain the following benefits:

- Your movement speed increases by 10 feet.
- You gain a bonus to your Armor Class equal to half your proficiency bonus (rounded down).
- You have advantage on Dexterity (Acrobatics) checks.
- Whenever you roll a superiority die for a maneuver you can roll twice and take the higher of the two rolls.
- When you are forced to make a saving throw, you can use your reaction to expend a superiority die and add it to the result of your saving throw.

STUDENT OF THE SWORD

In your study of the sword you have mastered other skills adjacent to swordplay. At 3rd level, you gain proficiency in either Acrobatics, Insight, Performance, or Sleight of Hand.

Also, you gain one additional superiority die and you learn two maneuvers of your choice. These maneuvers can be from any list, including archetype exclusive maneuvers, and they don't count against your total number of Maneuvers Known.

This feature grants you additional bonuses as you gain levels in this class. You learn one additional maneuver of your choice, from any list, again at 7th and 15th level, neither of which count against your total number of Maneuvers Known, and at 18th level you gain another additional superiority die.

HEIGHTENED REFLEXES

You have honed your reflexes in pursuit of martial perfection. At 7th level, you gain proficiency in Dexterity saving throws, and you can add your proficiency bonus to initiative rolls.

If you are already proficient in Dexterity saving throws, you gain proficiency in another saving throw of your choice.

IMPROVED BATTLE TRANCE

You have mastered the battle trance of the Swordsage. Beginning at 10th level, whenever you roll initiative, you can enter your battle trance without expending a superiority die.

MASTER SWORDSAGE

Starting at 15th level, you become a whirlwind of steel while in your trance. Once per turn, when you make a weapon attack while in your battle trance, you can use a maneuver you know, rolling a d6 in place of expending a superiority die.





ALTERNATE FIGHTER

Become the master of battle you were meant to be with this Alternate take on the Fighter class for the world's greatest role playing game.

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Expanded Options for the Alternate Fighter, including additional fighting styles, maneuvers, four more martial archetypes, and rules for the official archetypes can be [Found Here](#)

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