



ALTERNATE FIGHTER

EXPANDED

HOMEBREW

A Multitude of Additional Options for the Alternate Fighter!
Includes New Fighting Styles, Exploits, and Archetypes



ALTERNATE FIGHTER EXPANDED

In 5e, the fighter, while mechanically balanced, falls short of the fantasy it tries to capture. The [Alternate Fighter](#) strives to capture the fantasy of playing a master of battle. Included below are additional options for the Alternate Fighter class:

Additional Fighting Styles. The Fighting Styles included with the Alternate Fighter emulate the most common forms of combat. Fighting Styles included here can be more exotic, specific, or dangerous for those who makes use of them.

Advanced Martial Exploits. The Exploits included here may be harder to learn, or require a specific master to teach. Advanced Exploits are more fantastical in nature, and are balanced based on spells that exist in 5e.

Martial Feats. The feats included here allow all player characters to share in the abilities of the Alternate Fighter.

Additional Warrior Archetypes. Included below are nine additional Archetypes for fighters to choose from at 3rd level.

ADDITIONAL FIGHTING STYLES

The following Fighting Styles are available to the Alternate Fighter, in addition those presented with the base class.

BERSERKERGANG

You fight with reckless abandon in battle. Once per turn, you can grant yourself advantage on a single attack roll. Once you take this advantaged attack, your Armor Class is reduced by 2 until the beginning of your next turn.

HEAVYWEIGHT FIGHTING

You use the weight of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +2 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

MARINER

When you are not wearing medium or heavy armor, or using a shield, you have a swimming speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

MOUNTAINEER

When you are not wearing medium or heavy armor, or using a shield, you have a climbing speed equal to your movement speed, and you gain a +1 bonus to your Armor Class.

MOUNTED WARRIOR

Once per turn, when you hit a creature with a melee attack while riding a mount, you can force the target to make a Strength saving throw against your Exploit save DC. On a failed save, a Large or smaller target is knocked prone.

PIT FIGHTING

You have trained to fight with weapons typically associated with gladiators, granting you the following benefits:

- For you, tridents deal 1d8 (1d10) piercing damage on hit.
- When making an attack roll with a net against a creature within 5 feet, you do not have disadvantage on the roll.
- When you take the Attack action on your turn, making an attack with a net only takes the place of one attack.

SHIELD WARRIOR

You gain proficiency with shields as a martial melee weapon, and on hit, your shield deals 2d4 bludgeoning damage. If you are wielding a shield and nothing else, you gain a +1 bonus to your shield attack damage rolls and to your Armor Class.

STANDARD BEARER

When a creature within 5 feet of you makes an attack against a creature that you can see, you can grant them advantage on their attack roll as a reaction. You must be carrying a banner, flag, or standard in your hand to use this reaction.

WRESTLER

When you hit a creature with a melee attack, you can attempt to grapple that creature as a bonus action on that turn, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full speed.

ALTERNATE RULE: STYLE RE-TRAINING

Some Fighting Styles have specific uses. Consider allowing the fighters in your game to re-train their Fighting Style over a few long rests, or a single long rest if they are high level, to adjust their technique.



MARTIAL EXPLOITS

Listed below are additional Martial Exploits available to the Alternate Fighter. Each time you gain a level, you can replace one Exploit you know with another Exploit of your choice.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by warriors with modest training and have no level prerequisite.

ARISTOCRATIC EDUCATION

Prerequisite: Intelligence of 11

When you make an Intelligence (History), Wisdom (Animal Handling), or Charisma (Persuasion) check, you can expend an Exploit Die and add it to the roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

LUNGE

When you make a melee weapon attack, you can expend an Exploit Die to increase the range of that attack by 5 feet. On hit, you add your Exploit Die to the damage roll of the attack.

NAVIGATOR'S KNOW-HOW

Prerequisites: Intelligence or Wisdom of 11

When you make an ability check with cartographer's tools, navigator's tools, or land or water vehicles, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

REPOSITION

As a bonus action, you can expend an Exploit Die to switch places with a conscious and willing creature within 5 feet of you, without either of you provoking opportunity attacks.

Moreover, the first one of you that gets hit with an attack before the beginning of your next turn gains a bonus to their Armor Class against that attack equal to your Exploit Die.

STREET SMARTS

Prerequisite: Charisma of 11

Whenever you make a Charisma (Investigation), Charisma (Persuasion), or Charisma (History) check, you can expend an Exploit Die and add it to the roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

TAKE DOWN

Prerequisites: Strength of 11

As a bonus action, you can expend an Exploit Die to make a Shove or Grapple attack against a creature in your reach, adding your Exploit Die to your Strength (Athletics) check.

TINKER'S INTUITION

Prerequisites: Intelligence of 11

Whenever you make an ability check with a set of artisan's tools, thieves' tools, or tinker's tools, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

WARDING STRIKE

When a creature moves into the reach of a melee weapon you are wielding, you can use your reaction to expend an Exploit Die and make a melee weapon attack against that creature. On hit, you add your Exploit Die to the damage of the attack.

2ND-DEGREE EXPLOITS

Exploits of the second degree represent the absolute peak of martial that is skill achievable by a warrior without dedicated training, or significant experience in combat. Exploits of this level can be learned by any fighter of 5th level or higher.

GLANCING BLOW

Prerequisites: 5th level

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.

IMMOVABLE STANCE

Prerequisites: 5th level, Strength or Constitution of 13

As a bonus action, you can expend an Exploit Die and plant your feet in an immovable stance. Until you move from that space, a creature that would move you, or move through your space, must succeed on a Strength saving throw to do so.

IMPROVISED SKILL

Prerequisites: 5th level

When you make an ability check that doesn't include your proficiency bonus, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

INTIMIDATING COMMAND

Prerequisite: 5th level, Charisma of 13

As a bonus action, you can expend an Exploit Die and shout a one-word command at a creature that can hear you within 30 feet, and force it to make a Wisdom saving throw. On a failure, it obeys your command on its next turn, unless the command is directly harmful to itself or impossible to follow.

SHATTERING SLAM

Prerequisites: 5th level, Strength of 13

In place of an attack, you can expend an Exploit Die to strike the ground at your feet, forcing creatures within 5 feet of you to make a Dexterity saving throw. On a failed save, creatures take bludgeoning damage equal to your Exploit Die + your Strength modifier and are knocked prone. On a successful save, creatures take half damage and do not fall prone.

If the area you strike is loose earth or stone, it becomes difficult terrain until a creature uses its action to clear it.

THUNDEROUS BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Strength saving throw. On a failure, it takes additional bludgeoning damage equal to your Exploit Die and is pushed away from you a number of feet equal to 5 times your Strength modifier. A creature larger than you has advantage on its saving throw.

TRICK SHOT

Prerequisites: 5th level, Dexterity or Intelligence of 13

As a bonus action, you can make a ranged weapon attack with a weapon that has the finesse and thrown properties.

This ranged attack ignores the benefits of cover, so long as it can ricochet off one surface and hit a target within range. If this attack would normally have disadvantage, it does not. On hit, you add your Exploit Die to the damage roll of the attack.



WEAKENING BLOW

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken it. The first attack made against it before the start of your next turn has advantage and deals extra damage equal to your Exploit Die.

ZEPHYR SLASH

Prerequisites: 5th level, Strength or Dexterity of 13

As an action, you can expend an Exploit Die and flourish your melee weapon then instantly move up to 30 feet in a straight line. Creatures you pass through must succeed on a Dexterity saving throw or take damage equal to twice your Exploit Die + your Strength or Dexterity modifier (your choice).

This movement does not provoke opportunity attacks.

3RD-DEGREE EXPLOITS

Exploits of this degree are only able to be mastered by elite warriors who dedicate their lives to training. They can only be learned by fighters of 9th level or higher. Each 3rd-degree Exploit can only be used once per short or long rest.

DARING RESCUE

Prerequisite: 9th level

As a reaction when a creature within 30 feet is reduced to 0 hit points, you can expend an Exploit Die and attempt to save it. You can immediately move up to twice your speed, so long as you end your movement within 5 feet of the downed ally.

Your ally can then expend one of its Hit Dice to instantly regain hit points equal to its Hit Die roll + your Leadership modifier + temporary hit points equal to one roll of your Exploit Die for each opportunity attack you provoked.

DESTRUCTIVE SLAM

Prerequisites: 9th level, Strength of 15

In place of an attack, you can expend an Exploit Die to strike the ground at your feet, forcing creatures in an adjacent 20-foot cube to make a Dexterity saving throw. On a failed save, creatures take bludgeoning damage equal to two rolls of your Exploit Die + your Strength modifier and fall prone. On a success, they take half damage and don't fall prone. Objects within this area take the maximum amount of damage.

The area of the 20-foot cube becomes difficult terrain until a creature takes 1 minute to clear it.

GALE FORCE SLASH

Prerequisites: 9th level, Strength or Dexterity of 15

In place of an attack, you can expend an Exploit Die to rend the air in front of you with a melee weapon. Creatures in an adjacent 20-foot cone must make a Constitution saving throw. Targets take slashing damage equal to twice your Exploit Die + either your Strength or your Dexterity modifier (your choice), on a failure, and half as much on a success.

INSPIRATIONAL SPEECH

Prerequisites: 9th level, Charisma of 15

You can expend an Exploit Die and spend 1 minute giving an inspirational speech to a number of creatures that can hear you equal to 1 + your Charisma modifier. At the end of this speech, targets gain temporary hit points equal to your level.

While the temporary hit points from this Exploit last, the creatures have advantage on Wisdom saving throws.

RECRUIT MERCENARY

Prerequisites: 9th level, Intelligence or Charisma of 15

You can expend an Exploit Die and spend 1 hour to recruit a humanoid Mercenary from a settlement you currently occupy. For this Exploit to work, there must be a willing humanoid in a settlement of significant size, as determined by the DM.

When you use this Exploit, you choose to recruit a Brute or a Scout, which determines certain traits in its stat block.

The Mercenary uses the stat block below, and rolls its own initiative in combat. On its turn, it does its best to follow any orders you have given it. Other than that, it will defend itself to the best of its ability. If you fall to 0 hit points or die, they abandon you and do everything in their power to flee home.

Once you use this Exploit in a settlement, you cannot use it there again for 7 days. You can only have one Mercenary following you at a time. Recruiting another causes any other Mercenaries to immediately abandon you and return home.

MERCENARY

medium humanoid, any alignment

Armor Class (Brute) 18 (scale mail, shield)

Armor Class (Scout) 15 (studded leather)

Hit Points 6 + five times your fighter level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +6, Dex +6

Skills Athletics +6 (Brute), Stealth +6 (Scout)

Senses passive Perception 12

Languages common and one other language

Proficiency Bonus +3

Hit Dice. The Mercenary has a number of d10 Hit Dice equal to your level. It also gains all the normal benefits of both short and long rests.

Morale. If you fall to 0 hit points the Mercenary does everything in its power to flee and return home.

Rough & Tumble (Brute). The Mercenary can use a bonus action to attempt a Shove or Grapple.

Cunning Strike (Scout). If the Mercenary makes an attack with advantage, it deals 2d6 bonus damage.

Slippery (Scout). The Mercenary can use a bonus action to take the Disengage or Hide action.

Actions

Battleaxe (Brute). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 +3 slashing damage.

Shortsword (Scout). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6 +3 slashing damage.

Shortbow (Scout). *Ranged Attack:* +6 to hit, range 80/320, one target. *Hit:* 1d6 +3 piercing damage.



SURVEY SETTLEMENT

Prerequisite: 9th level, Dexterity or Charisma of 15

You can expend an Exploit Die and spend 1 hour gathering information on up to 1 square mile of a settlement that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any active factions and faction outposts within the area.
- Prominent buildings, gathering places, and cultural sites.
- Powerful (CR 1 or higher) politicians or military leaders.
- Loyalties, beliefs, and fears of the local populace.
- Secret alleyways, doors, hideouts, or storefronts.

Once you use this Exploit to survey a settlement you must finish a long rest before you can use it in that location again.

SURVEY WILDERNESS

Prerequisite: 9th level, Strength or Wisdom of 15

You can expend an Exploit Die and spend 1 hour gathering information on up to 1 square mile of a wilderness that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any settlements or camps with five or more occupants.
- Prominent natural formations, bodies of water, and ruins.
- Native plants, animals, weather, and ecosystems.
- Powerful (CR 1 or higher) creatures that reside within, or have passed through the area within the last 24 hours.

Once you use this Exploit to survey an area of wilderness you must finish a long rest before you can use it there again.

4TH-DEGREE EXPLOITS

Exploits of the fourth degree are techniques only mastered by the most powerful warriors in an entire kingdom. These can only be learned by fighters of 13th level or higher. Each 4th-degree Exploit can only be used once per short or long rest.

EQUIP MILITIA

Prerequisite: 13th level

You can expend an Exploit Die and spend 1 hour training a number of humanoid creatures equal to your level to fight. Creatures that spend the full hour listening and training with you gain two of the following benefits of your choice:

- They gain proficiency with one martial weapon.
- They gain proficiency with light armor and shields.
- They gain temporary hit points equal to your Exploit Die.
- They gain proficiency in one of the following skills: Animal Handling, Athletics, Medicine, Survival, or Stealth.
- They have advantage on saving throws to resist being charmed or frightened.

The benefits you choose for these creatures last until they are incapacitated, or until the end of their next long rest.

SUNDERING STRIKE

Prerequisite: 13th level, Strength of 17

In place of an attack, you can expend an Exploit Die to strike a creature of magical force, such as a *prismatic wall*, *resilient sphere*, or *forcecage*. Any magic creation of 3rd-level or lower is instantly destroyed. If the target was created with a spell of 4th-level or higher, make a Strength check. The DC equals 10 + the spell's level. On a successful check, it is dispelled.

5TH-DEGREE EXPLOITS

Exploits of this degree are feats of skill that rival demigods. They can only be learned by fighters of 17th level or higher, and each can only be used once per short or long rest.

BANISHING STRIKE

Prerequisites: 17th level, Strength of 19

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your blow with legendary force, and force the target to make a Charisma saving throw. It takes additional force damage equal to three rolls of your Exploit Die on a failure, and half as much on a success.

If this attack reduces the target to 50 hit points of fewer, it is shunted to a harmless demiplane where it is incapacitated. The creature reappears in the unoccupied space nearest to the last space it occupied at the end of your next turn.

CATACLYSMIC SLAM

Prerequisites: 17th level, Strength of 19

In place of an attack, you can expend an Exploit Die and strike the ground at your feet with legendary power. A shockwave of earth and thunderous force erupts from you, forcing any creatures within 30 feet to make a Constitution saving throw. On a failed save, creatures take bludgeoning damage equal to three rolls of your Exploit Die + your Strength modifier and are knocked prone. On a successful save, creatures take half as much damage and don't fall prone. Any objects within this area take the maximum amount of damage.

The area becomes difficult terrain until a creature uses its action to clear one 5 foot square of this difficult terrain.

MYTHIC FOCUS

Prerequisites: 17th level

As a bonus action, you can expend an Exploit Die to enter a legendary state of focus which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the effects of this Exploit ends, they are lost.
- You have advantage on any weapon attacks you make.
- Once per turn when you hit a target with a weapon attack, you can deal additional damage equal to your Exploit Die.
- You gain a bonus to Strength, Dexterity, and Constitution saving throws equal to your Exploit Die.
- When you take the Attack action on your turn, you can make an additional weapon attack as part of that action.

When the effect ends, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you.

Instantly after this effect ends, you must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion.

This Exploit doesn't stack with *tenser's transformation*.

VORPAL CRITICAL

Prerequisites: 17th level, Strength or Dexterity of 19

When you score a critical hit, you can expend an Exploit Die and attempt to behead the creature. If the target's remaining hit points are equal your level + your Strength (or Dexterity) score, or lower, you cut off one of the creature's heads.

The creature instantly dies if it cannot survive without the lost head. A creature is immune to the effect of this Exploit if it is immune to slashing damage, doesn't have or need a head.



MARTIAL FEATS

The feats here allow all characters to share in the abilities of the Alternate Fighter. If your game uses Feats, these can be selected in place of an Ability Score Improvement features.

MASTERFUL TECHNIQUE

Prerequisite: At least one Fighting Style Known

You have learned to change your fighting stance to best meet the challenges you face. You gain the following benefits:

- You increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You learn another Fighting Style from those available to the Alternate Fighter. However, you can only be under the effect of one Fighting Style you know.
- As a bonus action on your turn, you can switch your Fighting Style to another Fighting Style you know.

MARTIAL TRAINING

You have studied combat techniques which allow you to perform Martial Exploits. You gain the following benefits:

- You learn two 1st-degree Martial Exploits of your choice from those available to the Alternate Fighter. If an Exploit you use requires the target to make a saving throw to resist the effects, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- Each time you gain a level, you can replace one Exploit you know with another 1st-degree Exploit of your choice.
- You gain two d4 Exploit Dice to fuel your Exploits. An Exploit Die is expended when you use it. You regain all of your Exploit Dice when you finish a short or long rest.
- If you have Exploit Dice from another source, these are added to your pool and are the size of your other Dice.

SIGNATURE TECHNIQUE

Prerequisite: At least one Exploit Known

You have practiced and mastered a single technique so that you can utilize it at a whim. Choose one 1st-degree Exploit that you know to be your Signature Exploit.

Once per turn when you use your Signature Exploit, you can roll a d4 in place of expending an Exploit Die.

SIGNATURE WEAPON

Rather than master many weapons you have chosen to hone your skills with one. You gain the benefits below:

- You increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Choose a weapon that you are proficient with to be your Signature Weapon. When you attack with that weapon, its damage die increases by one, as shown in the table below.
- When you roll a 1 on the damage die for that weapon you can reroll that die. You must use the new damage roll.
- You can spend 7 consecutive long rests to change your Signature Weapon to another weapon of your choice.

SIGNATURE WEAPON DAMAGE INCREASE

Original	Signature	Original	Signature
1	1d4	1d8	1d10
1d4	1d6	1d10	1d12
1d6	1d8	2d6 / 1d12	2d8



ALTERNATE FIGHTER BUILDS

One of the goals of the Alternate Fighter class was to bring the versatility of the Battle Master Archetype found in the *Player's Handbook* to every fighter. Depending on a fighter's Archetype, Fighting Style, and Martial Exploits choices, they can reflect any warrior from popular fiction and fantasy.

The Alternate Fighter builds below suggest particular groupings of Archetypes, Fighting Styles, Martial Exploits, and Feats, all of which are from the Alternate Fighter, the *Player's Handbook*, or *Tasha's Cauldron of Everything**

BLADE MASTER

You are a true student of the blade, and have specialized your skills for single combat. You often seek out the most powerful foes you can find in order to test your skills against them.

Archetype:	<i>Swordsage</i>
Fighting Style:	<i>Classical Swordplay, Versatile Fighting</i>
Exploits:	<i>disarm, martial focus, feint, warrior's challenge, zephyr strike</i>
Feats:	<i>Defensive Duelist, Mobile, Piercer*</i>

BODYGUARD

You have trained to defend important figures and to escort precious cargo. When you are near, no foe, no matter their strength or abilities, can threaten that which you protect.

Archetype:	<i>Guardian</i>
Fighting Style:	<i>Protection, Shield Warrior</i>
Exploits:	<i>disarm, first aid, reposition, warding strike, shield impact</i>
Feats:	<i>Alert, Sentinel, Shield Master</i>

GLADIATOR

You are as much of an entertainer as you are a fighter. Often masters of exotic weapons and fighting styles, gladiators seek to build their reputation as wondrously extravagant warriors.

Archetype:	<i>Master at Arms</i>
Fighting Style:	<i>Dual Wielding, Pit Fighting</i>
Exploits:	<i>disarm, feat of strength, menacing shout, sweeping strike, warrior's challenge</i>
Feats:	<i>Dual Wielder, Signature Technique</i>

KNIGHT

The classical knight seeks to embody the virtues of chivalry, both on and off the battlefield. They are noble warriors who support their allies and are able to navigate high society.

Archetype:	<i>Commander</i>
Fighting Style:	<i>Defensive Fighting, Dueling</i>
Exploits:	<i>brace up, first aid, scholar's insight, skilled rider, heroic willpower</i>
Feats:	<i>Heavy Armor Master, Inspiring Leader</i>

MEDIC

Medics are masters of keeping their allies in top condition, assuaging their hurts, and keeping spirits high in battle.

Archetype:	<i>Quartermaster</i>
Fighting Style:	<i>Defensive Fighting, Improvised Fighting</i>
Exploits:	<i>brace up, feat of strength, first aid, take down, redirect, shield impact</i>
Feats:	<i>Chef*, Healer, Inspiring Leader</i>

MARINE

Marines are warriors who are trained to fight at sea or on the decks of ships. They can be elite sailors who defend precious cargo, or ruthless pirates who pillage all they come across.

Archetype:	<i>Guerrilla</i>
Fighting Style:	<i>Featherweight Fighting, Marine Fighting</i>
Exploits:	<i>dirty hit, feat of strength, lightstep, navigator's know-how, improvised skill</i>
Feats:	<i>Keen Mind, Linguist, Resilient (Dexterity)</i>

MYSTIC

Mystics are wandering guardians of peace and prosperity that are raised from birth to wield their psionic potential in battle. Mystics are pacifists who only use violence as a last resort.

Archetype:	<i>Mystic Warrior</i>
Fighting Style:	<i>Blind Fighting*, Versatile Fighting</i>
Exploits:	<i>aristocratic education, defensive stance, martial focus, heroic will, zephyr slash,</i>
Feats:	<i>Alert, Resilient (Wisdom), Sentinel</i>

PEACEKEEPER

Often found patrolling remote territories and other lawless lands, peacekeepers use their finely honed skills and deadly accuracy with firearms to enforce the law wherever they go.

Archetype:	<i>Marksman</i>
Fighting Style:	<i>Featherweight Fighting, Melee Marksman</i>
Exploits:	<i>blinding shot, crippling shot, martial focus, take down, trick shot</i>
Feats:	<i>Alert, Gunner*, Piercer*, Sharpshooter</i>

PUGILIST

You have honed your body into a deadly weapon. While other unarmed warriors rely on their speed to strike, you use your raw power to rain devastating blows down on your foes.

Archetype:	<i>Champion</i>
Fighting Style:	<i>Unarmed Fighting, Wrestler</i>
Exploits:	<i>brace up, disarm, hurl, feint, mighty thrust, thunderous blow</i>
Feats:	<i>Crusher*, Durable, Tavern Brawler, Tough</i>



WARRIOR ARCHETYPES

Choose one of the following Warrior Archetypes that best represents the skill set and training of your fighter: Crusader, Guardian, Guerrilla, Master of Hounds, Mystic Warrior, Quartermaster, Swordsage, Tinker Knight, or Witch Knight.

CRUSADER

Many warriors swear Oaths to gods of battle and war, but not all are blessed with the divine power of paladins or clerics. Those who fight for the gods without their explicit blessing are known as Crusaders. These zealots stand as champions of divine causes, their fervent belief fueling their battle fury.

Crusaders serve many gods and causes, but they all have one thing in common; their fanatical devotion to what they believe is right. Their belief is forged in the fires of devotion, and a dedicated Crusader will often snap rather than bend.

CRUSADER EXPLOITS

3rd-level Crusader feature

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	commander's presence, wild strike
5th	execute, intimidating command
9th	inspirational speech

CRUSADER'S IRE

3rd-level Crusader feature

You mark your foes for divine judgment. As a bonus action, you can Mark a creature within 60 feet as the target of your Crusader's Ire, granting you the following benefits:

- Once per turn when you miss the creature with a weapon attack, you can immediately make another weapon attack against that creature using the same weapon.
- When the creature is within your reach and casts a spell or makes an attack against a creature other than you, you can use your reaction to make an opportunity attack.
- When the creature forces you to make a saving throw, you gain a bonus to your roll equal to your Exploit Die.

Your Mark lasts for 1 minute, or until the creature is slain. Once you use this feature you must finish a long rest before you can use it again. When you have no uses remaining, you can expend an Exploit Die to use this feature again.

FANATICAL DISCIPLE

3rd-level Crusader feature

You gain proficiency in Religion, and whenever you make an Intelligence (Religion) check related to the god or cause you serve you gain a bonus to your roll equal to your Exploit Die.

RENEWED FERVOR

7th-level Crusader feature

Your fanaticism grants you bursts of fervor in battle. When you use Second Wind you regain the use of Crusader's Ire.

In addition, when you Mark a creature as the target of your Crusader's Ire, you can move up to 30 feet toward it as part of the same bonus action without expending your movement.

An elvish Crusader stands guard at a sacred site



ZEALOUS FURY

10th-level Crusader feature

Your conviction allows you to survive blows that would slay those of lesser faith. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead, and immediately make one weapon attack against your attacker.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can use it again, but you instantly gain a level of exhaustion.

RIGHTEOUS JUDGMENT

15th-level Crusader feature

You are the arbiter of divine wrath. When you hit the target of Crusader's Ire with a weapon attack, you can end the Mark to have your attack to deal maximum damage instead of rolling.

If the attack reduces the target to 0 hit points you instantly regain the use of Crusader's Ire.

LEGENDARY CRUSADER

18th-level Crusader feature

When the target of Crusader's Ire target's you with an attack, you can use your reaction to make a single weapon attack against that creature. If you use this reaction after the attack hits you, your weapon attack is made with advantage.

OPTIONAL RULE: OATHBREAKER PALADIN

Should a Paladin break or forsake their Oath in your game, the Crusader Archetype here can be used to represent a Paladin who has lost their divine power.



GUARDIAN

Guardians are elite defensive warriors whose strengths shine while fighting side by side with their allies. Though trained to use weapons of all types, Guardians are especially effective when using a protective style of fighting with a weapon and shield. Alone, a Guardian is a small threat, but when fighting alongside their allies they are impenetrable walls of steel.

GUARDIAN EXPLOITS

3rd-level Guardian feature

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>reposition, warding strike</i>
5th	<i>immovable stance, shield impact</i>
9th	<i>resilient body</i>

WARRIOR SMITH

3rd-level Guardian feature

You gain the skills to maintain your arms and armor so that you may defend your allies to the best of your ability. You gain proficiency with leatherworker's tools and smith's tools.

During a long rest, you can spend 1 hour using either set of tools to reinforce a shield or a set of armor you touch.

The object grants its wearer an additional +1 bonus to their Armor Class that lasts until the end of your next long rest.

GUARDIAN STANCE

3rd-level Guardian feature

While you are wielding a shield, you can use a bonus action to enter a Guardian Stance which lasts indefinitely. It ends if you are incapacitated, you doff your shield, or you end it as a free action. Your Stance grants you the following features:

- Your speed is reduced by 10 feet.
- Creatures of your choice within 5 feet that are also wielding a shield gain a +1 bonus to their Armor Class.
- As a reaction, when a creature within 5 feet of you is hit by an attack, you can become the target of the attack, taking the damage of the attack if it would hit you.
- You can make a Shove attack as a bonus action.

RALLYING WIND

7th-level Guardian feature

You inspire your allies to hold their position against all odds. When you use Second Wind while in your Guardian Stance, creatures of your choice within 5 feet of you that can see or hear you gain temporary hit points equal to your fighter level.

STALWART DEFENDER

10th-level Guardian feature

You are strongest when standing side by side, and shield by shield, with your allies. You gain the following benefits:

- You gain a +1 bonus to your Armor Class for each friendly creature within 5 feet of you that is wielding a shield.
- You cannot be moved against your will while conscious.
- Both you, and friendly creatures within 5 feet of you, have advantage on Strength and Constitution saving throws.
- When you roll initiative you can immediately enter your Guardian Stance as long as you are not surprised.

IMPROVED GUARDIAN STANCE

15th-level Guardian feature

At 15th level, you improve your defensive technique to better defend those who stand beside you. While in your Guardian Stance, you grant friendly creatures within 5 feet of you the benefits of half cover, in place of the +1 Armor Class bonus.

LEGENDARY GUARDIAN

18th-level Guardian feature

You are a master Guardian and serve as a supernatural shield to defend the weak. The range of all your Guardian features increase to include any creature of your choice within 15 feet.

GUERRILLA

No matter the mission, a Guerrilla will execute it with utmost perfection. Sometimes known as commandos, these warriors are marked by their determination and adaptability. Whether harsh terrain, vicious monsters, enemy soldiers, or powerful spellcasters, nothing short of death will cause the willpower of a Guerrilla warrior to waver in the pursuit of their goals.


ADAPTABLE EXPLOITS

3rd-level Guerrilla feature

You can adjust your skills to meet any challenge. At the end of each long rest, you can replace one Exploit you know with another Exploit for which you meet the prerequisites.

When you reach 10th level in this class, you can use this feature at the end of a short rest. Once you do so, you must finish a long rest before you can use it in that way again.





A Guerrilla uses
Survey Wilderness
to scout ahead

GUERRILLA EXPLOITS

3rd-level Guerrilla feature

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and they cannot be switched upon gaining a level, or by using your Adaptable Exploits feature.

Fighter Level	Exploit
3rd	<i>mighty leap, navigator's know-how</i>
5th	<i>improvised skill, take cover</i>
9th	<i>survey wilderness</i>

SURVIVALIST

3rd-level Guerrilla feature

You are an expert at overcoming natural obstacles. Choose two of the following skills: Athletics, Perception, Stealth, or Survival. Whenever you make an ability check with that skill you gain a bonus to your roll equal to your Exploit Die.

Upon reaching 7th level in this class, you can choose two additional skills from the list above to gain the same benefit.

BY LAND OR SEA

7th-level Guerrilla feature

You have trained to succeed in any environment. At 7th level, and again at 15th level you gain one of the following features:

Alpine Combatant. You have trained for battle at great heights. You gain a climbing speed equal to your walking speed, and when you fall, you can use your reaction to reduce any falling damage by an amount equal to your fighter level.

Marine Combatant. You prepare for amphibious combat. You gain a swimming speed equal to your walking speed, and you can hold your breath for up to 1 hour underwater.

ADAPTABLE FIGHTING STYLE

10th-level Guerrilla feature

You can adapt your style of fighting to better counter your enemies. When you finish a long rest, you can replace one Fighting Style you know with another Style of your choice.

UNWAVERING

15th-level Guerrilla feature

You are remarkably hardy, even compared to other fighters. When you use Second Wind you gain the following benefits:

- You regain one of your expended Exploit Dice.
- Your level of exhaustion, if any, is reduced by 1.
- You gain a bonus to the next Strength, Dexterity, or Constitution ability check or saving throw you make within the next minute equal to your Exploit Die.

LEGENDARY GUERRILLA

18th-level Guerrilla feature

There is nothing that can stand between you and your goals should you have time to prepare. You can use your Adaptable Fighting Style feature at the end of each short or long rest.

Moreover, when you roll initiative and are not surprised, you gain one of the following benefits of your choice:

- You gain temporary hit points equal to your fighter level.
- You can immediately move up to your full speed.

MASTER OF HOUNDS

Since the dawn of civilization, beasts have worked alongside mortals. Most notable of these domesticated animals is the dog. The earliest hunters worked in tandem with these loyal beasts, sharing food and fire. Some fighters still take up this mantle and train Loyal Hounds to adventure by their side.

HOUND MASTER EXPLOITS

3rd-level Master of Hounds feature

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>reposition, survivalist's craft</i>
5th	<i>intimidating order, weakening blow</i>
9th	<i>survey wilderness</i>



LOYAL HOUND

3rd-level Master of Hounds feature

When you adopt this Archetype at 3rd level, you complete the training of a Loyal Hound. Your Hound is friendly to you and obeys your commands. It uses the Loyal Hound stat block, which uses your proficiency bonus (PB) in several places.

In combat, your Hound acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. Whenever you take the Attack action, you can command the Hound to take the Attack action in place of one of your attacks. If you are incapacitated, your Hound acts on its own.

If your Hound is reduced to 0 hit points, it makes death saving throws like a player character would. If your Hound dies, your special skills allow you to find a canine-like creature and train it as a Loyal Hound over the course of a long rest, at which point, that creature uses the Loyal Hound stat block.

IRON JAWS

7th-level Master of Hounds feature

Your Hound has been infused with a portion of your own heroic fighting spirit. Your Loyal Hound's Bite and Maul attacks ignore resistance to nonmagical piercing and slashing damage.

In addition, any creature that is at least one size smaller than your Hound has disadvantage on its Strength saving throw to resist the Hound's grapple.

STEADFAST COMPANION

10th-level Master of Hounds feature

You can face any foe so long as your Hound is by your side. Your Hound has advantage on any saving throw it is forced to make so long as it is within 30 feet and can see or hear you.

Also, whenever you use Second Wind, your Loyal Hound also regains hit points equal to 1d10 + your Fighter level.

CANINE FURY

15th-level Master of Hounds feature

Your commands inspire wild fury. Whenever you command your Loyal Hound to take the Attack action, it can make two Maul attacks, or one Maul attack and one Bite attack.

HOUND OF LEGEND

18th-level Master of Hounds feature

Thanks to your training, your Hound has come to rival the great beasts of legend. When you use Action Surge, your Hound also gains one extra action on that turn.

Moreover, your Loyal Hound's Strength and Dexterity scores each become 18, thereby increasing the bonus to hit and damage of both its Bite and Maul attacks by +2 each.

LOYAL HOUNDS & OTHER CANINES

Depending on your table and game setting, there are many creatures that could be a Loyal Hound.

In a more mundane or low-magic setting, your Hound is most likely going to be a dog or wolf.

In other more fantastical games, any four legged beast or monstrosity could serve as a Loyal Hound.



LOYAL HOUND

medium beast, neutral

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your fighter level

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses passive Perception 12

Languages understands the languages you speak

Hit Dice. Your Hound has a total number of d8 Hit Dice equal to your fighter level. It also gains all the normal benefits of both short and long rests.

Loyal Companion. You add your PB to any ability check or saving throw that your Hound makes.

Keen Senses. Your Hound has advantage on any ability check that relies on their hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB piercing damage. On hit, the target must succeed on a Strength saving throw (DC equals 10 + PB) or be grappled. The Hound can only grapple one creature at a time.

Maul. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d8 +2 +PB slashing damage.



MYSTIC WARRIOR

Where most fighters look to maximize their physical abilities, those known as Mystic Warriors work to unlock the psionic potential of their minds. Drawing upon this wondrous power ability, these ascetic warriors can perform feats that would be impossible through strength alone. Where others strive for strength in battle, a Mystic Warrior strives for enlightenment.

PSIONICS

3rd-level Mystic Warrior feature

You have unlocked the true potential of your mind, and have learned to manifest spells, much like a true [psion](#) does.

Psi Points. The potential of your mind is represented by a pool of psi points. The Psionics table shows how many psi points you have to manifest your spells of 1st-level and higher. To manifest one of these spells, you must expend psi points equal to the spell's level (0 for cantrips). You regain all of your psi points each time you finish a short or long rest.

Mental Limit. Your fighter level limits the potency of spells you can manifest with your psionics. This limit is reflected in the Mental Limit column of the Psionics Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the [psion spell list](#). The Spells Known column of the Psionics table shows when you learn more psion spells of 1st-level or higher. Any spell you learn must be of a level equal to your Mental Limit or lower.

When you gain a level in this class, you can choose one of the psion spells you know and replace it with a psion spell of your choice, of a level equal to your Mental Limit or lower.

Spellcasting Focus. Your mind itself is your spellcasting focus. You must have at least one free hand to cast spells that require somatic or material components, and you also must provide material components that are consumed by the spell or have a required gold cost. When you manifest a spell with your psionics, you exhibit noticeable changes.

Spellcasting Ability. Intelligence is your spellcasting ability for your Psion spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for a psion spell you know.

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

Spell attack modifier = your proficiency
bonus + your Intelligence modifier

MINOR TELEKINESIS

3rd-level Mystic Warrior feature

You have learned to move objects with nothing but your mind. You learn the *mage hand* cantrip, and when you manifest it you do not need to provide the verbal or the somatic components. Your *mage hand* is invisible, and it can lift a total number of pounds equal to 10 times your Intelligence modifier (minimum of 10).

MYSTIC EXPLOITS

3rd-level Mystic Warrior feature

You learn the *mighty leap* and *mighty thrust* Exploits, but they don't count against your total number of Exploits known, and you cannot replace them when you gain a level in this class.

Moreover, whenever you use either of these Exploits you gain a bonus to your roll equal to your Intelligence modifier.

PHASE STEP

7th-level Mystic Warrior feature

When you use *Second Wind*, you also gain the benefits of the Dash action and partially disincorporate. Until the end of your current turn, you can move through solid nonmagical objects and creatures as if they were difficult terrain.

If you end your movement inside an object or creature, you are instantly shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you are forced to move.

INSCRUTABLE MIND

10th-level Mystic Warrior feature

The raw power of your mind makes you difficult for others to dominate. You have advantage on any saving throw to resist being charmed, frightened, or have your thoughts read.

Also, whenever you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can spend 1 psi point to force the attacker to make an Intelligence saving throw. On a failed save, it takes psychic damage equal to your fighter level.

UNLEASH YOUR PSIONIC POTENTIAL

The Mystic Warrior Archetype presented here is a replacement for the Psi Knight published in *Tasha's Cauldron of Everything*. As the Eldritch Knight is to the wizard, so the Mystic Knight is to the [Psion](#).



A halfling Mystic
Warrior uses Phase Step

GREATER TELEKINESIS

15th-level Mystic Warrior feature

You have unlocked even more of your psionic potential. You learn the *telekinesis* spell, but it doesn't count against your total number of Spells Known. You can manifest this spell once, without expending any psi points.

Once you manifest *telekinesis* in this way, you must finish a long rest before you can manifest it again, unless you expend 5 psi points to manifest the spell an additional time.

LEGENDARY MYSTIC

18th-level Mystic Warrior feature

You can briefly tap into the full psionic potential of your mind and take on an ascended luminous form. As a bonus action, you can transform into a being of pure psionic energy. While in this ascended form, you gain the following benefits:

- You become translucent and emit otherworldly bright light, in a 5-foot radius, and dim light 5 feet beyond that.
- You gain a flying speed equal to your walking speed, and while flying in this way you can hover in place.
- You can move through other creatures and objects as if they were difficult terrain. If you end your movement inside another object or creature, you are immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you were forced to travel.
- Whenever you deal damage with an Exploit, you can choose for its additional damage to be psychic damage.

You can remain in this form for up to 1 minute. It ends early if you are incapacitated or you end it as a bonus action. Once you use this feature, you cannot use it again until you finish a long rest, unless you expend 7 psi points to do so.

PSIONICS

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

QUARTERMASTER

Every successful adventurer knows the value of teamwork, but none value it more than those known as Quartermasters. These supportive warriors strive to help their allies reach their full potential. Constantly putting the needs of their companions before their own, Quartermasters keep their team in top condition with a fresh Ration and a helping hand.

DOWN TO EARTH

3rd-level Quartermaster feature

You gain proficiency with cook's utensils, land vehicles, and in Animal Handling. Whenever you make an ability check that uses one of the proficiencies you gained through this feature, you a bonus to your roll equal to your Exploit Die.

QUARTERMASTER EXPLOITS

3rd-level Quartermaster feature

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>first aid, skilled rider</i>
5th	<i>immovable stance, take cover</i>
9th	<i>daring rescue</i>

RATIONS

3rd-level Quartermaster feature

You are able to prepare potent morsels of food that keep your allies in peak condition. At the end of each long rest, you can prepare a number of these Rations equal to your Constitution modifier (minimum of 1) from the list at end of this subclass.

As a bonus action, you can eat a prepared Ration, or feed a Ration to a creature within 5 feet. Consuming a Ration ends any current Ration effects on that creature. Any Rations you have prepared become inert at the end of your next long rest.

As an action, you can expend an Exploit Die to prepare an additional Ration of your choice. You can eat a Ration or feed it to a creature as part of the same action used to create it.

DEPENDABLE

7th-level Quartermaster feature

You are always there to lend a helping hand to your allies. You can take the following special actions as a bonus action:

Administer. You feed a potion, Ration, or consumable item to a willing or unconscious creature within 5 feet of you.

Arm. You give a weapon, item, or any ammunition you are carrying to a creature within 5 feet. The creature can then equip the given item, and stow one item as a free action.

Encourage. You take the Help action, targeting a creature of your choice within 10 feet that can see or hear you.

Wrangle. You make a Wisdom (Animal Handling) or a land vehicles check to control a mount or cart you are riding.

IMPROVED RATIONS

10th-level Quartermaster feature

You have greatly improved the speed at which you prepare Rations. You can use a bonus action on your turn to create a Ration of your choice, eating it or feeding it to a creature within 5 feet of you as part of that same bonus action.



EVER READY

15th-level Quartermaster feature

You are always ready to support your companions. When you roll initiative, so long as you are not surprised, you prepare one Ration of your choice without expending an Exploit Die.

IRON STOMACH

18th-level Quartermaster feature

Your experiments with new Ration formulas have toughened your body and hardened your stomach. Your Constitution score, and maximum Constitution score, increase by 2, and you are immune to the poisoned condition.

In addition, you are always under the effects of one Ration of your choice with a duration of at least 1 minute. It does not need to be a Ration that you prepared, and you can change the Ration effect at the end of each short or long rest.

RATIONS

Below are the Rations available to Quartermaster fighters. If a Ration has a fighter level prerequisite, you can prepare the Ration at the same time you meet the prerequisite level.

FORTIFYING RATION

Prerequisite: 3rd level fighter (duration, 1 minute)

Upon consumption, the creature chooses either Strength, Dexterity, or Constitution. For the duration, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw for the chosen ability score.

At 10th level the duration of the effect increases to 1 hour.

INVIGORATING RATION

Prerequisite: 3rd level fighter (duration, instantaneous)

Upon consumption, the creature regains hit points equal to $1d10 +$ your Constitution modifier (minimum of +1).

Starting at 10th level, this Ration restores an additional $1d10$ hit points, and any hit points they regain that exceed their hit point maximum become temporary hit points.

A half-orc Quartermaster experiments with new Ration formulas

REVITALIZING RATION

Prerequisite: 3rd level fighter (duration, instantaneous)

Upon consumption, the creature ends one of the following conditions currently affecting it: blindness, deafness, poison, or they reduce their exhaustion level by 1.

Starting at 10th level, this Ration can also cure the charmed, frightened, paralyzed, and stunned conditions.

STIMULATING RATION

Prerequisite: 3rd level fighter (duration, instantaneous)

This Ration must be consumed as part of a short rest. Upon consumption, the creature gains advantage on the roll for any Hit Dice they choose to expend during that short rest.

Starting at 10th level, consuming this Ration allows the creature to treat any Hit Dice they expend during the short rest as their maximum possible result instead of rolling.

LIMBERING RATION

Prerequisite: 5th level fighter (duration, 1 minute)

Upon consumption, the creature's speed increases by 10 feet.

At 10th level the creature's speed increases by 20 feet.

THICKENING RATION

Prerequisite: 5th level fighter (duration, 1 minute)

Upon consumption, the creature gains resistance to either bludgeoning, piercing, or slashing damage (their choice).

Starting at 10th level consuming this Ration grants resistance to bludgeoning, piercing, and slashing damage.

HEIGHTENING RATION

Prerequisite: 7th level fighter (duration, 1 minute)

Upon consumption, the creature chooses either Intelligence, Wisdom, or Charisma. For the duration, the creature can add your Constitution modifier (minimum of +1) to any ability check or saving throw for the chosen ability score.

At 10th level the duration of the effect increases to 1 hour.

WARDING RATION

Prerequisite: 7th level fighter (duration, 1 minute)

Upon consumption, the creature gains resistance to acid, cold, fire, poison, lightning, or thunder damage (their choice).

At 10th level the duration of the effect increases to 1 hour, and the creature can choose from force, necrotic, psychic, or radiant damage in addition to the other damage types.

TENACIOUS RATION

Prerequisite: 10th level fighter (duration, 1 hour)

Upon consumption, the creature gains immunity to one of the following conditions (their choice):

blinded, charmed, deafened, frightened, poisoned, paralyzed, or stunned.



BERSERKER RATION

Prerequisite: 15th level (duration, 1 hour)

Upon consumption, the creature does not fall unconscious when it is reduced to 0 hit points. However, it still makes death saving throws as normal, dying upon failing three.

REJUVENATING RATION

Prerequisite: 15th level (duration, instant)

Upon consumption, the creature gains all the benefits of a short rest, including the ability to expend its Hit Dice as part of consuming the Ration. At the end of its current turn, the creature gains 1 level of exhaustion. After a creature eats this Ration, it must finish a long rest before it can gain the benefits of any other Ration you prepare.

SWORDSAGE

Swordsage, blade master, sword saints; expert warriors who dedicate their lives to the art of battle have had many names throughout history. Only drawing their weapon when they are prepared to kill, a Swordsage will only strike down another creature when absolutely necessary. They are always looking to improve, mastering ever more impressive martial skills.

Legends say these masters only ever take one apprentice, passing on everything they know to a single young warrior.

STUDENT OF THE BLADE

3rd-level Swordsage feature

In your studies you have mastered other skills adjacent to swordplay. You gain proficiency in one of the following skills: Athletics, Acrobatics, Insight, Intimidation, or Performance.

SWORDSAGE EXPLOITS

3rd-level Swordsage feature

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level	Exploit
3rd	<i>lightstep, heroic fortitude</i>
5th	<i>heroic will, zephyr slash</i>
9th	<i>gale force slash</i>

BATTLE TRANCE

3rd-level Swordsage feature

So long as you are not wearing heavy armor or a shield, you can use a bonus action to enter a Battle Trance. Your Battle Trance grants you the following benefits for 1 minute:

- Your speed increases by 10 feet.
- You gain a +1 bonus to your Armor Class.
- You have advantage on Strength (Athletics) checks.
- Once per turn when you roll an Exploit Die, you can roll twice and take the higher of the two rolls.

Your Battle Trance ends early if you are incapacitated, or you don a shield or heavy armor. Once you enter your Battle Trance you must finish a short or long rest before you can use it again. If you have no uses of this feature remaining, you can expend an Exploit Die to enter a Battle Trance again.



REFLEXES OF THE SAGE

7th-level Swordsage feature

You have honed your reflexes to a point in pursuit of martial perfection. You gain proficiency in Dexterity saving throws, and you add your proficiency bonus to your initiative rolls.

MASTERFUL TRANCE

10th-level Swordsage feature

You have mastered the Battle Trance of the Swordsage. When you roll initiative, so long as you are not surprised, you can enter a Battle Trance without expending any resources.

LEGENDARY SWORDSAGE

15th-level Swordsage feature

You become a whirlwind of deadly steel while in your Battle Trance. Once per turn while you are in a Battle Trance, you can use any Exploit that you know, rolling a d6 in place of expending one of your Exploit Dice.

At 18th level the d6 from this feature becomes a d8.

TINKER KNIGHT

The fighters known as Tinker Knights seek an unorthodox form of martial skill. Rather than master martial techniques they look to augment their physical ability with mechanical inventions and innovative weaponry. Though they spend most of their time theorizing, tinkering, and experimenting with new Schematics, Tinker Knights and their inventive arsenals are a force to be reckoned with on the field of battle.

ANALYTICAL MIND

3rd-level Tinker Knight feature

You gain proficiency with tinker's tools and smith's tools. If you already proficient with these tools, you gain proficiency with another set of tools of your choice.

You also learn the *tinker's intuition* Exploit, but it doesn't count against your total number of Exploits Known.



INVENTIVE ARSENAL

3rd-level Tinker Knight feature

You have come up with a cacophony of strange modifications for weapons and armor, known as Schematics. You know two Schematics from the list at the end of this subclass. When you gain a level in this class, you can replace one Schematic you know with another Schematic of your choice.

As you gain levels in this class, your number of Schematics known grows; at 7th level (3), 10th level (4), and 15th level (5).

At the end of each a long rest, you can touch a number of objects equal to your number of Schematics Known and you modify each object with the features of one Schematic. These features last until the end of your next long rest. Each object can only be modified by one Schematic at a time, and it must meet the requirements in the Schematic description.

Saving Throws. If a Schematic requires a saving throw, your Schematic save DC is calculated as follows:

$$\text{Schematic save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

TINKER'S EXPERTISE

7th-level Tinker Knight feature

Your proficiency bonus is doubled for any ability check that uses your proficiency with tinker's tools or smith's tools.

In addition, items modified by your Schematics count as magical for overcoming resistances and immunities, and you can apply Schematics to magic weapons and armor.

MECHANICAL SYNERGY

10th-level Tinker Knight feature

Your modifications can work in tandem with each other. You can apply two Schematics to one object, so long as the object meets the prerequisites for both Schematics.

FLEXIBLE INNOVATION

15th-level Tinker Knight feature

Your inventive arsenal can adjust to meet the challenges at hand. At the end of a short rest, you can transfer a Schematic from one object to another, so long as the new object meets the prerequisites. If a Schematic has a limited amount of charges, the number of expended charges remains the same.

In addition, you can apply up to three Schematics to one object, so long as it meets all the Schematic prerequisites.

MASTERWORK INVENTIONS

18th-level Tinker Knight feature

Weapons modified by your Schematics gain a +1 bonus to its attack and damage rolls for each Schematic applied to it, and any set of armor modified by a Schematic gains a +1 bonus to its Armor Class for each of your Schematics applied to it.

Weapons and armor modified by your Schematics cannot gain a bonus greater than +3, regardless of any bonuses the item may have had before applying your Schematics.

TINKER KNIGHT'S IN YOUR SETTING

Tinker Knights value brains over brawn. While the descriptive text here describes gears and springs, they can just as easily create their inventions with wood, rocks, crystals, bones, sticks, and scales.

A Tinker Knight
adjusts their
modified helm



SCHEMATICS

The Schematics below are available to Tinker Knights. If a Schematic has a fighter level requirement, you can learn it at the same time you meet the Schematic's requirement.

FEATHERWEIGHT SCHEMATIC

You modify the metallurgic makeup of an item, making it significantly lighter. The bearer of an object modified by this Schematic has their base speed increased by 10 feet.

Heavy Armor. The wearer ignores penalties to Dexterity (Stealth) checks or Strength requirements of this armor.

Light Armor. The wearer can subtract up to 100 feet from their fall distance when calculating fall damage and can move horizontally 2 feet for every 1 foot they fall.

Weapon. A Heavy weapon loses the Heavy property, and a non-heavy weapon gains the Light and Finesse properties.

INTUITIVE SCHEMATIC

You modify an item to enhance your investigative instincts. The bearer of an object modified by this Schematic gains proficiency in Investigation and adds double their proficiency bonus to any Intelligence (Investigation) checks they make.

Armor. The wearer can use their Intelligence in place of Dexterity when calculating their Armor Class in this armor.

Weapon. The wielder uses their Intelligence modifier, in place of the normal Strength or Dexterity, for their attack and damage rolls with this weapon.



RADIANT SCHEMATIC

You imbue an item with radiant energy. The bearer of an object modified by this Schematic can use a bonus action to cause the object to emit (or extinguish) bright light in a 15-foot radius, and dim light 15 feet beyond that.

Armor. As a reaction when you are hit by an attack, you can force the attacker to make a Constitution saving throw. On a failed save, it is blinded for 1 minute. It can repeat the save at the end of each turn, ending the effect on a success.

Once you use this reaction, you must finish a short or long rest before you can use it again.

Weapon. When you hit a creature with this weapon, you can force it to make a Constitution saving throw. On a failure, it is blinded for 1 minute. It can repeat its save at the end of each turn, ending the effect on a success.

Once you use this reaction, you must finish a short or long rest before you can use it again.

REBOUNding SCHEMATIC

You imbue an item with elastic properties. As a reaction when the bearer of an object modified by this Schematic is hit by an attack, it can add your Intelligence modifier (minimum of +1) to their Armor Class against that attack.

Armor. As a reaction when the wearer is hit by an attack, it can reduce the incoming damage by an amount equal to your Exploit Die + your Intelligence modifier. If this reaction reduces the incoming damage to 0, the attacker takes the full damage of the attack as if they had been the original target.

Once you use this feature you must finish a short or long rest before you can use it again.

Non-Heavy Weapon. When applied, the weapon gains the Thrown property with a range of 20 feet. After making an attack with this weapon, it instantly returns to the wielder.

EMPOWERED SCHEMATIC

Prerequisite: 7th level Tinker Knight

You modify an object with clockwork mechanics that improve both power and reflexes. The bearer of an object modified by this Schematic gains a bonus to its initiative rolls equal to your Intelligence modifier (minimum of +1).

Heavy Armor. The wearer of this armor can use your Intelligence score, in place of Strength, for any Strength-based ability checks or Strength saving throws it makes.

Light Armor. The wearer of this armor can use your Intelligence score, in place of Dexterity, for any Dexterity-based ability checks or Dexterity saving throws they make.

Weapon. When applied, anytime the wielder rolls a 1 or 2 for a damage roll with this weapon, they can choose to re-roll the die, but you must use the new result even if it is a 1 or 2.

RESILIENT SCHEMATIC

Prerequisite: 7th level Tinker Knight

You modify the metallurgic makeup of this item to greatly increase its resilience. The bearer of an object modified by this Schematic has advantage on saving throws to resist being grappled or moved against their will.

Armor. The wearer of this armor gains resistance to nonmagical bludgeoning, piercing, and slashing damage.

Weapon. When the wielder scores a critical hit with this weapon, it deals bonus damage equal to your Intelligence modifier (minimum of 1) + your fighter level.



WITCH KNIGHT

Those who walk the dark path of the Witch Knight are driven by an overwhelming desire to destroy the great evils of the world. Those especially dedicated, those willing to give up anything, are often approached by Eldritch Powers, beings of otherworldly might. These benefactors offer power in return for a fraction of the warrior's soul or unquestioning fealty.

PACT MAGIC

3rd-level Witch Knight feature

The bargain you have struck with your Patron has granted you the ability to cast spells, much like a warlock does.

Cantrips. You learn one cantrip of your choice from the warlock spell list. Upon reaching 10th level in this class you learn one additional warlock cantrip of your choice.

Spell Slots. The Witch Knight Spellcasting table shows how many spell slots you have, and the level of those spell slots. All of your spell slots from this feature are the same level. To cast one of your warlock spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Witch Knight Spellcasting table shows when you learn more warlock spells of 1st-level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

When you gain a level, you can choose a warlock spell you know and replace it with another spell from the warlock spell list, which must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability, when setting the saving throw DC, and when making a spell attack roll.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier





SANGUINE OFFERING

3rd-level Witch Knight feature

Once per turn, when you hit a creature with a melee weapon attack, you can expend one of your fighter Hit Dice as part of the attack to deal an additional 2d6 necrotic damage to the target, in addition to the normal damage of your weapon.

OTHERWORLDLY STEP

7th-level Witch Knight feature

You can use Eldritch power to slip through cracks in reality. When you use Second Wind, you can teleport up to 60 feet to an unoccupied space you can see. If you appear within 5 feet of a creature, you can make one weapon attack against it.

ENCHANTED STRIKES

10th-level Witch Knight feature

The Eldritch magic within your blood seeps into your weapon strikes. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

IMPROVED SANGUINE OFFERING

15th-level Witch Knight feature

You can restore your own vitality by inflicting pain on others. When you use Sanguine Offering, you gain temporary hit points equal to the necrotic damage dealt to the creature.

Temporary hit points from this ability last for one minute, or until you gain temporary hit points from a different source.

BLOOD HUNTER, DISSECTED

The [Blood Hunter](#) class contains many mechanics that are hard to manage, especially for new players. The Witch Knight attempts to thematically capture the Blood Hunter's Order of the Profane Soul while staying in line with the design philosophy of 5e.

PROFANE SACRIFICE

18th-level Witch Knight feature

You can offer the death of your foes to your Eldritch Power for enhanced abilities. As a reaction when a creature dies within 30 feet of you, you can regain one of your expended Pact Magic spell slots, or 1d4 of your expended Hit Dice.

Once you use this feature you must finish a short or long rest before you can use it again.

WITCH KNIGHT SPELLCASTING

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





ALTERNATE FIGHTER EXPANDED

A multitude of additional options for the Alternate Fighter! Includes Nine Fighting Styles, Thirty Exploits, and Nine Warrior Archetypes!

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