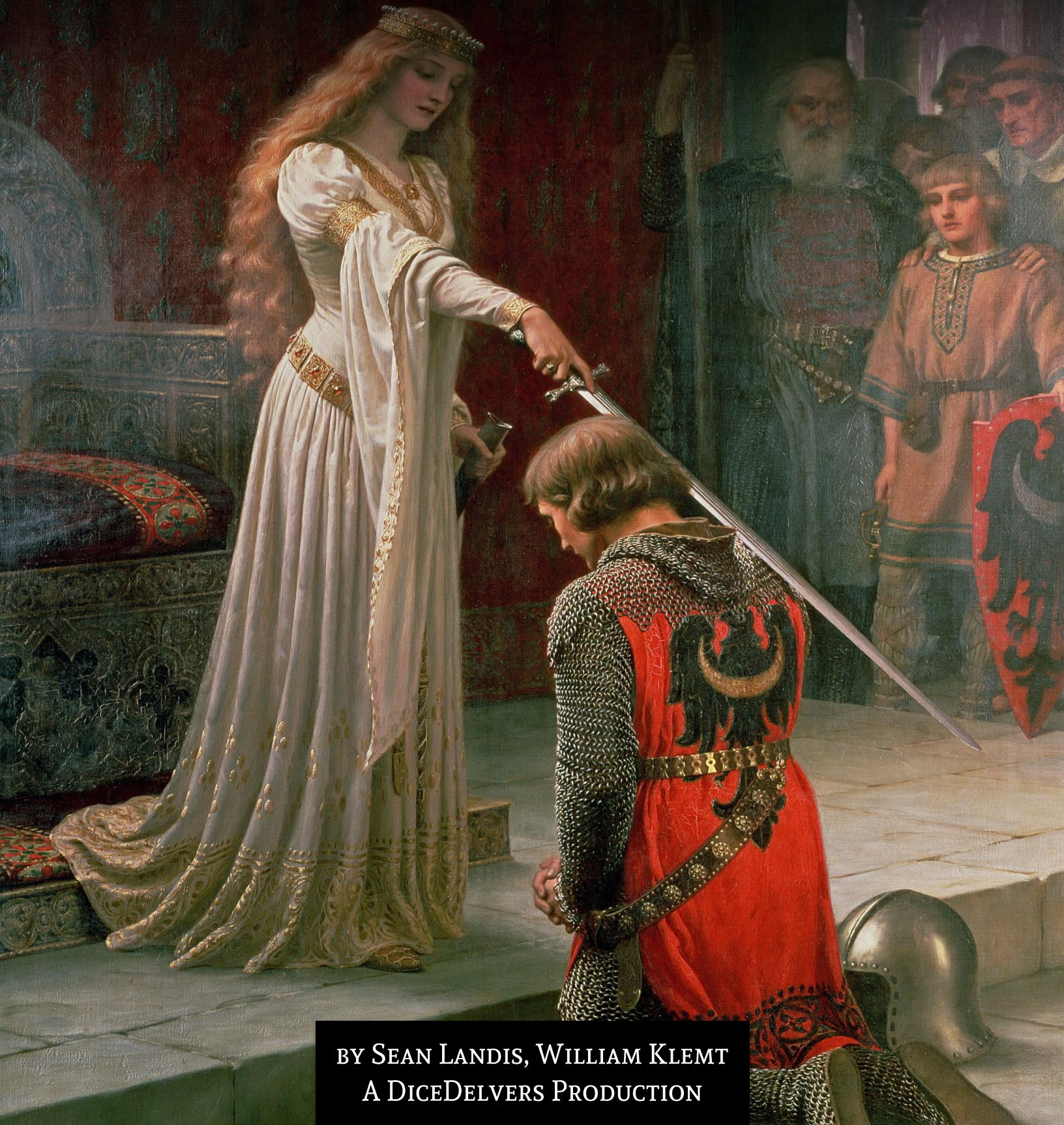


AVOWED WARRIOR

A MARTIAL ARCHETYPE FOR FIGHTERS



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AVOWED WARRIOR

A fighter who emulates the Avowed Warrior archetype draws power from swearing a sacred vow. Each fighter's vow is unique to them or their organization, built from tenets based on their firmly held beliefs which can run the gamut from dominating the weak to protecting them.

SACRED VOW

All Avowed Warriors swear a sacred vow, the specific tenets of which both empower the warrior and binds their conduct. If you grossly violate one of the tenets of your vow, you immediately lose access to the abilities it grants until you atone or choose a more compatible tenet (at your DM's discretion).

Tenets. When you choose this archetype at 3rd level, select two tenets, which are detailed under "Tenets" below. You gain one additional tenet at 7th, 10th, and 15th level. Each time you choose a new tenet, you can also replace one tenet you hold with a different one.

Spellcasting. Charisma is your Spellcasting ability for any tenet that allows you to cast a spell.

Saving Throws. If a tenet calls for the target to make a saving throw, the DC is calculated as follows:

Tenet save DC = 8 + Proficiency bonus + Charisma modifier

STRIKE OF JUDGEMENT

Starting at 3rd level, you gain the ability to infuse your strikes with righteous judgement. When you hit a creature with a melee weapon attack, you can deal an additional 2d8 radiant or necrotic damage (your choice) to the target.

In addition, you can choose to add one of the following effects listed below to the hit. You will gain additional effects to

choose from as you advance in levels. For effects that require a target to make a saving throw, use your Tenet save DC, noted above.

Frighten. The target must make a Wisdom saving throw. On a failed save, the target is frightened of you. The effect lasts for as long as you maintain concentration (as if concentrating on a spell) to a maximum of 1 minute. The target can reroll the saving throw at the end of each of its turns, ending the effect on a success.

Push. The target must make a Strength saving throw. On a failed save, the target is pushed 10 feet away from you and knocked prone.

Once you use this ability, you can't use it again until you finish a short or long rest.

IMPROVED STRIKE OF JUDGEMENT

Beginning at 7th level, your Strike of Judgement becomes more devastating. The extra radiant or necrotic damage from your strike increases to 3d8. You may now choose from the following effects, in addition to Frighten and Push, to apply to your strike:

Brand. The target becomes outlined with a dim glow. The target sheds dim light in a 5-foot radius. Additionally, if the target was invisible, it immediately becomes visible, and can no longer benefit from any form of invisibility. The effect lasts for as long as you maintain concentration (as if concentrating on a spell) to a maximum of 1 minute.

Blind. The target must make a Constitution saving throw. On a failed save, the target is blinded. The effect lasts for as long as you maintain concentration (as if concentrating on a spell) to a maximum of 1 minute. The target can reroll the saving throw at the end of each of its turns, ending the effect on a success.

You can use Strike of Judgement 2 times. You regain all expended uses after finishing a short or long rest.

UNDISPUTED COMMAND

At 10th level, you have advantage on all Charisma (Persuasion) and Charisma (Intimidation) checks while in battle.

UNYIELDING COMMITMENT

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

SUPERIOR STRIKE OF JUDGEMENT

Starting at 18th level, your Strike of Judgement improves further. The extra damage dealt by your strike is increased to 4d8. In addition, to Frighten, Push, Brand, and Blind, you can also choose from

Stagger. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the start of your next turn.

Banish. The target must make a Charisma saving throw. On a failed save, the target is banished to another plane of existence. If the target is an outsider, it is banished to its home plane. If the target is native to the current plane, it is banished to a harmless demiplane. The effect lasts for as long as you maintain concentration (as if concentrating on a spell) to a maximum of 1 minute.

You can use Strike of Judgement 3 times. You regain all expended uses after finishing a short or long rest.

TENETS

Be a Beacon of Hope. (Prerequisite: 10th level). You can cast *aura of vitality*.

Once you use this ability, you can't use it again until you finish a short or long rest.

Crush Opposition. When you hit a creature with a melee attack, you can use a bonus action to make an additional melee attack against the same creature.

Conquer the Weak. On your turn, you can add your Charisma modifier (with a minimum bonus of +1) to all of your melee damage rolls. Once you use this ability, you can't use it again until you finish a short or long rest.

Defend the Innocent. When a friendly creature within 5 feet of you is hit by an attack or spell that requires a spell attack roll and you can see the attacker, you can use your reaction to switch places with the creature and take the damage instead. You must choose to use this feature before the damage is determined.

Dominate the Feeble. (Prerequisite: 15th level). You can cast *dominate person* as a 5th level spell. Once you use this ability, you can't use it again until you finish a short or long rest.

Embody Duty. You have advantage on saving throws against being charmed.

Exact Vengeance. (Prerequisite: 15th level). When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Expel the Faithless. As an action, each fiend, fey, or undead within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form is concealed by an illusion,

shapeshifting, or other effect, that form is revealed while it is turned. Once you use this ability, you can't use it again until you finish a short or long rest.

Focus Your Hatred. As a bonus action, choose one creature you can see within 10 feet of you. You gain advantage on attack rolls against that creature for 1 minute but have disadvantage on attack rolls against all other targets for the duration, or until the target creature is dead. Once you use this ability, you can't use it again until you finish a short or long rest.

Hunt Down Enemies. You can cast *hunter's mark* as a 1st level spell. Once you use this ability, you can't use it again until you finish a short or long rest.

Impose Dread. (Prerequisite: 10th level). When a hostile creature moves within 15 feet of you, it must make a Wisdom saving throw against your Tenet save DC. On a failed save, the creature has disadvantage on attack rolls against you. The creature can repeat the saving throw at the end of each of its turns. On a success or if the effect is ended on it, the creature is immune to this ability for 24 hours.

Inspire Loyalty. (Prerequisite: 7th level). You can cast *find steed*. Once you use this ability, you can't use it again until you finish a short or long rest.

Lead with Courage. (Prerequisite: 10th level). You and your allies within 15 feet are immune to being frightened. You must be conscious to grant this effect.

Maintain Purity of Mind, Body, and Soul. (Prerequisite: 15th level). You become immune to all diseases, including magical diseases like *mummy rot*. In addition, you can use an action to end one spell effect on yourself or one willing creature that you can touch. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

Preserve Nature. You can cast *animal friendship* as a 1st level spell and without expending any material components. Once you use this ability, you can't use it again until you finish a short or long rest.

Protect the Righteous. (Prerequisite: 7th level). Whenever you or a friendly creature within 15 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Pursue Your Foes. On your turn, you may Dash as a bonus action towards any creature that caused damage to you since your last turn.

Show Compassion. You gain a pool of healing energy that replenishes when you take a long rest. With this pool, you can restore a total number of hit points equal to your fighter level x 5.

As an action, you can touch a creature and restore a number of hit points to that creature up to the maximum amount remaining in your pool. Alternatively, you can spend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of this ability, expending hit points separately for each one.

This healing has no effect on undead or constructs.

Speak with Honesty. (Prerequisite: proficiency in Insight skill). Your proficiency bonus is doubled on all Wisdom (Insight) checks, however you have disadvantage on Charisma (Deception) checks.

Spread Joy and Merriment. (Prerequisite: 7th level). You can cast *calm emotions*. Once you use this ability, you can't use it again until you finish a short or long rest.

Uncover Heretics. (Prerequisite: 7th level). You can cast *detect thoughts*

without expending any material components. Once you use this ability, you can't use it again until you finish a short or long rest.

Uphold Honor. You can cast *compelled duel*. Once you use this ability, you cannot use it again until you finish a short or long rest.