

MARTIAL ARCHETYPES

There are many different fighters, each with his or her own unique style. The martial archetype you choose reflects the type of fighter you hope to become.

WARLORD

The warlord is a fighter who values not only single person combat, but also a fighter's morale and teamwork. These warriors instinctively know how to bolster their allies and demoralize their opponents with their blades and their terrifying war chants.

WOLF-PACK TACTICS

You know how to aid your allies by offering a distraction to your opponents. Starting at 3rd level, when you and an ally are adjacent to an enemy, your ally has advantage on all attacks against that enemy.

EXPERT STRATEGIST

You're well-adept in avoiding, starting, and finishing fights. At 7th level, you gain expertise in Persuasion and Intimidation checks.

DAUNTLESS CHARACTER

Your charismatic nature exudes out from you, making even the most fearsome enemy's hesitate. Beginning at 10th level, you can use your reaction to force the next melee attack against you to be made at disadvantage.

INTIMIDATING STRIKE

You strike with such ferocity that you send enemies running to the hills. At 15th level, when you successfully attack a creature, you may use your bonus action to force that creature to make a Wisdom saving throw. On a failed save, that enemy is frightened of you for 1 minute, or until it takes damage. Once you use this feature, you cannot use it again on the same target for 10 minutes.

Intimidating Strike DC = 8 + your proficiency bonus + your Charisma modifier

WARLORD'S CRY

You call the full fighting spirit of your allies with a raw-throated yell. At 18th level, you can use your action to bolster any fallen comrades. All allies within 30 feet of you who are at 0 hit points can expend however many hit dice they have remaining, up to a number of hit dice equal to the warlord's Charisma modifier, to regain health.

Once you use this feature, you cannot use it again until you complete a short rest.

