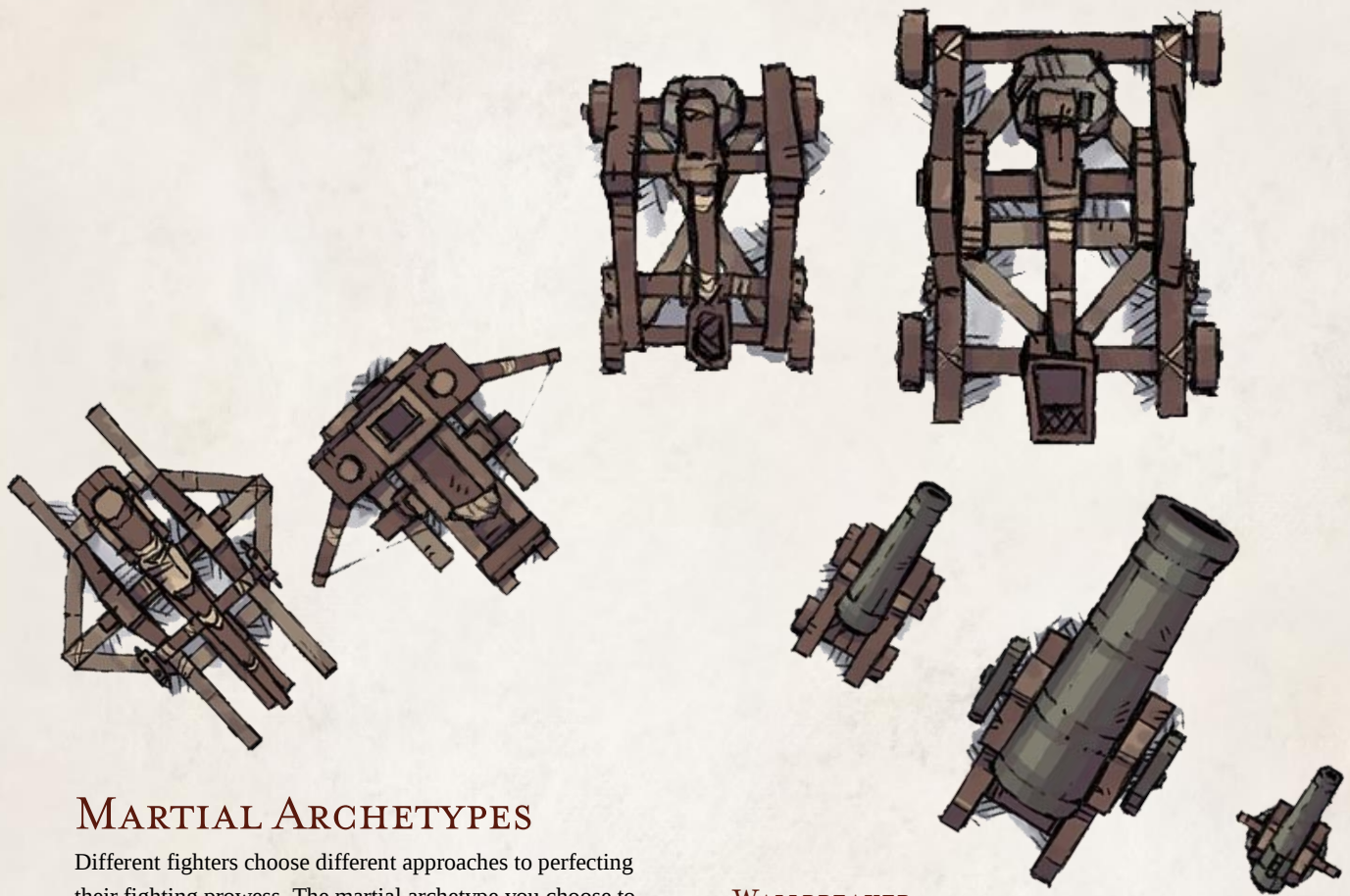




MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

SIEGE ENGINEER

Fighters, widely regarded as the premier experts in weapons and tactics, generally stay away from siege equipment. Most consider that lumbering war machines, which require a large team to move, erect and operate, are best left to ordinary soldiers or specially-trained artilleryists. Some, however, take a liking to these mighty engines of destruction and follow the path of the siege engineer.

Siege engineers are at the cutting edge of military technology, constantly studying their weapons, refining them, plotting trajectories and looking for weak points in fortifications. Artillery crews led by experienced engineers are far more efficient, being quicker to deploy, more accurate in their attacks and better positioned to defend themselves against counter-attack.

ARTILLERY EXPERT

Starting at 3rd level, you can apply your proficiency bonus to any ability check relating to ballistics, siege equipment or siege tactics. Furthermore, when you aim a siege weapon, its attack bonus equals your Intelligence modifier + your proficiency bonus and any save DCs it imposes equals 8 + your Intelligence modifier + your proficiency bonus, unless the default values would be higher.

WALLBREAKER

Also at 3rd level, all of your attacks with weapons or siege equipment deal double damage to objects and structures, including those created by spells such as *wall of stone*.

EMPLACEMENT

By 7th level, you can quickly deploy obstacles and fortifications to defend your siege equipment. You can use a bonus action on your turn to deploy caltrops, ball bearings, hunting traps and any similar devices.

FLUSH OUT

At 10th level, when you deal damage to a creature on your turn, that creature cannot benefit from any form of cover until the end of its next turn.

ALL-IN-ONE GUN CREW

At 15th level, you can use your Extra Attack feature to perform multiple load, aim or fire actions on your turn; you can perform a number of such actions equal to the number of attacks you would normally be able to make.

PORTABLE ENGINES

When you reach 18th level, you can disassemble or reassemble a siege engine by working on it for 1 minute. An engine that has been disassembled by you weighs 100 pounds and can be fit into man-portable bags and pouches.