



MARTIAL ARCHETYPES

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

SUNSTEEL TEMPLAR

The lone guardsman who holds his post, securing the entry way of the basilica. The wandering warrior who passes along the Old Faith to any who with the patience to listen. Both of these fighters are Sunsteel Templars with significant ties to a religion, or a specific religious order. The flaming swords they wield are legendary throughout the land, symbolizing hope among the common folk; hope that the darkness will not overtake them this day.

Note: The Acolyte and Soldier backgrounds are recommended for Sunsteel Templars.

SANCTIFIED STEEL

Starting at 3rd level, you learn the *light* cantrip, and you can cast it as a bonus action. Wisdom is your spellcasting

ability. When you cast *light* on a weapon, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and alights with harmless divine flames.

Additionally, when you use a weapon with *light* cast on it to reduce a hostile creature to 0 hit points, the weapon flares with holy energy. The next attack made with it in the next minute has advantage and deals an additional 1d8 radiant damage on a hit.

KEEPER OF THE SACRED WRIT

Also at 3rd level, you gain proficiency with the Religion skill if you are not already proficient with it. If you are already proficient, you can pick one of the other Intelligence skills to gain as your bonus skill proficiency. Your proficiency bonus is doubled for any Intelligence (Arcana) or Intelligence (Religion) check you make that applies your proficiency bonus.

LIGHT BRINGER

Starting at 7th level, you learn the sacred flame cantrip. In addition, you can cast the spell *divine favor* once, and regain the ability to do so when you finish a short or long rest, and the spell *daylight* once, and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

BLINDING FUROR

Starting at 10th level, your blade moves blindingly fast. When you make a weapon attack against a creature that you can see, you can force that creature to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier, your choice) or become blinded for 1 minute. The creature can repeat their saving throw at the end of their turn, ending the effect on a success.

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

TONGUES OF FLAME

Starting at 15th level, when you are hit with an attack by a creature that you can see within 60 feet of you, you can use your reaction to deal fire damage equal to 5 + your Wisdom modifier to the attacker.

TEMPLE GUARDIAN

Starting at 18th level, you can cast *spirit guardians* once as a 5th-level spell, without spell components, and regain the ability to do so when you finish a short or long rest. You must obey all other rules of spellcasting. Wisdom is your spellcasting ability.