

MARTIAL ARCHETYPE

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

WARCALLER

As skilled with the musical note or the spoken word as they are with the blade, warcallers blend their skill at arms with the magical power of bardic song. Primarily serving as bodyguards or martial troops for large bardic colleges, Warcallers can be found nearly anywhere that bards can be. Though as skilled with instruments as other musicians, most warcallers find singing or chanting to be the most efficient and practical method of using their abilities, as this leaves their hands free to hold their weapons or shields.

MARTIAL CHANT

Starting at 3rd level when you choose this archetype, you gain proficiency in three musical instruments and the Performance skill. Additionally, you learn the *vicious mockery* cantrip. Charisma is your spellcasting ability for this spell. Lastly, you can add double your proficiency bonus to all Performance checks that involve singing, chanting, or speaking.

WARSONG

At 3rd level, you learn to fill your allies with vigor and might with your battle songs. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Warsong die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, damage roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Warsong die, but must decide before the DM says whether the roll succeeds or fails. Once the Warsong die is rolled, it is lost. A creature can have only one Warsong die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Warsong die changes when you reach certain levels in this class. The die becomes a d8 at 10th level, a d10 at 15th level, and a d12 at 18th level.

COMBAT CHANTING

Starting at 7th level, you learn to bolster yourself with the same vigor as your allies. Whenever you grant another



creature a Warsong die, you gain one yourself. You also now regain all of your expended uses of Warsong when you finish a short or long rest.

As well, whenever you cast the *vicious mockery* cantrip on your turn, you can use your bonus action to make a single weapon attack.

WALL OF WORDS

Starting at 10th level, whenever a creature that has a Warsong die you gave to them is hit by an attack, it can use its reaction to add that die roll to its AC, potentially causing the attack to miss.

CELERITOUS VOCALS

Starting at 15th level, any creature that has an unspent Warsong die that you granted it gains a +1 bonus to its AC and increases its speed by 10 feet.

MASTER ORATOR

At 18th level, when use your Warsong ability, you can target a number of additional creatures within range equal to your Charisma modifier, giving each of them a Warsong die.