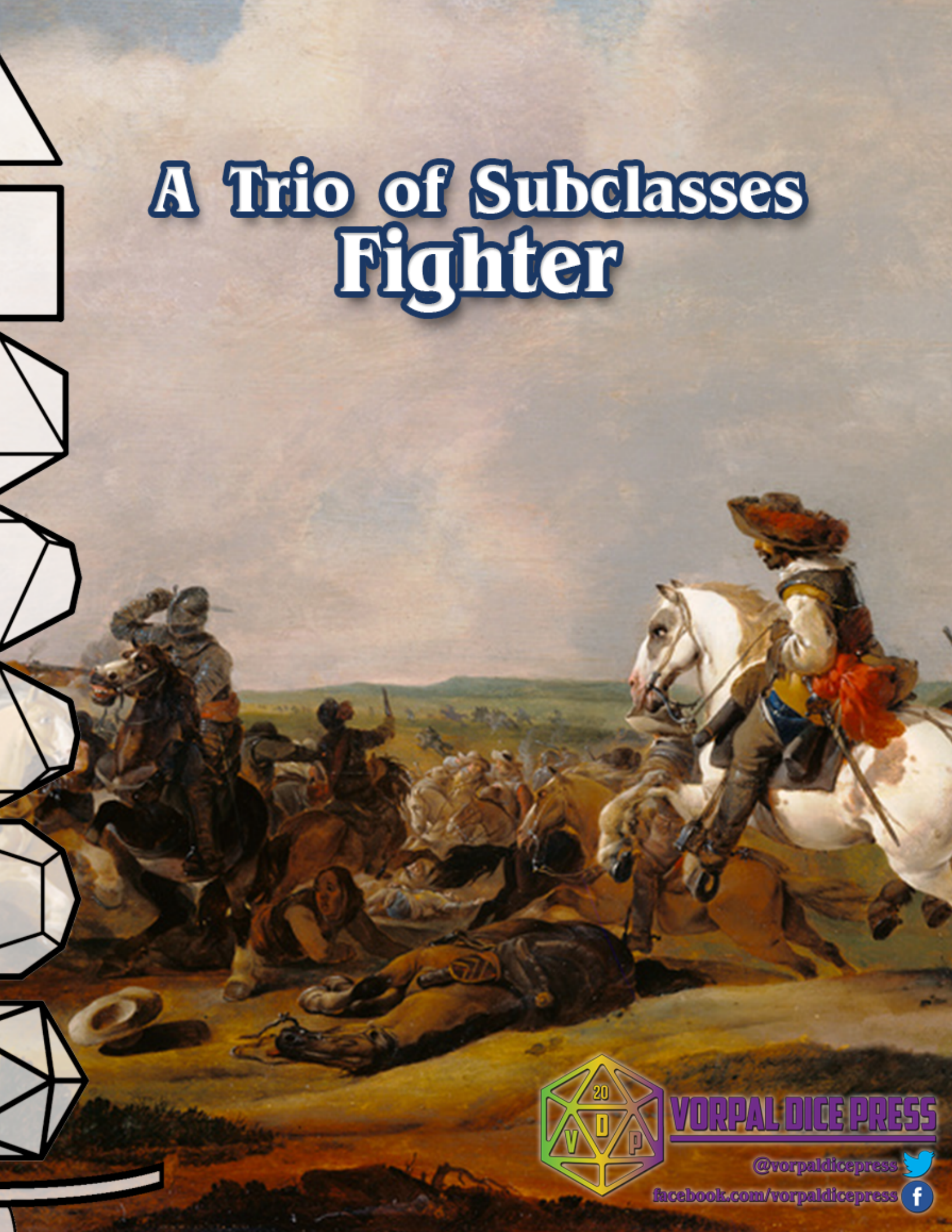


A Trio of Subclasses Fighter



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Trio of Fighters

Presented here are a trio of subclasses for the Fighter. Each highlights a specific type of Fighter with a singular goal. These archetypes are popular tropes amongst players who play a Fighter that are not well represented with the material available.

FIGHTING MANEUVERS

Each archetype presented here offers a selection of maneuvers at 3rd level. These maneuvers are designed to function with the Fighting Maneuvers document also by Vorpal Dice Press.

As these subclasses were designed with this system in place, maneuvers are a large part of their feature structure and the Fighting Maneuvers document is required to use them effectively.

Bounty Hunter

Those who model themselves after the bounty hunter are those who feel as though their skill is worth its weight in gold. They are often contract mercenaries, or at the very least hold a strong grudge against those that sleight them. Either way, they are good at tracking, hunting, and killing creatures that they study, and do so with great efficacy.

BOUNTY HUNTER MANEUVERS

Below are two additional maneuvers that a Bounty Hunter learns upon reaching 3rd level.

Knock-Out Blow. When making an attack against a creature, you can attempt a nonlethal blow. If that attack hits, the target is knocked unconscious if the creature has any number of hit points remaining less than your Fighter level after damage is dealt.

Restraining Order. You can use your reaction to make a ranged weapon attack against a creature you can see that is within the normal range of your weapon, immediately before it leaves your line of sight using its movement. If this attack hits the creature, instead of dealing damage that creature is restrained until the end of its next turn.

STUDY PREY

Beginning at 3rd level, you can learn enough about your enemies to put the knowledge to practice in defeating them. Over the duration of a short rest, you can focus intently on a creature you've met and interacted with, or have significant enough information about to understand. This creature becomes your favoured prey for you until you know its been killed or you choose another prey.

In addition, any maneuver you use against a favoured prey that involves an attack roll has advantage, and if any maneuvers force your favored prey to make a saving throw, the target makes that saving throw at disadvantage.

PREPARED

Starting at 7th level, your expectations of your favoured prey gives you a preternatural sense to avoid ambush. When determining if creatures are surprised, you cannot be surprised if your favoured prey is within 60 feet of you.

In addition, you have advantage on checks to notice and avoid traps set by your favoured prey.

QUICK STUDY

Also at 7th level, you've learned to acquire your prey quicker than before. As an action, you can quickly study a creature that you can see and determine it to be your favoured prey. Once you do so, you must complete a short rest before you can do so again.

HUNTING PARTY

At 10th level, you've learned the value of hunting as a team, and can effectively relay your knowledge of your prey to your allies. As a reaction when a friendly creature within 30 feet of you that you can see makes an attack roll against your favoured prey, you can give that ally advantage on its attack roll.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses after completing a short or long rest.



FORTITUDE

Starting at 15th level, if your favoured prey forces you to make a saving throw or contested ability check, you do so with advantage. Additionally, you cannot be charmed, possessed, or frightened by your favoured prey and have advantage on death saving throws while within 60 feet of your favoured prey.

NO MERCY

At 18th level, you become a master at slaying your most hunted foes. Once per turn, when you hit your favoured prey with a weapon attack, it takes an additional 3d8 bludgeoning, piercing, or slashing damage (your choice.) If it has 30 or less hit points, it immediately dies.

Duelist

The archetypal duelist has gained his skill in combat as a product of his upbringing. Sometimes a civilized form of combat, often married with an overt arrogance. Other times a crass combination of vicious mockery and infamous legend. Those who model themselves after this archetype combine fencing and bravado to entangle and distract foes, utilizing a final strike to put an end to cowards or punctuate whatever point they were making.

DUELIST MANEUVERS

Below are two additional maneuvers that a Duelist learns upon reaching 3rd level.

Finisher. When you take the Attack action and make a melee weapon attack with a light or finesse weapon that you're holding in one hand, you can use a bonus action to make a ranged weapon attack with a light weapon that you're holding in the other hand.

Flourish. When you take the Attack action on your turn, you can forgo one of your attacks to attempt a defensive flourish against a creature within range of a melee weapon you're holding. Instead of an attack roll, the target must make a Dexterity saving throw. On a failed save, that creature cannot willingly move away from you until the start of your next turn.

TAUNT

At 3rd level, you have learned to entangle your foe in a deadly dance of strikes. Once per round after making a melee attack against a creature, you can taunt them. This taunt lasts until the end of your next turn. When a creature taunted by you makes an attack or casts a spell that doesn't include you as a target, you can use your reaction to cast *vicious mockery* on that creature. Charisma is your spellcasting modifier for this spell.

QUICK RETORT

Starting at 7th level, your gilded tongue can get you out of as many confrontations as it gets you into. When making a Charisma check to intimidate or bluff a creature, you add double your proficiency bonus if you are deliberately insulting or threatening that creature, or if that creature is taunted by you.

IMPROVED DUELIST

Starting at 10th level, your training has honed the harmony between your weapon and fighting techniques. If you have successfully hit a creature with a weapon attack this round, that creature has disadvantage on any saving throw or ability check from the next maneuver you use against it before the start of its next turn.

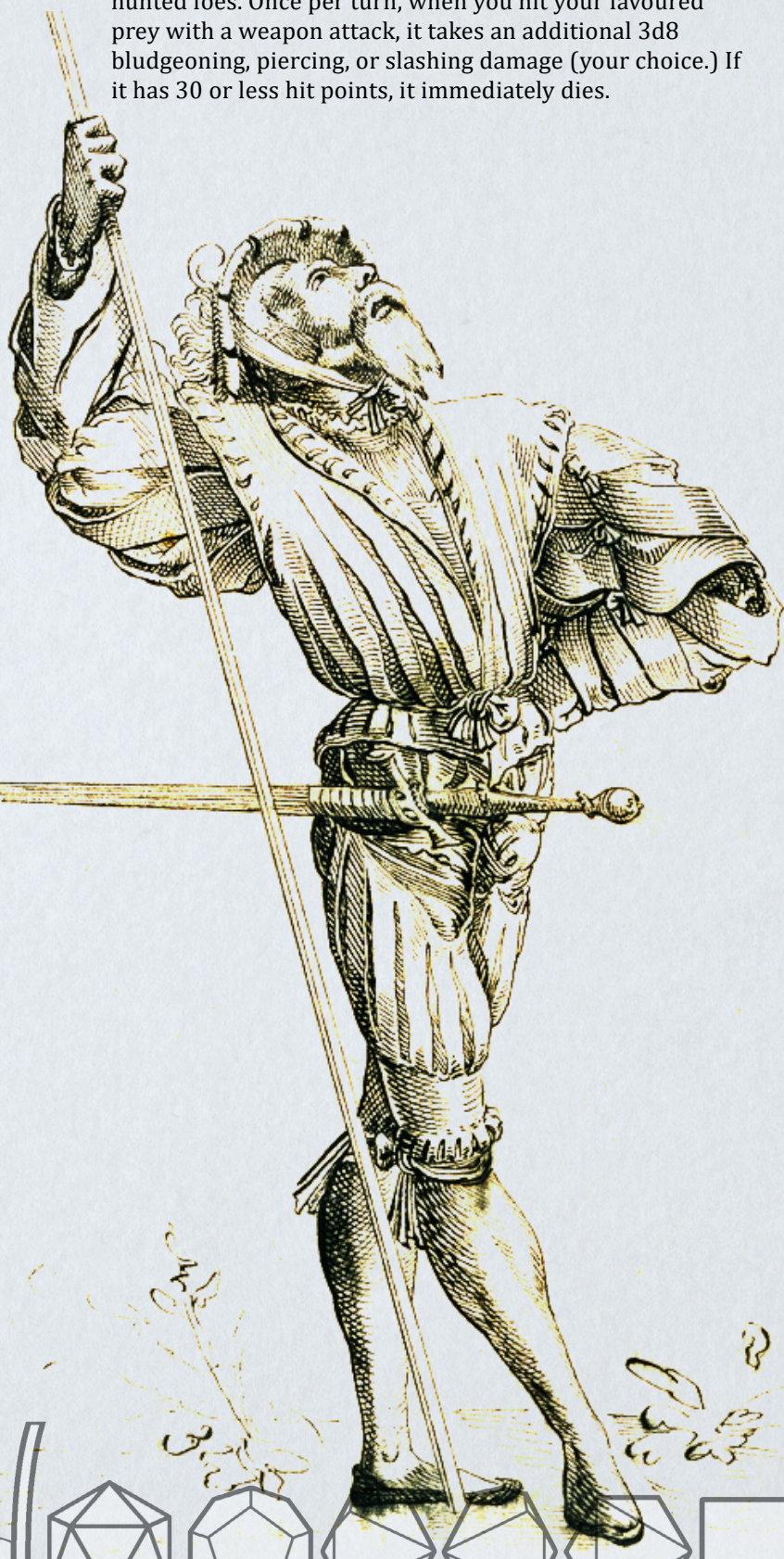
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INSOLENT CUR

Upon reaching 15th level, your confidence inspires fear in your enemies. When you use your Action Surge feature, you can spout a threat to any number of creatures within 30 feet that can see and hear you. Each creature you choose must make a Wisdom saving throw with a DC equal to 8 + your Proficiency bonus + your Strength or Dexterity modifier (your choice). Any creatures that fail this saving throw drop whatever they are holding and become frightened of you. If you have taunted a creature, it automatically fails this saving throw.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If the creature cannot see and hear you, it automatically succeeds on this saving throw.

PUNISHING FLOURISH

Starting at 18th level, your mastery and flourish leave your opponents open to more punishing strikes.

The next attack you make against a creature after it fails a saving throw against a maneuver deals an extra 2d8 plus your Charisma modifier damage.

Templar

Those who model themselves after the archetypal Templar have dedicated themselves to a singular divine directive. To root out profane magic and uphold the virtues of their deity. Templars receive the divine accent of their power from their devotion to a particular deity who is opposed to arcane magic.

TEMPLAR MANEUVERS

Below are two additional maneuvers that a Templar learns upon reaching 3rd level.

Anti-Magic. Whenever a creature casts a spell within 15 feet of you, you can use your reaction to force that creature to make a Wisdom saving throw. On a failed save, it takes 2d4 psychic damage.

Feedback. When you hit a creature with a weapon attack, if that creature is forced to make a Constitution saving throw to maintain concentration on a spell and fails, you can immediately use your reaction to deal psychic damage to the target equal to your Fighter level.

CHANNEL DIVINITY

At 3rd level, you gain the ability to channel divine energy directly from the deity you serve. You start with one such effect: Gift. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. The DC for these spells is 8 + your proficiency bonus + your Charisma modifier. Beginning at 9th level, you can use your Channel Divinity feature twice between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: GIFT

As an action, you present a symbol of your faith and speak a prayer calling for assistance from your deity. When you use this feature, you can cast a single divination or enchantment spell from the cleric spell list of an appropriate level or lower, as shown on the Gifted Magic table below. This spell is cast at the level shown. Charisma is your spellcasting modifier for this spell.

Gifted Magic

Fighter Level	Spell Level
3rd	1st-level
7th	2nd-level
13th	3rd-level
19th	4th-level

COUNTERMAGIC

Starting at 7th level, you’ve become adept at predicting the nature of magic and delaying its effect. If a creature you can see or hear within 60 feet casts a spell, you can use your reaction to attempt to stall its effect and potentially end it. If that spell is 3rd level or lower and has a casting time of 1 action or less, make a Charisma check contested by the creature’s Intelligence, Wisdom, or Charisma check (their choice). If you succeed, the creature is forced to concentrate on the spell until it’s next turn, and the creature must cast the spell immediately at the start of its turn (no action required). If the creature can’t cast the spell at this time, it is wasted.

You can use this feature twice. You regain all expended uses after completing a long rest.

RESIDUAL DEFENSE

Beginning at 10th level, your experience dealing with magic and its effects has given you a sheen of reflex against it. After taking damage from a spell or magical effect, you gain resistance to that type of damage until the start of your next turn.

BOON OF FERVOR

At 15th level, your deity has rewarded you for your furious pursuit of your goal. When you use your Action Surge feature, you and any number of creatures of your choice within 30 feet that can see or hear you gain temporary hit points equal to your Fighter level.

DISRUPTION

Starting at 18th level, your mastery over fighting spellcasters has allowed you to develop a technique for interrupting their ongoing magical boons. When you deal damage to a creature that forces them to make a Constitution saving throw to maintain their concentration, the DC is equal to 15, or half the damage taken. If the creature fails this saving throw, it takes force damage equal to your Fighter level.



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