



# ALTERNATE FIGHTER

**HOMEBREW**

Become the Master of Battle You Were Meant to Be!



## ALTERNATE FIGHTER

The young guard quietly slipped past his comrades out the back door of the armory where the townsfolk were hiding. A bandit gang had come upon the town suddenly that morning, and their captain had issued a challenge. If a warrior from the town could best him in single combat, his gang of bandits would leave peacefully. Even though the young man had only joined the town guard one season ago, he could already best every other guard with the sword. To the surprise of the townsfolk, he drew his sword, muttered a prayer, and stepped forward to defend his home.

A graying dwarf surveyed the enemy camp as the sun began to set. Along with three of her best soldiers, she had come to the edge of the enemy camp with the intent to rout the army or die in the attempt. In a fully pitched battle, the small band of dwarves she commanded wouldn't stand a chance against this great host. However, if her group of elite soldiers followed her orders to the letter, they had a chance to cut off the head of the army before it came to all out battle. For what could be her final mission, she gripped the haft of her battleaxe and gave the order to move out.

The flamboyant elven gladiator paused for a moment, basking in the roar of the crowd. He remembered his first gladiatorial match in the underground arena, surrounded by drunken pirates and slavers. Now he performed for the king and queen amidst the bustle of the largest city in the kingdom. The time to savor this moment was over, and in a flash, he wheeled around and plunged his gilded spear into the heart of his opponent, ending what would be the final fight of his gladiatorial career and earning his freedom.

## MASTERS OF THE BATTLEFIELD

Not every city guard, militia member, or professional soldier is considered to be a true fighter. Born with an innate talent with the armaments of war, and a keen battle instinct, a true fighter cannot resist the call of battle and adventure. Often coming from the ranks of elite officers, trained bodyguards, veteran mercenaries, and dedicated knights, true fighters are known for their masterful training and skill in battle.

Dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a fighter. Something deep within them compels them to seek out conflict and throw themselves into the midst of it. Often champions of fair competition, and feats of physical might, fighters make for loyal companions and deadly foes.

## THE ARMAMENTS OF WAR

Every fighter can swing an axe, fence with a rapier, cut down a foe with a longsword, and use a bow with a high degree of skill. Likewise, a fighter is adept with shields and every form of armor. Fighters wield their weapons and armor of choice as an extension of their very self, transforming into beautiful yet deadly whirls of sharpened steel on the battlefield.

While they all have skill in battle, the nature of a fighter's training can greatly vary. Some cultivate immense physical might, crushing their foes with overwhelming blows. Some prefer to strike from afar, slaying their enemies before they are aware of their presence. Others use their knowledge of tactics to coordinate their allies. A rare few augment their martial abilities with limited, but potent, arcane spells.



## CREATING YOUR FIGHTER

As you build your fighter, think about two related elements of your character's background: Where did you get your combat training, and what sets you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? A threat to your homeland, a thirst for revenge, or a need to prove yourself might all have been factors.

### MULTICLASSING AND THE FIGHTER

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take a level in the fighter class.

**Ability Score Minimum.** As a multiclass character, you must have at least a Strength (or Dexterity) score of 13 to take a level in this class, or to take a level in another class if you are already a fighter.

**Proficiencies.** If fighter isn't your initial class, here are the proficiencies you gain when you take your first level as a fighter: light armor, medium armor, shields, simple weapons and martial weapons.





## THE FIGHTER

Fighter Level	Prof. Bonus	Class Features	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Fighting Style, Second Wind (1)	—	—	—
2nd	+2	Martial Exploits	2	d4	2
3rd	+2	Know Your Enemy, Warrior Archetype	3	d4	2
4th	+2	Ability Score Improvement	3	d4	3
5th	+3	Extra Attack (1)	4	d6	3
6th	+3	Action Surge (1)	4	d6	3
7th	+3	Archetype Feature	5	d6	4
8th	+3	Ability Score Improvement	5	d6	4
9th	+4	Indomitable (1)	6	d8	4
10th	+4	Archetype Feature	6	d8	5
11th	+4	Extra Attack (2)	7	d8	5
12th	+4	Ability Score Improvement	7	d8	5
13th	+5	Indomitable (2)	8	d10	5
14th	+5	Ability Score Improvement, Second Wind (2)	8	d10	6
15th	+5	Archetype Feature	9	d10	6
16th	+5	Ability Score Improvement	9	d10	6
17th	+6	Extra Attack (3), Indomitable (3)	10	d12	6
18th	+6	Archetype Feature	10	d12	7
19th	+6	Ability Score Improvement	10	d12	7
20th	+6	Action Surge (2), Relentless	10	d12	7

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d10 per fighter level

**Hit Points at 1st Level:** 10 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per fighter level after 1st

### PROFICIENCIES

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** One set of artisan's tools of your choice

**Saving Throws:** Strength, Constitution

**Skills:** Choose two of the following: Acrobatics, Athletics, History, Intimidation, Perception, Stealth, and Survival

### EQUIPMENT

You start with the following equipment.

- (a) chain mail or (b) leather armor, a longbow, 20 arrows
- (a) martial weapon and shield or (b) two martial weapons
- (a) light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

### QUICK BUILD

You can make a fighter quickly by using these suggestions. First, make your Strength or Dexterity your highest ability score, depending on the weapons you wish to use, followed by Constitution. Second, choose the soldier background.

## FIGHTING STYLE

At 1st level you choose a Fighting Style that best reflects your training. You cannot select a Fighting Style more than once, even if a feature allows you to select another Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

### ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

### CLASSICAL SWORDPLAY

While you are wielding a finesse weapon and nothing in your other hand, you gain a +2 bonus to attack rolls and to your Armor Class so long as you are not wearing heavy armor.

### DEFENSIVE FIGHTING

While wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

### DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.





## FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, your movement speed increases by 10 feet and you gain a +2 bonus to your damage rolls, so long as you are not wearing medium armor, heavy armor, or wielding a shield.

## GREAT WEAPON FIGHTING

When you roll a 1 or 2 on the damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage, though you must use the new roll, even if the new roll is a 1 or a 2.

The weapon must have the heavy, versatile, or two-handed property to gain this benefit.

## IMPROVISED FIGHTING

You gain proficiency with improvised weapons. Once per turn, when you hit with an improvised weapon attack, you can roll the damage die twice and take the higher roll. When you do this, the improvised weapon is destroyed and cannot be used for further attacks. You can't use this feature to destroy magical objects.

## PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a melee weapon or a shield to use this reaction.

## MARINE FIGHTING

When you are not wearing medium or heavy armor, or using a shield, you have a swimming speed equal to your movement speed, and you gain a +1 bonus to your Armor Class.

## MELEE MARKSMAN

When you make a ranged attack targeting a creature within 5 feet of you, you do not have disadvantage on the attack roll.

If you make a ranged attack against a creature within 5 feet, you can use a bonus action to strike the creature with your ranged weapon, dealing 1d4 bludgeoning damage on hit.

## VERSATILE FIGHTING

When wielding a versatile weapon with two hands you gain a +2 bonus to damage rolls. When wielding a versatile weapon with one hand, and nothing in your other hand, you gain a +1 bonus to both your attack rolls and your Armor Class.

You can also make a shove attack or an unarmed strike as a bonus action so long as you have a free hand to do so.

## WRESTLER

When you hit a creature with a melee attack, you can attempt to grapple that creature as a bonus action on that turn, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full movement speed.

### ADDITIONAL FIGHTING STYLES

The Alternate Fighter class is compatible with all official Fighting Styles found in published content.



## SECOND WIND

Starting at 1st level, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you do so, you must finish a short or long rest before you can do so again.

When you reach 14th level in this class, you can use this feature twice before you must finish a short or long rest.

## MARTIAL EXPLOITS

At 2nd level, your training sets you apart from other warriors. This skill is represented by Martial Exploits that you can use in combination with your attacks, ability checks, and saving throws. They are fueled by a pool of special Exploit Dice.

### EXPLOIT DICE

The Fighter table shows how many Exploit Dice you have to perform your Martial Exploits. To use an Exploit, you must expend one of these Dice. You can only use one Exploit per attack, ability check, or saving throw and you regain all expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d4s, and increase in size as you gain levels in this class, as indicated in the Fighter table.

### EXPLOITS KNOWN

You know two Exploits of your choice from the list at the end of this class description. The Exploits Known column of the Fighter table shows when you learn more Exploits of your choice. When you gain a level, you can choose one Exploit you know and replace it with another Exploit of your choice.

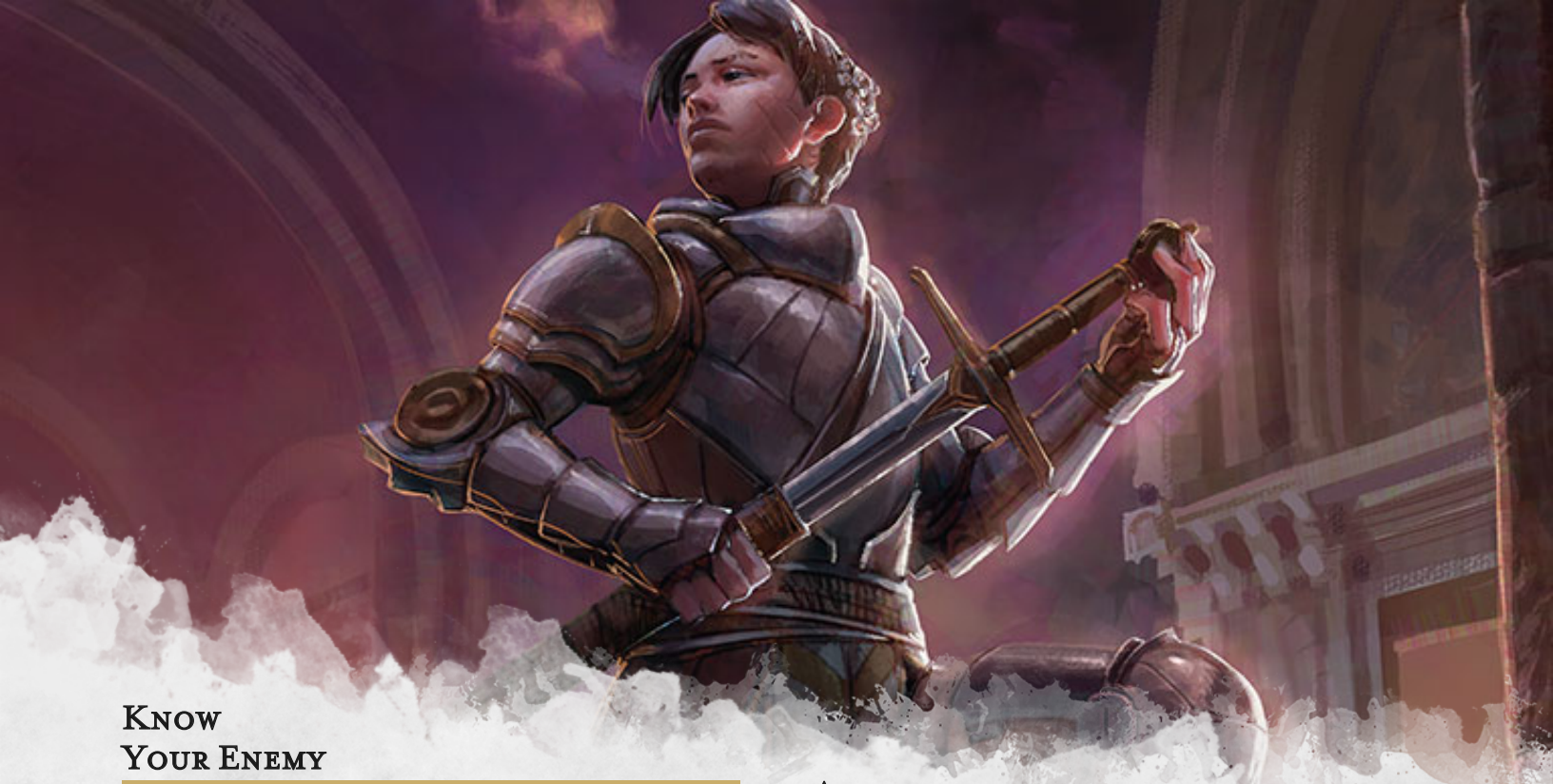
### SAVING THROWS

If an Exploit requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$







## KNOW YOUR ENEMY

Starting at 3rd level, you can measure the martial prowess of other creatures in comparison to your own skill. As an action, choose a creature you can see within 60 feet. You then learn if the creature is your equal, superior, or inferior in regards to one of the following attributes of your choice:

Armor Class	Strength Score
Current or Total Hit Points	Dexterity Score
Proficiency Bonus	Constitution Score
Fighter Class Levels	Exploits Known

Once you learn something about a creature, you can't use this feature on that creature again until you finish a long rest.

When you reach 14th level in this class, you can use this feature as either an action or bonus action on your turn.

## WARRIOR ARCHETYPE

At 3rd level, choose one of the following Warrior Archetypes that best represents your skills and training: Arcane Knight, Champion, Commander, Marksman, or Master at Arms.

The Warrior Archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

### ARCHETYPE EXPLOITS

Each Warrior Archetype grants access to exclusive Archetype Exploits; detailed at the end of each Archetype description. When you learn a new Exploit, you can choose to learn an Archetype Exploit, or one from the list at the end of this class.

### ADDITIONAL OPTIONS

Check out the [Alternate Fighter: Expanded](#) for six additional Archetypes and Exploits for the official Archetypes published after the *Player's Handbook*.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. You cannot increase one of your ability scores above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach certain levels in this class, the number of attacks you can make as part of the Attack action increases; at 11th level (3 attacks) and at 17th level (4 attacks).

## ACTION SURGE

Starting at 6th level, you can push yourself beyond mortal limits, if only for a moment. On your turn, you can take one additional action as part of that current turn. Once you use this feature, you must finish a short or long rest before you can use it again. Upon reaching 20th level, you can use this feature twice per short or long rest, but only once per turn.

## INDOMITABLE

Beginning at 9th level, when you fail a saving throw, you can choose to re-roll that saving throw, possibly turning a failure into a success. Once you turn a failure into a success, you must finish a long rest before you can use this feature again.

As you gain levels in this class you gain additional uses of this feature; at 13th level (2), and 17th level (3). However, you can only use this feature once per saving throw.

## RELENTLESS

Upon reaching 20th level, your skill in battle rivals that of legendary heroes. When you begin your turn with no Exploit Dice remaining, you regain one expended Exploit Die.





# WARRIOR ARCHETYPES

Choose one of the following Warrior Archetypes that represents the training of your fighter: Arcane Knight, Champion, Commander, Marksman, or Master at Arms.

## ARCANE KNIGHT

Arcane Knights are fighters who supplement their skill with the armaments of war with arcane knowledge. Compared to other mages who study only magic, Arcane Knights can only produce minor spells. However, when combined with their skill in the weapons of warfare, these minor magical spells become deadly enhancements. Proficient in both the arcane arts and the art of war, these spellswords are a deadly force.

### SPELLCASTING

When you adopt the Arcane Knight Archetype at 3rd level, you learn to cast minor arcane spells, much like a wizard.

**Cantrips.** You learn two cantrips of your choice from the Arcane Knight spell list. You learn one additional Arcane Knight cantrip when you reach 10th level in this class.

**Spell Slots.** The Arcane Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

**Spells Known of 1st-Level and Higher.** You know two 1st-level spells from the Arcane Knight spell list. The Spells Known column of the Arcane Knight Spellcasting table shows when you learn more spells of 1st-level or higher. Your spells must be of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with another spell from the Arcane Knight spell list. The spell must be of a level for which you have spell slots.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your Arcane Knight spells, as you commit the few potent spells you know to memory. You use your Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for an Arcane Knight spell.

**Spell save DC** = 8 + your proficiency bonus  
+ your Intelligence modifier

**Spell attack modifier** = your proficiency bonus  
+ your Intelligence modifier

### WEAPON BOND

At 3rd level, you can ritualistically bond yourself to a weapon of your choice. You perform the ritual over 1 hour, which can be during a short or long rest and you must touch the weapon for the duration. At the conclusion you forge the bond.

You cannot be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can use a bonus action to summon it, instantly teleporting it to your hand. In addition, your bonded weapon can be used as a spellcasting focus for any Arcane Knight spells you know.

You can have up to two bonded weapons at any one time, though, they must be summoned one at a time. If you bond a third weapon, you break the bond with one of the other two.



### ARCANE KNIGHT SPELLCASTING

Fighter Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1







## ARCANE KNIGHT EXPLOITS

The Exploits below are exclusive to fighters of the Arcane Knight Archetype. They use Exploits to enhance their attacks with magic and defend themselves from arcane assaults.

### ARCANIST'S INSIGHT

Whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### ARCANE SMITE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to deal additional force damage to the target, equal to your Exploit Die + your Intelligence modifier.

### SPELLGUARD

As a reaction when you make an Intelligence, Wisdom, or Charisma saving throw to resist a spell, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

## ARCANE KNIGHT SPELL LIST

Here's the list of spells you consult when you learn an Arcane Knight spell. It is organized by spell level, not character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything*\*, and *Tasha's Cauldron of Everything*\*\*.

### WAR MAGIC

You weave minor spells between your weapon attacks. Starting at 7th level, when you take the Attack action on your turn, you can cast a cantrip in place of one of your attacks.

### ENCHANTED STRIKES

Your weapon attacks weaken a creature's resistance to your magic. Starting at 10th level, when you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell cast by you, before the end of your next turn.

### ARCANE SURGE

Starting at 15th level, when you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

### LEGENDARY ARCANE KNIGHT

You are a master of spell and sword. Starting at 18th level, when you take the Attack action on your turn, you can cast an Arcane Knight spell in place of one of your weapon attacks.

### VARIANT SPELLCASTING ABILITY

The subclass presented here is the most common type of Arcane Knight, one who draws on a subset of the magic used by wizards. If your Arcane Knight uses divine magic or druidic magic, consider using Wisdom, instead of Intelligence, as a Spellcasting Ability, and replace the Arcane Knight spell list with either the cleric spell list or the druid spell list.

### CANTRIPS (0-LEVEL)

*blade ward*  
*booming blade*\*\*  
*chill touch*  
*control flames*\*  
*firebolt*  
*green-flame blade*\*\*  
*gust*\*  
*light*  
*lightning lure*\*\*  
*mold earth*\*  
*resistance*  
*shape water*\*  
*shocking grasp*  
*sword burst*\*\*  
*thunderclap*\*  
*true strike*

### 1ST-LEVEL

*absorb elements*\*  
*armor of arcane ice*  
*burning hands*  
*chromatic orb*  
*compelled duel*  
*earth tremor*\*  
*frost fingers*\*\*  
*hellish rebuke*  
*mage armor*  
*magic missile*  
*protection from good and evil*  
*searing smite*  
*shield*  
*thunderous smite*  
*thunderwave*

### 2ND-LEVEL

*arcane scorcher*  
*branding smite*  
*darkness*  
*flame blade*  
*gust of wind*  
*magic weapon*  
*protection from poison*  
*scorching ray*  
*shatter*  
*shadow blade*\*  
*warding wind*\*

### 3RD-LEVEL

*blinding smite*  
*counterspell*  
*dispel magic*  
*elemental weapon*  
*fireball*  
*lightning bolt*  
*magic circle*  
*minute meteors*\*  
*protection from energy*  
*tiny hut*

### 4TH-LEVEL

*banishment*  
*death ward*  
*fire shield*  
*freedom of movement*  
*ice storm*  
*resilient sphere*  
*staggering smite*  
*storm sphere*\*





## CHAMPION

While most fighters improve their capabilities by mastering various combat techniques, or augment their skill with magic, Champions forgo all other routes to improvement and focus on enhancing their raw physical strength. Imposing figures; Champions strive to maintain their peak physical condition through never-ending training. On the battlefield, Champions perform feats of supernatural athleticism and overwhelm their foes with their immense physical might.

### MIGHTY WARRIOR

When you adopt this Archetype at 3rd level, the raw physical might that you have cultivated enhances your attacks. Your weapon attacks now score a critical hit on a roll of 19 or 20.

You also learn the Feat of Strength Exploit, but it doesn't count against your number of Exploits Known. If you already know this Exploit, you learn another Exploit of your choice.

### REMARKABLE ATHLETE

Your intense training and dedication to physical perfection allows you to perform feats of athleticism that would seem impossible for most mortals. Starting at 7th level, you can add your proficiency bonus to any Strength or Constitution check you make. If you would already add your proficiency bonus to that check you add double your proficiency bonus.

Also, when you make a standing or running high or long jump, the distance you can jump increases by a number of feet equal to your Strength modifier (minimum of 1 foot).

### ADDITIONAL FIGHTING STYLE

Your raw skill surpasses that of most other fighters. At 10th level, you learn an additional Fighting Style of your choice. You cannot select a Fighting Style that you already know.

### PARAGON OF MIGHT

The power of your attacks overwhelms any foe who would dare stand against you. Beginning at 15th level, your weapon attacks score a critical hit on a roll of 18 through 20.

Also, whenever you make a Strength check or Strength saving throw, you roll a d6 and add the result to your roll, in addition to any other bonuses to that check or saving throw.

### LEGENDARY CHAMPION

You are a nearly perfect specimen of physical vigor, and have become exceedingly hard to kill. Starting at 18th level, if you start your turn with half of your hit points or less remaining, you immediately regain hit points equal to 5 + your Constitution modifier (minimum of 5 hit points).

You do not regain any hit points from this feature if you begin your turn with 0 hit points.

### THE ALTERNATE CHAMPION

The Champion Archetype presented here is an alternate version of the subclass from the *Player's Handbook*. The goal of this subclass was to allow the player more meaningful choices in and out of combat, while retaining its signature simplicity. The Alternate Champion presented here is a great choice for both new and experienced players alike!



## CHAMPION EXPLOITS

The Exploits listed below are exclusive to fighters who adopt the Champion Archetype. Champion Exploits make use of their impressive physical power, and ability to overwhelm their opponents with displays of might and athleticism.

### CHAMPION'S VIGOR

Whenever you make a saving throw to resist the effects of exhaustion, or you make Strength (Athletics) or a Dexterity (Acrobatics) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### CONCUSSIVE BLOW

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force them to make a Constitution saving throw. On a failed save, the target takes additional damage equal to your Exploit Die and is stunned until the beginning of your next turn.

### CRIPPLING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failed save, the creature takes additional damage equal to your Exploit Die and its movement speed is reduced to 0 until the beginning of your next turn.







## COMMANDER

Not all fighters rely solely on themselves in battle, some use their deep knowledge of battlefield tactics to coordinate their allies. Commanders are warriors who lead from the front of the battle, issuing orders and inspiring greatness in others by their own brave deeds. By their presence, a Commander can transform an unorganized militia into a deadly fighting force.

### ART OF WAR

In your training you have gained the skill to navigate high society. At 3rd level, you gain proficiency in your choice of either History, Insight, Investigation, or Persuasion.

You also learn the Attack Command Exploit, but it doesn't count against your total number of Exploits Known.

### RALLYING CRY

Beginning at 3rd level, whenever you expend an Exploit Die to use Attack Command, the target gains temporary hit points equal to your proficiency bonus + your Charisma modifier.

Also, whenever you use Second Wind, you can choose up to three creatures within 30 feet that can see or hear you. Targets immediately regain hit points equal to your Exploit Die + your Charisma modifier. Hit points a creature would gain over their maximum become temporary hit points.

### STRATEGIC COMMAND

Starting at 7th level, you can organize and command your allies even as you fight. Once per turn, you can use the Attack Command Exploit without expending an Exploit Die.

### HEROIC SURGE

Your heroic action inspires your allies. Starting at 10th level, when you use Action Surge, you can choose one creature within 30 feet that can see or hear you. That creature can then use their reaction to move up to their movement speed without provoking opportunity attacks. At the end of this movement, they can make one weapon attack.

### INSPIRING COMMANDS

Beginning at 15th level, when you expend an Exploit Die to use a Marital Exploit that targets a friendly creature, the target creature has advantage on the first attack roll, ability check, or saving throw they make within the next minute.

### LEGENDARY COMMANDER

Your ability to inspire others and lead allies into battle rivals the great conquerors and commanders of legend. Starting at 18th level, your Heroic Surge can affect two creatures of your choice within 30 feet that can see or hear you.

## COMMANDER EXPLOITS

The Exploits listed below are exclusive to fighters who adopt the Commander Archetype. Commander Exploits focus on bringing out the best in their allies, and defeating their foes through teamwork and carefully planned tactics.

### ATTACK COMMAND

When you take the Attack action, you can expend an Exploit Die in place of one of your attacks to issue a command to a creature within 30 feet that can see or hear you. The target creature can use their reaction to make one weapon attack, adding your Exploit Die to the damage roll of the attack.

### COMMANDER'S INSIGHT

When you make an Intelligence (History), Wisdom (Insight), or Intelligence (Investigation) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### MANEUVERING COMMAND

When you take the Attack action, you can expend an Exploit Die in place of one of your attacks to issue a command to a creature within 30 feet that can see or hear you. The target creature can then use their reaction to move up to its full movement speed without provoking opportunity attacks.





## MARKSMAN

While every fighter can draw a bow or hurl a javelin, those who train to become Marksmen dedicate themselves to perpetually improving their accuracy and precision with ranged weapons of all types. Most often, this deadly skill is backed up by an unmistakable swagger and unshakable confidence. Relying on their innate talents and signature grit, there are few challenges a true Marksman cannot overcome.

### ELITE TRAINING

When you adopt this Archetype at 3rd level, your specialized training has enhanced your reaction times. Whenever you make a Dexterity check or saving throw, you can expend an Exploit Die and add it to your roll. You can do so after you roll, but before you know whether you succeed or fail.

### STEADY AIM

You can quiet your body so as to fire with deadly accuracy. Starting at 3rd level, if you haven't moved during your turn, you can use your bonus action to Steady Aim, granting you the following benefits until the end of your current turn:

- Your movement speed is reduced to 0 feet.
- Until you hit a creature with a ranged weapon attack, you have advantage on all ranged weapon attack rolls.
- When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon, you can re-roll the die. You must use this new roll, even if the new roll is a 1 or a 2.

### CUNNING SHOT

Your experience as a Marksman has trained you to react to danger at a moment's notice. Beginning at 7th level, can you add your proficiency bonus to your Initiative rolls.

You have also learned to identify and exploit even the smallest weak points in your enemy's defenses. Your attacks with ranged weapons ignore resistance to piercing damage.

### REPOSITION

Starting at 10th level, when you use Second Wind, your speed increases by 10 feet and opportunity attacks against you are made at disadvantage until the end of your current turn.

### RELIABLE SHOT

You make even impossible shots with ease. Beginning at 15th level, you ignore disadvantage from your weapon's long range.

In addition, once per turn, when you have advantage on a ranged weapon attack, you can forgo advantage and make one additional ranged weapon attack against the same target.

### LEGENDARY MARKSMAN

Your marksmanship is supernatural in its precision. Starting at 18th level, when you use Steady Aim the benefits last for 1 minute, and you have advantage on all ranged weapon attacks for the duration. This effect only ends early if you move more than 10 feet in one turn, or you are incapacitated.

### GUNPOWDER & FIREARMS

If your game setting includes firearms and your Marksman has been exposed to their workings, they are considered proficient with all firearms.



## MARKSMAN EXPLOITS

The Exploits listed below are exclusive to fighters who adopt the Marksman Archetype. Marksman Exploits enhance their ranged weapon attacks; striking at their enemies with deadly accuracy or barraging them with ranged attacks.

### MARKSMAN'S GAZE

When you make a Wisdom (Insight), Wisdom (Perception), or Intelligence (Investigation) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

### PIERCING SHOT

When you hit a creature with a ranged weapon attack, you can expend an Exploit Die to deal additional damage equal to the creature equal to two rolls of your Exploit Die.

### PRECISION SHOT

When you make a ranged weapon attack against a creature, you can expend on Exploit Die to add it to your attack roll. You can use this Exploit after you roll, but before you know whether your attack hits or misses the target.

### VOLLEY

As an action, you can expend an Exploit Die to fire a volley of projectiles at a point you can see within the normal range of your weapon. Creature within 5 feet of that point must make on a Dexterity Saving throw. They take piercing damage equal to two rolls of your Exploit Die on a failure, and half damage on a success. You must have enough ammunition to hit each target in the area in order to use this Exploit.







## MASTER AT ARMS

While most fighters master one specific martial technique or discipline, a Master at Arms is the rare warrior who is able to truly master multiple styles of combat. Whether through grit, extreme dedication, or extraordinary skill, these elite fighters learn all they can about the theories and armaments of war. They are always on the lookout for a new weapon to master, or a teacher from which to learn a new style of fighting.

### FLUID STANCES

Whether through innate talent or training, you have mastered multiple styles of combat. At 3rd level, you learn an additional Fighting Style of your choice. However, you can only gain the benefits of one of the Fighting Styles you know at a time.

As a bonus action, you can change your current Fighting Style to another of your choice Fighting Style that you know.

### MASTER OF FORMS

Your ability to master martial techniques exceeds even that of other fighters. Beginning at 3rd level, whenever you learn a new Exploit, you can choose to learn an Archetype exclusive Exploit, in addition to the Exploits available to all fighters.

You also learn one additional Exploit of your choice, which doesn't count against your total number of Exploits Known.

Also at 3rd level, your Exploit Dice all become d6s. As you gain levels in this class, your Exploit Dice increase in size again; at 5th level (d8), 9th level (d10), and 13th level (d12).

### CONSISTENT SKILL

You are able to fight at your peak capability for longer than most other warriors. Starting at 7th level, when you use your Second Wind, you regain one of your expended Exploit Dice.

### ADVANCED TECHNIQUE

Your study of war has increased your knowledge of marital techniques. At 7th level, you learn another Fighting Style of your choice (for a total of three), though you can still only gain the benefits of one of your known Fighting Styles at a time.

You also learn one additional Exploit of your choice, which doesn't count against your total number of Exploits Known.

### MASTERFUL SURGE

You can draw on your techniques as a reflex in times of great need. Starting at 10th level, when you use your Action Surge, you gain one Exploit Die that must be used as part of the additional action granted to you by your Action Surge. If not used, it disappears at the end of your additional action.

### SUPERIOR TECHNIQUE

In your studies you have mastered an impressive amount of combat styles. At 15th level, you learn another Fighting Style of your choice (for a total of four), though you can still only gain the benefits of one of your Fighting Styles at a time.

You also learn one additional Exploit of your choice, which doesn't count against your total number of Exploits Known.

### WARRIOR OF LEGEND

Upon reaching 18th level, your mastery over the armaments of war has become nearly supernatural. Once per turn, when you use an Exploit you know, you can roll a d6 and use it instead of expending one of your Exploit Dice.

Also, at the end of each long rest, you can choose either one Exploit or one Fighting Style you know, and replace it with another Exploit or Fighting Style of your choice.





# MARTIAL EXPLOITS

Listed below are the Martial Exploits available to the fighter. Each time you gain a level in this class, you can replace one Exploit you know with another Exploit of your choice.

## BLINDING SHOT

As a bonus action, you can expend an Exploit Die and force a creature within 10 feet, to make a Constitution saving throw. On a failed save, it takes piercing damage equal to your Exploit Die and is blinded until the start of your next turn.

## BRACE UP

As a bonus action on your turn, you can expend an Exploit Die to grant yourself temporary hit points equal to your Exploit Die + your Constitution modifier (minimum of 1).

## CHARLATAN'S GUILF

When you make a Dexterity (Sleight of Hand) or Charisma (Deception) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## DEFENSIVE STANCE

As a bonus action, you can expend an Exploit Die to enter a defensive stance. Until the start of your next turn, each time a creature hits you with an attack, you roll your Exploit Die and add it to your Armor Class against that attack.

## DIRTY HIT

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die, and until the start of your next turn, it cannot take reactions and its movement speed is halved.

## DISARM

When you hit a creature with a weapon attack, you can expend an Exploit Die to force them to make a Strength saving throw. On a failed save, the creature takes additional damage equal to your Exploit Die, and it drops one item that it is currently holding (your choice) at its feet.

## DISORIENTING BLOW

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force them to make a Constitution saving throw. On a failed save, the creature takes additional damage equal to your Exploit Die, and on its next turn, its speed is halved, and it can use either an action or a bonus action. It can't make more than one attack during that turn.

## DISCIPLE'S CONVICTION

When you make a Wisdom (Insight) or Intelligence (Religion) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## EMPOWERED STRIKE

As part of a weapon attack, you can expend an Exploit Die to attack recklessly. You have advantage on your attack roll, but you subtract your Exploit Die from your roll. On hit, you deal additional damage equal to twice your Exploit Die.

## FEAT OF STRENGTH

When you make an ability check or saving throw that uses your Strength score, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## FIRST AID

As an action, you can expend an Exploit Die and touch a conscious and willing creature. As a reaction, the target can expend one of their Hit Dice to regain hit points equal to their Hit Die + your Exploit Die.

## GLANCING BLOW

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.

## INVESTIGATOR'S INTUITION

When you make an Intelligence (Investigation) or Wisdom (Perception) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## LIGHTSTEP

When you roll for initiative or make a Dexterity (Stealth) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

## MARTIAL FOCUS

Once per turn, when you make a weapon attack roll, you can expend an Exploit Die to grant yourself advantage on the roll. You can use this Exploit after you roll, but before you know whether your attack hits or misses your target.

## MENACING CRY

As a bonus action, you can expend an Exploit Die to force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, the target is frightened of you until the start of your next turn.

## MIGHTY LEAP

When you make a running or standing jump, you can expend an Exploit Die to increase the distance of your jump by a number of feet equal to one roll of your Exploit Die + your Strength modifier, even if the distance of the jump would exceed your remaining movement speed for that turn.

## MIGHTY THRUST

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force the target to make a Strength saving throw. On a failed save, the target is pushed away from you in a straight line, a number of feet equal to five times your Strength modifier (minimum of 5 feet). Creatures more than one size larger than you have advantage on this saving throw.

## NATURALIST'S INTUITION

When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.







### REDIRECT

When a creature misses you with a melee attack, you can expend an Exploit Die as a reaction to force them to repeat their attack against a target of your choice within their reach.

### RIPOSTE

When you are hit by a melee attack, you can use your reaction to expend an Exploit Die, adding it to your Armor Class against that attack. If the attack misses, you can immediately make one weapon attack against the attacker.

### RUTHLESS STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to deal additional damage to the target equal to two rolls of your Exploit Die.

### SUPPRESSING STRIKE

When you hit a creature with a weapon attack, you can expend an Exploit Die to force them to make a Constitution saving throw. On a failed save, the creature takes bludgeoning damage equal to your Exploit Die, and it is either deafened or cannot speak (your choice) until the start of your next turn.

### SURVIVALIST'S CUNNING

When you make a Wisdom (Medicine) or Wisdom (Survival) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### ADDITIONAL EXPLOITS

Check out the [Alternate Fighter: Expanded](#) for a multitude of additional Martial Exploits, including advanced Exploits for high-level Alternate Fighters.

### SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force it to make a Dexterity saving throw. On a failed save, it falls prone and takes bludgeoning damage equal to your Exploit Die. Creatures more than one size larger than you have advantage on this saving throw.

### SWORDSMAN'S GRACE

Whenever you make a Dexterity (Acrobatics) or Charisma (Performance) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### TAKE DOWN

As a bonus action, you can expend an Exploit Die to make a Shove or Grapple attack against a creature within your reach, adding your Exploit Die to your Strength (Athletics) roll.

### TAUNT

As a bonus action, you can expend an Exploit Die to force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, the target has disadvantage on any attack roll it makes against a target other than you until the start of your next turn.

### WARLORD'S PRESENCE

Whenever you make a Charisma (Intimidation) or Charisma (Persuasion) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### WARRIOR'S FORTITUDE

Whenever you are forced to make a Strength or Constitution saving throw, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### WARRIOR'S REFLEXES

Whenever you are forced to make a Dexterity or Intelligence saving throw, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### WARRIOR'S WILLPOWER

Whenever you are forced to make a Wisdom or Charisma saving throw, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know whether you succeed or fail.

### WHIRLWIND ATTACK

As an action, you can expend an Exploit Die to make a melee weapon attack against any number of creatures within the reach of your weapon, with a separate attack roll for each target. On hit, targets take damage of the weapon's damage type equal to your Exploit Die + your Strength modifier.

### WEAKENING BLOW

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken their defenses. The first attack made against the target before the start of your next turn is made with advantage, and on hit, the attack deals additional damage equal to your Exploit Die.





## ALTERNATE FIGHTER BUILDS

One of the goals of the Alternate Fighter class was to bring the versatility of the Battle Master Archetype found in the *Player's Handbook* to every fighter. Depending on a fighter's Archetype, Fighting Style, and Martial Exploit choices, they can reflect any warrior from popular fiction and fantasy.

The Alternate Fighter builds below suggest particular groupings of Archetypes, Fighting Styles, Martial Exploits, and Feats, all of which are from the Alternate Fighter, the *Player's Handbook*, or *Tasha's Cauldron of Everything*\*

### DUELIST

You are a true student of the blade, and have specialized your skills for single combat. You often seek out the most powerful foes you can find in order to test your skills against them.

Archetype:	<i>Master at Arms</i>
Fighting Style:	<i>Classical Swordplay, Versatile Fighting</i>
Exploits:	<i>Defensive Stance, Disarm, Martial Focus, Riposte, Weakening Blow</i>
Feats:	<i>Defensive Duelist, Piercer, Slasher</i>

### GLADIATOR

You are as much of an entertainer as you are a fighter. Often masters of exotic weapons and fighting styles, gladiators seek to build their reputation as wondrously extravagant warriors.

Archetype:	<i>Master at Arms</i>
Fighting Style:	<i>Dual Wielding, Featherweight Fighting</i>
Exploits:	<i>Concussive Blow, Disarm, Menacing Cry, Ruthless Strike, Taunt</i>
Feats:	<i>Dual Wielder, Great Weapon Fighting</i>

### KNIFE THROWER

Hailing from the ranks of circuses, gamblers, and other performers, knife throwers are masters of mid ranged combat and are deadly accurate with the smallest weapons.

Archetype:	<i>Marksman</i>
Fighting Style:	<i>Archery, Thrown Weapon Fighting*</i>
Exploits:	<i>Charlatan's Guile, Dirty Hit, Martial Focus, Precision Shot, Swordsman's Grace, Taunt</i>
Feats:	<i>Mobile, Sharpshooter, Slasher</i>

### KNIGHT

The classical knight seeks to embody the virtues of chivalry, both on and off the battlefield. They are noble warriors who support their allies and are able to navigate high society.

Archetype:	<i>Commander</i>
Fighting Style:	<i>Defensive Fighting, Dueling</i>
Exploits:	<i>Brace Up, First Aid, Martial Focus, Warlord's Presence, Warrior's Willpower</i>
Feats:	<i>Heavy Armor Master, Inspiring Leader</i>

### PEACEKEEPER

Often found patrolling remote territories and other lawless lands, peacekeepers use their finely honed skills and deadly accuracy with firearms to enforce the law wherever they go.

Archetype:	<i>Marksman</i>
Fighting Style:	<i>Featherweight Fighting, Melee Marksman</i>
Exploits:	<i>Marksman's Gaze, Blinding Shot, Dirty Hit, Piercing Shot, Precision Shot</i>
Feats:	<i>Alert, Gunner, Piercer, Sharpshooter</i>

### PUGILIST

You have honed your body into a deadly weapon. While other unarmed warriors rely on their speed to strike, you use your raw power to rain devastating blows down on your foes.

Archetype:	<i>Champion</i>
Fighting Style:	<i>Unarmed Fighting*, Wrestler</i>
Exploits:	<i>Concussive Blow, Brace Up, Dirty Hit, Mighty Thrust, Take Down, Taunt</i>
Feats:	<i>Crusher, Durable, Tavern Brawler, Tough</i>

### SNIPER

You are a master of ranged combat and prefer to strike from afar. Known for your ability with longbows and crossbows, you strike your foes down before they know of your presence.

Archetype:	<i>Marksman</i>
Fighting Style:	<i>Archery, Melee Marksman</i>
Exploits:	<i>Lightstep, Piercing Shot, Precision Shot, Survivalist's Cunning, Volley</i>
Feats:	<i>Alert, Crossbow Expert, Sharpshooter</i>

### VANGUARD

You will lead a charge into fortified enemy lines or stand strong against terrifying monsters. You attack with abandon looking to slay your foes with deadly speed and power.

Archetype:	<i>Champion</i>
Fighting Style:	<i>Great Weapon Fighting, Dueling</i>
Exploits:	<i>Crippling Strike, Empowered Strike, Menacing Cry, Mighty Leap, Ruthless Strike</i>
Feats:	<i>Charger, Great Weapon Master, Tough</i>

### WARLORD

Warlords are master tacticians who guide their allies with their shrewd insight, both on and off the battlefield. While other warriors wield swords, warlord's wield other fighters.

Archetype:	<i>Commander</i>
Fighting Style:	<i>Classical Swordplay, Defensive Fighting</i>
Exploits:	<i>Commander's Insight, Disarm, First Aid, Maneuvering Command, Weakening Blow</i>
Feats:	<i>Inspiring Leader, Keen Mind, Linguist</i>





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# THE ALTERNATE FIGHTER

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Become the master of battle you were meant to be with this alternate take on the Fighter class! Includes twenty Martial Exploits and five new and revised Warrior Archetypes.

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