

DUNGEON MASTERS
GUILD

Alan Venic's Redbook

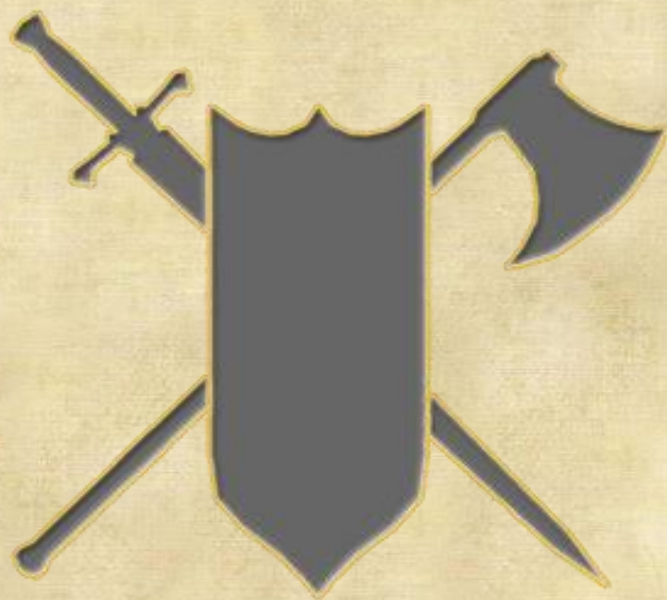
TOME OF THE
FIGHTER



A pack of new class options for the fighter
of the world's greatest role playing game

Alan Venic's Redbook

TOME OF THE FIGHTER



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic histories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe create by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*,

Monster Manual and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the fighter class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to play as a warrior focused on combat riding a powerful flying beast. You would like to roleplay a bloody former slave that gains fame in an arena as a gladiator. Perhaps you want to play an elf trying to follow the steps of your patron deity as its champion. Or even an implacable archer that can slay its opponents with a single accurate arrow.

At this supplemental rulebook are presented ten new martial archetypes. Certainly, one of them will fit the concept you imagine for your fighter. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
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THE FIGHTER

Fighters are the warlords. They master the battlefield as no other warrior, charging in a way and leaving behind just a pile of corpses from their enemies. When a fighter finally face a worthy opponent, he engage in a duel to death where his confident and combat skill are put to the test.

You was forged by steel and your sword and armor are your work tools. However, your weapon and armor are not just that, its are part of your body and spirit. Without it, you are not complete. When you wield your sword, you become a ruthless foe, capable to face any opponent without blink.

CLASS FEATURES

As a fighter, you are a master of single and mass combat. You are born and made by war, and your abilities are all focused in combat, highlighting you in battle. No one else has technics and skill in battle comparable to your, that is why you are always needed in moments of fight.

FIGHTING STYLE

The fighting style of a fighter varies widely. However, you style define the weapons you use in combat, and the way you faces your enemies. You could be an archer, a ferocious two weapon warrior, a brutal combatant with a big axe, or even a fighter holed up in a heavy armor nearly impenetrable.

SECOND WIND

In the tough moments when the fight seems lost, you draws strength from nowhere to stay on foot as the last bulwark of protection of your party. Knock down you is a difficult task, and when you recover your energy in your last moment, your foes hesitate in keep fighting you.

ACTION SURGE

During a combat, you can take a momentum that let you act with an unbelievable speed. When fight is at its height, you can make a combat feat impossible to any other warrior. Your muscle tighten and your arms are faster at once. At this very moment, you shows your combat supremacy and put down your enemies when they least expect it.

MARTIAL ARCHETYPE

Your martial archetype defines the kind of warrior you are. The archetype gives you singles features that improves your abilities in some ways, making you more useful in a particular kind of combat style. Are presented three martial archetypes at *Player's Handbook*. Here are presented ten new slopes of this class feature, bringing a wide diversity to the kind of fighter you can become. The new martial archetypes are presented in the final of this brief description of the fighter class features.

ABILITY SCORE IMPROVEMENT

Generally, increase the Strength or Dexterity score of a fighter is the obvious way. However, you can focus on a fighter aimed in resistance, and Constitution becomes a good option. At same way, a fighter with relevant intellectual abilities, as a spellcaster or a leader can focus on one of the three mental abilities. Additionally, you can find many feats that can improves or expand your skills in and out of combat (see chapter 6 on *Player's Handbook*).

EXTRA ATTACK

Although is not an exclusive feature of the fighter, he has the most improved extra attack. No other combatant can strike with the accurate and speed of a fighter without expend some kind of resource. Regardless of the weapon you use, your combat mastery let you attack with incomparable speed and skill.

INDOMITABLE

An experienced fighter is a steadfast bulwark. Only you can resist to effects that would pervert the body or mind of others without a chance. You can draw strength from no one knows to resist to this effects.

MARTIAL ARCHETYPES

At this supplemental rulebook are presented tem new martial archetypes you can choose instead of the martial archetypes presented in the *Player's Handbook*. The Chain Master, the Champion of Corellon, the Commander, the Dedicated Defender, the Dervish, the Gladiator, the Implacable Rider, the Kensai, the Marksman, and the Master Thrower.

CHAIN MASTER

The Chain Master archetype simulate the exotic combat style from a being of the deep: the chain devil. Disarm, coil, and knock prone are efficient combat maneuvers that prevents foes to have a chance to counterattack.

EXOTIC FIGHTING STYLE

At 3rd level, you gain combat skill in unusual malleable weapons. Your chain master weapons are the rope with hook, chain, spiked chain, whip, and flail.

When you hit a creature with a melee attack using one of those weapons, you can forego cause damage to make a grapple attempt (see Player's Handbook). If you are successful in grab a creature, it will remain grappled until you use a bonus action to trigger one of the following special maneuver.

Coil. The grappled creature is restrained, and you cannot make attacks with your weapon until the start of your next turn.

Disarm. Choose an item wielded by the grappled creature. You steal the chosen item from the creature, and can put it in any spot within your reach, freeing your weapon after that. If you have a free hand, you can grab the item removed from the creature.

Pull. You can reallocated the grappled creature in any unoccupied space at your reach within 10 feet of the previous occupied space of the target, freeing your weapon after that.

Trip. The grappled creature is knocked prone, and you free your weapon after that.

CHAIN MASTER WEAPONS

As a chain master, you can use a rope with hook, and a chain as weapons, and you are proficient with it. Starting at 10th level, you become proficient with the spiked chain. Those weapons have the following properties:

Rope with Hook. Martial melee weapon that cause 1d6 piercing damage and has the reach property.

Chain. Martial melee weapon that cause 1d10 bludgeoning damage and has the properties heavy, reach, and two hands.

Spiked Chain. Martial melee weapon that cause 1d10 slashing damage and has the properties heavy, reach, and two weapons.

CHAIN MOVE

Starting at 7th level, you gain supernatural mastery with ropes and chains, and can use it to swing, climb, or even walk over it when needed.

Your weapon works like a rope with grappling hook of same size. When you make a Dexterity (Acrobatics) check or a Strength (Athletics) check using one of your chain master weapon to move, you can apply double your proficiency bonus at this test, if you are proficient. If you are not proficient, you can apply your proficiency bonus on the checks using those skills when you use a chain master weapon. Additionally, climb using a rope or chain doesn't costs extra movement for you.

CHAIN MASTERY

At 10th level, you improves your techniques and even your chosen weapon. You gain proficiency with smith tools, if you doesn't have yet. You can forge a spiked chain that counts as a chain master weapon and you are proficient with it. Additionally, you gain advantage on contest Strength (Athletics) checks made to grab when using any of your chain master weapons to make a special maneuver of your Exotic Fighting Style.

If you use a spiked chain to use the special maneuver coil, pull, or trip, you cause 1d10 piercing damage to the target.

EXTENDED REACH

Starting at 15th level, you can extend your reach when using one of your chosen weapons. You can make a melee attack against a creature within 15 feet when using a whip, chain, spiked chain or rope with hook.

WHIRLWILD ATTACK

At 18th level, you can execute a dance of steel against all your enemies. As an action, you can make a single melee attack with any chain master weapon against each enemy within your reach.

Once you use this feature, you cannot use it again until you finish a short or long rest.

CHAMPION OF CORELLON

Elven fighters devoted to their racial god, Corellon Larethian, follow the Champion of Corellon archetype. Trying to follow the steps of the elven god and patron of all fey, you learn combat techniques focused on agility and grace, even wrapped by heavy steel plates that protects your body. You use precise and deep strikes to take down your foes, using natural speed and grace to move through the battlefield in acrobatic way. Your arte with the sword is a reproduction of the combat style used by Corellon against his archenemy Grumsh and his minions.

RESTRICTION: ELVES ONLY

Only elves (except drow), half-elves, and fey creatures can choose the martial archetype of champion of Corellon. Fighters with elven blood very tied to their patron god often choose this slope.

Your DM can ignore this restriction to fit better to his campaign. The restriction reflects the devotion and awe of the elves to their patron god, but it couldn't apply to your DM setting.

ELEGANT STRIKE

Starting at 3rd level, you gain a lethal precision with blades. When you make a melee attack with advantage using a weapon with the finesse property or using a longsword, you cause 1d6 extra damage, if hit and the attack score a critical hit on a roll of 19 or 20.

Starting at 15th level, your Elegant Strike score a critical hit on a roll of 18–20.

CORELLON'S BLESSING

At 7th level, the people of your kind see you as a brave champion of Corellon's cause, and your elven grace rises. You gain proficiency with the skills Acrobatics and Persuasion. Additionally, you can use your Dexterity modifier (if higher) instead of your Strength modifier on Athletics checks.

Elves (except drow), and fey creatures has an initial attitude friendly to you and you gain advantage on Charisma checks deal with this kind.

TACTICAL MOVEMENT

When you reach the 10th level, you can move through the battlefield with grace and agility, been capable of daze your foes with fast movements. You can use the Disengage or Dash action as a bonus action.

Additionally, if you use a bonus action to Dash or Disengage, and make a melee weapon attack against a creature after that, if you hit the attack, you gain advantage on your melee weapon attacks against the creature you hit until the end of your turn.

ARMORED AGILITY

At 15th level, your natural agility are not completely restricted by heavier armor. When you are wearing a medium armor, the Dexterity bonus maximum you can add to your AC increase to +4. If you are wearing a heavy armor, you can add your Dexterity bonus to your AC, to a maximum of +2. Additionally, you don't suffer disadvantage on Dexterity (Stealth) checks when you wearing a medium or heavy armor.

CORELLON'S WRATH

At 18th level, you can unleash Corellon's divine wrath through an act of retaliation. If a creature you can see and that caused damage to you in the previous round hit you with a melee weapon attack, you can use your reaction to make the attack miss instead. This choice must be made before the damage is determined. Additionally, you gain advantage on the next melee attack you make using a weapon with the finesse property or using a longsword against this creature until the end of your next turn.

If the creature is a fiend, humanoid (orc), or undead, you add an extra 1d10 radiant damage on this attack.

COMMANDER

The Commander archetype emphasizes the leadership aspect that a fighter should have as a captain of an army or party leader. A fighter that becomes a commander, stops focus its attention on its own abilities, and starts to give support in form of verbal orders to its allies. While in leadership of a party, the commander is exceptionally efficient in keep the party together and focused when needed, but it also know the time to retreat with its underlings to make a new strategy against its enemies.

LEAD THE ATTACK

Starting at 3rd level, you can coordinate the moves of your party to have advantage on battle. If you hit a creature with a melee weapon attack, you can use a bonus action to issue a battlecry. Each friendly creature that can hear you within 60 feet of you, add an extra 1d4 damage in the first attack until the start of your next turn it hits the same creature you hit.

You can affect a number of creatures equal to your Charisma modifier (minimum of one) with this feature. You choose the targets.

STAY ALERT

At 7th level, you can keep your allies alert all the time. While you are not unconscious or paralyzed, all friendly creatures that can see you within 60 feet of you gain a bonus in its passive Wisdom (Perception) score and initiative rolls equal to your Charisma modifier (minimum of +1).

While you are making a long rest, a friendly creature that is awake also gain this bonus.

RETREAT

Starting at 10th level, you can issue an order of retreat to your party. As a bonus action, you issue a command to all friendly creatures that can hear you within 60 feet of you. Each creature can immediately use it reaction to move half its walking speed. This movement doesn't provokes attacks of opportunity.

SWARM ASSAULT

At 15th level, you coordinate the attack against a powerful foe. As an action, you make a single melee weapon attack against a creature. If you hit, you can issue a command to all friendly creatures that can hear you within 9 feet of the target you hit. Each creature can use its reaction to make a weapon attack against this target.

You choose the order your allies will make the attacks.

LEAD THE CHARGE

Starting at 18th level, you can charge in combat and lead your party to a decisive assault. As an action, you must move at least 10 feet straight toward a target and then make a single melee weapon attack against it on the same turn. Additionally, you issue an inspiring warcry to friendly creatures that can hear you within 30 feet of you. Each affected creature can use its reaction to move at least 10 feet (to a maximum of its walking speed) straight toward a target and then make a single melee weapon attack against it. You and any creature that hits this attack deal 2d10 extra damage on this attack.

You can affect a number of creatures equal to your Charisma modifier (minimum of one) with this feature. You choose the targets.

Once you use this feature, you cannot use it again until you finish a short or long rest.

DEDICATED DEFENDER

The Dedicated Defender archetype is the pure demonstration of defensive prowess and endurance of a fighter. Its adepts are always heavy armored and wielding large shields ready to defend themselves and their allies. Those brave warrior draws attention to themselves of the most powerful foes, allowing their allies to focus in defeat other opponents while he distract the true threat.

DEFENSIVE STANCE

Starting at 3rd level, you can assume a combat stance full focused on protection.

While you remain in the defensive stance, you gain the following benefits while you wearing an armor and wielding a shield:

- You gain resistance to bludgeoning, piercing and slashing damage.
- When you are attacked by a creature that you can see and you are not surprised, you can use your reaction to rise your shield and gain +3 bonus to your AC against the attack. You must decide to use this ability before you know the result of the attack.
- You gain advantage on Strength and Dexterity saving throws.

Your defensive stance lasts for 1 minute, and while you remain in this stance, your walking speed is halved (rounded up, to a minimum of 5 feet). It ends early if you are knocked unconscious or if you use the Dash or Disengage action. You can also end your defensive stance on your turn as a bonus action.

You can use this feature twice. You regain expended uses of it when you finish a short or long rest.

DEFENSIVE STANCE AND OTHER FEATURES

Some abilities are antagonistic in the use form, using different technique and emotional manifestation to be sustained. The defensive stance is a manifestation of pure martial focus by the dedicated defender. However, rage is a manifestation of bestial wrath by the barbarian. Is not possible to activate the effects of both features at the same time.

Likewise, you cannot activate the effects of the defensive stance in combination with the bladesong of the bladesinger (see *Sword Coast Adventurer's Guide*) or with the dervish dance of the dervish.

PROTECT ALLY

Starting at 7th level, you can improve the defense of an ally that are adjacent to you. As a bonus action, you can increase the AC of a friendly creature in a number equal to the bonus granted by your shield. You lose your shield bonus on AC while protecting a creature this way. You can still use your reaction to gain the benefit described on your Defensive Stance while you are protecting your ally. The protected creature lose this bonus on AC if move away more than 5 feet of you.

GOAD

At 10th level, you can goad an enemy to have only you as opponent. When you do so, choose a creature that you can see within 30 feet of you. If the creature can see or hear you, it must be successful on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or will be provoked until the end of your next turn. While is provoked, the target must use all its movement to get closer to you, and can't attack, use spells, or offensive abilities against other than you. On subsequent turns, you can use your action to extend the duration of this effect on the provoked creature until the end of your next turn, and you can use a bonus action to make a melee weapon attack against the provoked creature. This effect ends if a friendly creature to you attack or cast a spell on the provoked creature, or if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

DEFENSIVE SURGE

Starting at 15th level, you can strengthen your body and mind against harmful effects used against you. When you are forced to make a saving throw against a harmful effect, you can use your reaction to gain advantage on this saving throw.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

BULWARK OF PROTECTION

At 18th level, you become a bulwark of resilience of your party, becoming nearly impossible maintain you under a harmful effect for more than a brief moment. When you are target of an effect that force you to make a saving throw and you fail, you can ignore this effect by focus your mind for an instant. If the harmful effect persists for more than a turn and let you make a new saving throw to end it, you can use your action to automatically succeed on the saving throw against this effect.

DERVISH

The Dervish archetype synthesizes speed, agility, and flippancy. The practitioners of this ancient art usually are nomad warriors skilled in a fighting style that includes flow dance movements with fast and unpredictable sword strikes. Those nomads wander through desert making stunning dance performances with their swords, drawing screams from their audience. However, when a dervish starts its combat dance, its opponents try to get away at all costs from its blades that flies frenetically through the air, slashing everything that dare to stay on its way.

ACROBAT DANCER

Starting at 3rd level, you gain proficiency in the skills Acrobatics and Performance, if you don't have yet. Additionally, you gain advantage on Dexterity (Acrobatics) and Charisma (Performance) checks to make performances and dance movements.

DERVISH DANCE

Also at 3rd level, you learn a combat technique that use fluid dance movements. While wielding a slashing melee weapon and wearing no medium or heavy armor and using no shield, you can use a bonus action to activate the dervish dance. While is dancing this way, you gain the following benefits:

- You gain a bonus to AC equal to your Charisma modifier (minimum of +1).
- Your walking speed increase by 10 feet.
- The first melee attack with a slashing weapon you hit in your turn cause 1d8 extra damage.
- If a creature attack you and miss, you can use your reaction to make a melee attack with a slashing weapon against this creature.
- You gain advantage on Dexterity checks and Dexterity saving throws.

Your dervish dance lasts for 1 minute. It ends early if you are knocked unconscious, paralyzed or if you doesn't move at least 10 feet in your turn. You can also end your dervish dance on your turn as a bonus action.

You can use this feature twice. You regain expended uses of it when you finish a short or long rest.

UNRESTRAINED PERFORMANCE

At 7th level, while you are performing your dervish dance, you gain advantage on saving throws and ability checks against effects that could apply the following conditions to you: grappled, stunned, restrained, or paralyzed.

DERVISH DANCE AND OTHER FEATURES

Some abilities are antagonistic in the use form, using different technique and emotional manifestation to be sustained. The dervish dance is a dance performance with swords that reflects the momentary ecstasy achieved by the dervish. However, rage is a manifestation of bestial wrath by the barbarian. Is not possible to activate the effects of both features at the same time.

Likewise, you cannot activate the effects of the dervish dance in combination with the bladesong of the bladesinger (see *Sword Coast Adventurer's Guide*) or with the defensive stance of the dedicated defender.

DEATH SPIRAL

At 10th level, you become lethal in the battlefield regardless you are dancing or not. If you make a melee attack with a slashing weapon and move at least 10 feet after the attack, you cause 1d8 extra damage on the next melee attack with a slashing weapon you hit until the end of your turn.

If you use your Action Surge to use the Attack action while under the effect of the dervish dance, you can use a bonus action to make the Dash action.

FAST MOVE

Starting at 15th level, you can move through combat to gain advantage against your opponents when you hit then with your attacks. When you hit a creature with a melee attack using a slashing weapon, you can use a bonus action to make the Disengage or the Dodge action on this turn. You gain the benefits of this action only against the creatures you hit on your turn.

A THOUSAND CUTS

At 18th level, you can make an awesome performance during your dervish dance. While is under the effect of your dervish dance, you need to move only 5 feet between your attacks to gain the benefits of your Death Spiral.

Furthermore, while your dervish dance lasts, you can use a bonus action to make an extra melee attack with a slashing weapon you wielding. If you are fighting with two weapons, you can make two attacks, instead of one, when you use a bonus action to make an attack using a weapon on your other hand.

GLADIATOR

The gladiator archetype reflects warriors that lives only to fight and bring pleasure for the crowd. The most of the fighters that become gladiators was slaves lead to great arenas to die in honor of the emperor. However, some few fighters willing enter those arenas to learn the advanced combat techniques of those daring warriors.

Survive on the arenas is a tough task and the few gladiators that do it, become immortal legends. Many times this gladiators achieve their freedom through to the plea of the crowd doing to their feats of bravery in combat.

COMBAT SUPERIORITY

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are detailed on the Battle Master archetype on *Player's Handbook*. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 7th, 10th, and 15th level. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d8s. A superiority die is expended when you use it. You regain all expended superiority dice when you finish a short or long rest.

You gain another superiority die at 10th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

WARRIOR OF THE ARENA

Also at 3rd level, you learn to fight as a gladiator, a man that lives to satisfy the crowd with blood and sweat. You gain proficiency in the skills Intimidation and Performance, if you don't have yet. Additionally, you gain advantage on saving throws against frightened condition.

INFLAME

Starting at 7th level, you become even more inspired as you weakens your opponent. When you hit a creature with a weapon attack, you can use a bonus action to inspire yourself. When you do so, you regain an expended superiority die.

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

DEMORALIZE OPPONENT

At 10th level, you can try to demoralize your foe. When you hit a creature with an attack using a maneuver in which you have expended a superiority die, you can use a bonus action to demoralize this creature. The target must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become demoralized until the start of your next turn. A demoralized creature suffer disadvantage on attack rolls against you.

EXHAUST FOE

At 15th level, fight against your become an even more strenuous activity. When you hit a creature with an attack using a maneuver in which you have expended a superiority die, the target must be successful on a Constitution saving throw (your maneuver save DC) or suffer a level of exhaustion.

MAKE THEM BLEED

Starting at 18th level, you can deliver attacks that cause deep hemorrhage on your enemies. When you hit a creature with an attack using a maneuver in which you have expended a superiority die, the target starts to bleed. A bleeding creature lose 1d6 hit points on the start of its turn. The effects of multiple bleeding stacks, making the target lose 1d6 extra hit points on the start of its turn for each bleeding attack that hits. Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

IMPLACABLE RIDER

The Implacable Rider archetype reflects a fighter specialized on mounted combat. You create a strong link with a steed that serves you lawfully while you treat it with respect. While mounted, you are the most feared opponent in the battlefield, capable of decimate an entire frontline in a single fierce charge riding your steed.

LOYAL STEED

Starting at 3th level, you gain the services of a loyal steed. Usually, your steed is a warhorse if you are Medium, or a pony if you are Small or a dwarf (see *Monster Manual* for the statistics of your steed). You can gain a different beast as your steed that has a challenge rating of 1/2 or lower and without a flying speed, with DM's permission. The hit point maximum of your steed equals its normal maximum or five times your fighter level, whichever is higher. As any creature, your steed can expend Hit Dice to recover hit points during a short rest, and recover all its hit points when finish a long rest.

Your steed take its turn on your initiative and obeys your commands as best as it can while you are mounted on it. On your turn, you can coordinate your steed to guide its movement (no action required by you). You can use a bonus action to make it take the Attack, Dash, or Disengage action. It acts by its own if you are absent or unconscious, focusing in defend you.

If the steed dies, you can obtain another one by traditional means or you can try train an appropriated wild beast you find through a DC 15 Charisma (Animal Handling) check that takes 8 hours to be concluded.

Starting at 12th level, you can choose a beast with challenge rating of 1 or lower (no speed restriction), as your loyal steed.

TIRELESS STEED

At 7th level, your mount become extremely efficient making long journeys. Your steed can travel a number of miles in a travel day equal to its walking speed and don't need to rest. A flying steed can travel a number of miles in a travel day equal to one and a half its fly speed. To travel all this distance in a day is needed to travel at least 12 hours. Neither you or your steed need to make a Constitution saving throw to don't suffer a level of exhaustion when travel this way, but travel beyond this time in a day demands Constitution saving throw with a DC equal to 15 + 1 for each hour beyond 12.

UNSTOPPABLE CHARGE

At 10th level, you teach your mount to make a devastating charge attack. As an action, while mounted you can move at least 20 feet straight toward a target and then hits it with a single melee weapon attack. You gain advantage on this attack roll and, if hit, cause 4d8 extra damage. If you use a piercing reach weapon, like a spear, you cause 6d8 extra damage instead.

When you reach 20th level, the extra damage becomes 6d8 or 8d8 with a piercing reach weapon.

PROTECTOR RIDER

Starting at 15th level, while mounted you can add your proficiency bonus at the AC and saving throws of your steed. Additionally, when your steed is hit by an attack or fail in a saving throw to halves the damage of an effect, you can use your reaction to halves the damage to your steed.

TRAMPLE

At 18th level, you can cross the battlefield with your mount trampling your enemies in a devastating charge. As an bonus action, while mounted, you can guide your steed to move in straight at all its speed. All creatures of size equal or smaller than your steed that are occupying a space in the path of your steed must be successful in a Dexterity saving throw (DC 8 + your proficiency bonus + your steed Strength modifier) or take bludgeoning damage equal to 2d6 + your steed Strength modifier, and will be knocked prone. A creature of size larger than your steed, or any barriers occupying a space in the line of movement blocks the progression of the attack. Your steed cause attacks of opportunity by moving this way, but creatures has disadvantage on its attack rolls.

You can use this feature twice. You regain expended uses of it when you finish a short or long rest.

KENSAI

The Kensai archetype represents a warrior that spend its life focused on training and meditation seeking to improve its techniques with a chosen blade among the used with the iaijutsu. As you progress in your meditation and self-control path, you develops techniques that prioritize speed reasoning and amplification of senses in supernatural way. Is nearly impossible catch you unready, but when you catch someone surprised usually your foes don't have the chance to retaliate.

IAIJUTSU MASTER

Starting at 3rd level, you gain the ability to surprises your enemies with a mortal strike with a weapon of your choice among dagger, scimitar, shortsword, longsword, and rapier. In the first round of combat with your weapon sheathed, you can draw your weapon and suddenly make the Attack action with this weapon against a creature that has take no action yet. You gain advantage on this attack roll and the target suffer extra damage equal to your initiative roll, if you hit. In a critical hit, add an extra d20 to the damage of this attack. You gain no benefits from your iaijutsu in the attacks made after the first, regardless if you hit or miss the first attack.

SEEK SELF-PERFECTION

At 7th level, your seek for constant personal improvement makes you a skilled artisan in any possible area. You gain proficiency with two artisan's tools at your choice. Additionally, you add half your proficiency bonus, rounded down, in any ability check using an artisan's tool which you have no proficiency.

BLADE MEDITATION

At 10th level, you can make a meditation after finish a short rest with your sword in hands that strengthen your link with it. You can choose one of the following benefits that lasts while you wield your weapon or until you make a new meditation.

Spirit Force. You gain advantage on saving throws against frightened condition.

Uncanny Insight. You gain advantage on initiative rolls.

Untouchable Mind. You gain advantage on saving throws against charmed condition.

Sense of the Matter. You gain blindsight out to a range of 10 feet.

Uncanny Protection. When a creature hit you with an attack, you can use your reaction to add +3 bonus to your AC against this attack, potentially cause the attack to miss.

Sixth Sense. When you are hit by a melee attack during a surprise round, you can use your reaction to make an attack against the creature that attacks you.

One with the Sword. You add 1d8 extra damage to the first melee attack you hit at each round.

Once you use this feature, you must finish a short or long rest before you can use it again.

MOVE BEFORE THOUGHT

Starting at 15th level, you develop a technique that improves your thought anticipating your action moments before a fight. You can add your proficiency bonus to your initiative rolls. Additionally, you can roll initiative even in a round you are surprised but you take no action this turn. If a hostile creature with an initiative count lower than yours moves to 5 feet of you, you can use your reaction to draw your weapon and make an iaijutsu attack against this creature.

FLAWLESS MEDITATION

At 18th level, you gain the perfection of your meditation focus becoming capable of sustain two benefits of your meditation simultaneously. When you make a meditation during a short rest, you can choose two of the benefits described in your Blade Meditation that lasts until you make a new meditation.

You must choose two different benefits when you use this feature.

MARKSMAN

Fighters seeking mastery with crossbows, bows, and other ammunition weapons choose the Marksman archetype. Usually, elves trail this path to master the art of the bow, but it is very common among all races since is notable the advantage to attack your enemies and take them down before they can retaliate.

RAPID SHOT

Starting at 3rd level, you learn to shoot with your weapon with an amazing speed. As a bonus action, you can make a ranged attack with an ammunition weapon. You suffer disadvantage on this attack roll.

SNIPER'S POSITION

At 7th level, you become expert in find the best spot to strike your foes. You gain proficiency in the skill Acrobatics if you don't have yet. Additionally, you can make a Dexterity (Acrobatics) check to climb, and you gain advantage on this checks. You gain +2 bonus on weapon damage rolls with ammunition weapons if you hit a creature that are below your position.

HEAD SHOT

At 10th level, you can aim a creature and make a shot in the blindspot to sap the energy of your target. As an action, you make a single ranged attack with an ammunition weapon and you gain advantage on this attack roll. If you hit, the target take 5d10 extra damage and must make a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or will become debilitated. While is debilitated, the target suffer disadvantage on weapon attack rolls, and Strength and Dexterity checks for 1 minute. The target can repeat the saving throw at the end of its turn, ending the debilitating effect on itself with a success.

Once you use this feature, you cannot use it again until you finish a short or long rest. Starting at 16th level, you can use this feature twice after need to finish a rest.

SHARP AIM

When you reach 15th level, you improves your speed and precision when attack with your weapon of choice. You suffer no disadvantage on the attack roll when you use your Rapid Shot. Additionally, you gain advantage on the first ranged attack roll with an ammunition weapon you make at your turn.

ONE SHOT, ONE KILL

At 18th level, you become expert in shot the deadly spots of weak creatures. Whenever you hit a creature with 25 hit points or less with a ranged attack using an ammunition weapon, the target must make a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or will drop to 0 hit points. If you hit a critical hit with an attack using an ammunition weapon in a creature with 50 hit points or less, it must be successful on the Constitution saving throw or drop to 0 hit points. A target successful in this save, still take the normal damage from the attack.

MASTER THROWER

The Master Thrower archetype simulate a fighter focused in throw any kind of weapon, weakening its enemies before engage in melee combat with them. Those warriors are devastating with all sorts of melee weapon, and are capable to throw those weapons so easily they throw a dagger. A fighter that gain mastery in throw things become a nightmare in battle against enemies that try to engage this fighter to have a chance to defeat him.

VERSATILE THROW

Starting at 3rd level, you can use any weapon you are proficiency as a thrown weapon. All melee weapons you are proficient gain the thrown (range 20/60) property. If the weapon already have the versatile property, it can be throw with two hands, causing the damage indicated when used with two hand to make melee attacks.

RETURNING STRIKE

At 7th level, you can make weapons throw by you return to your hands after the attack resolve. When you make an attack with a thrown weapon, you can use a bonus action to make the thrown weapon magically back to your hand after the attack is resolved.

Starting at 11th level, you can make a weapon thrown by you back to your hand after the attack (no action required by you).

THUNDEROUS THROW

At 10th level, you can create unbelievable strains visible around you as heat weaves, when you are ready to throw a weapon. When you unleash your weapon, this power follows your weapon.

As a bonus action, you can treat your ranged attack with a weapon with the thrown property as melee attacks until the start of your next turn. During this time, you can make opportunity attacks with those weapons as you have a reach of 20 feet, and you suffer no disadvantage on ranged attack rolls if a hostile creature is adjacent to you.

Once you use this feature, you cannot use it again until you finish a short or long rest.

LIGHTNING RICOCHET

Starting at 15th level, you can make your weapon ricochet in an enemy, and potentially hit a different creature. If you hit a creature within 20 feet of you with a ranged weapon using a thrown weapon, you can use your reaction to make a ranged attack with the same weapon against a different target within 10 feet of the initial target.

BLADE STORM

At 18th level, you can shot your weapon making it look you are attacking a dozen of enemies at the same time. You become the center of a storm of steel and your thrown weapon flies to strike an enemy, returns and ricochet harmfully at you to fly again against another enemy. As an action, you can make a ranged attack with a slashing weapon with the thrown property against each hostile creature within 20 feet of you. You can attack each target only once.

Once you use this feature, you cannot use it again until you finish a short or long rest.