

BANNERET (VARIANT)

A banneret inspires greatness in others by committing brave deeds in battle. A lone banneret is a skilled warrior, but a banneret leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.

A banneret prefers to lead through deeds, not words. As a banneret spearheads an attack, the banneret's actions can awaken reserves of courage and conviction in allies that they never suspected they had.

BATTLEFIELD INSPIRATION

Starting at 3rd level, when you make a weapon attack on your turn, you can use a bonus action to target one ally you can see within 60 feet of you. If the ally can see or hear you, it can add a d4 to its attack rolls and saving throws until the end of your next turn.

Starting at 7th level, you can target two allies within 60 feet of you, rather than one. Starting at 15th level, you can target three allies.

RALLYING CRY

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.

When you use your Second Wind feature, you can choose up to three allies within 60 feet of you. Each ally regains hit points equal to your fighter level, provided that the creature can see or hear you.

GRACEFUL LEADER

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

INSPIRING SURGE

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.

BULWARK

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When an ally within 60 feet of you fails a saving throw, you can use your reaction and expend one use of Indomitable to allow the ally to reroll its saving throw.

INSPIRING PRESENCE

Starting at 18th level, you and any ally within 30 feet of you can't be frightened while you are conscious. Additionally, when you take the Attack action, each ally within 30 feet of you gains temporary hit points equal to your Charisma modifier (minimum of 1).

CHAMPION (VARIANT)

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

IMPROVED CRITICAL

Starting at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

UNBEATABLE WARRIOR

Also starting at 3rd level, if you have more than half of your total hit points remaining, you can deal an additional 1d4 damage whenever you hit with a weapon attack. This bonus increases to 2d4 at 10th level.

REMARKABLE ATHLETE

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

SUPERIOR CRITICAL

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

DRAGOON

The dragoon is a master of both ranged and mounted combat. An excellent sniper and eagle-eyed scout, this fighter is a perilous foe who combines extraordinary marksmanship with the superior mobility of a mount.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Investigation, Persuasion, or Survival.

BORN TO THE SADDLE

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

PARTING SHOT

At 3rd level, you learn to maximize the benefits of simultaneously moving and attacking. When you or your mount takes the Dash or Disengage action on your turn, you can make one ranged weapon attack as a bonus action. If your mount is an independent mount, you can take this bonus action on your next turn.

CAREFUL EYES

Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action.

RIDER'S INTUITION

Starting at 7th level, while you are mounted and aren't incapacitated, your mount gains a bonus to saving throws equal to your proficiency bonus.

CRIPPLING SHOT

Starting at 10th level, your skill as a marksman allows you to land shots that debilitate your foes. Once per turn when you hit a creature with a ranged weapon attack, you can choose to cripple the creature until the end of your next turn. While crippled, the creature can't take reactions and has its speed reduced by 10 feet.

EVASION

Starting at 15th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Your mount also gains this benefit while you aren't incapacitated.

VOLLEY

Starting at 18th level, you can use your action to make a ranged attack against any number of creatures within 20 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

You can apply your Crippling Shot to each creature you hit with this action.

Image Source: [Mount & Blade](#)



GLADIATOR

Gladiators battle for the entertainment of raucous crowds. Some gladiators are brutal pit fighters who treat each match as a life-or-death struggle, while others are professional duelists who command huge fees but rarely fight to the death.

ARENA EXPERT

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Acrobatics, Animal Handling, Insight, Intimidation, or Performance.

FIGHT TO WIN

Starting at 3rd level, you have learned to fight up close and personal, finding any opportunity to strike. You can use your bonus action to attempt to grapple or shove a creature.

SPECTACLE FIGHTER

Starting at 7th level, you have mastered the use of brawn to awe spectators and to intimidate your foes. Whenever you make a Charisma (Intimidation) or Charisma (Performance) check, you gain a bonus to the check equal to your Strength modifier.

In addition, you gain advantage on saving throws against being frightened.

YOU'RE NEXT

Starting at 10th level, you can make an example out of your victims in order to demoralize your enemies. When you make a melee weapon attack against a creature, if you score a critical hit or reduce the creature to 0 hit points, you can force each creature of your choice within 30 feet of the victim to make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a failed save, a creature is frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

CULL THE WEAK

Starting at 15th level, you are immune to being frightened, and you have advantage on attack rolls against creatures that are frightened.

ARENA CHAMPION

Starting at 18th level, you can grapple and shove creatures that are no more than two sizes larger than you.

ART CREDITS

Art uploaded by AlphaSystem on Art Abyss:
<https://art.alphacoders.com/arts/view/49024>



JUGGERNAUT

Juggernauts are simple warriors who rely on their own durability to overcome their enemies. Some juggernauts combine this physical might with tactical cunning. Others just hit things until those things stop hitting back.

BRUTISH DURABILITY

Starting at 3rd level, you can use a bonus action to gain temporary hit points equal to your fighter level + your Constitution modifier. These temporary hit points disappear after 1 minute. Whenever you make a saving throw while you have these temporary hit points, you can roll 1d6 and add the die to your saving throw total.

You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

UNYIELDING

Beginning at 3rd level, when you are subjected to an effect that would move you, knock you prone, or both, you can use your reaction to be neither moved nor knocked prone.

CONTINUE FORWARD

Starting at 7th level, if you are grappled by one or more creatures that are no more than one size larger than you, your speed is halved, rather than reduced to 0, and the creatures can't forcibly drag or carry you. Instead, you drag these creatures along with you when you move.

SHRUG IT OFF

Starting at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. Additionally, if you use Unyielding to negate an effect that also deals damage, you can choose to halve the effect's damage against you.

INDESTRUCTIBLE

Beginning at 15th level, you can withstand even the most debilitating effects, such as a green dragon's poisonous breath or a *circle of death* spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

LEGENDARY RESISTANCE

Starting at 18th level, if you fail a saving throw, you can expend one use of Indomitable to succeed instead.



ART CREDITS

Drawn by Feng guo on Artstation:
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MONSTER HUNTER

As a Monster Hunter fighter, you are an expert at defeating supernatural threats. Typically mentored by an older, experienced Monster Hunter, you learn to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.

MONSTER SLAYER

Starting at 3rd level, whenever you hit a weapon attack with advantage against a creature, you can cause the weapon to deal twice as much damage. This doesn't double any damage from an additional source, such as the Divine Smite paladin feature, the Sneak Attack rogue feature, or the Great Weapon Master and Sharpshooter feats. If this attack was made against an aberration, a fey, a fiend, or an undead, the target's speed is also reduced to 0 until the end of your next turn.

You have three uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

SUPERNATURAL EXPERT

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Investigation, Nature, Perception, Religion, or Survival. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

In addition, you gain the ability to speak one of the following languages of your choice: Abyssal, Celestial, Deep Speech, Infernal, or Sylvan.

HUNTER'S MYSTICISM

At 7th level, your study of the supernatural gives you a limited ability to use magic. You can cast *detect magic* as a ritual. You can cast *protection from evil and good*, but you cannot cast it again with this feature until you finish a long rest. Wisdom is your spellcasting ability for these spells.

SUPERNATURAL ASSAULT

Starting at 7th level, attacks you make against aberrations, fey, fiends, and undead count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CRIPPLE MONSTER

Starting at 10th level, when you use your Monster Slayer feature on a creature, the target has disadvantage on ability checks until the end of your next turn. Additionally, if the attack causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.

HUNTER'S RESILIENCE

At 15th level, you gain proficiency in Intelligence, Wisdom, and Charisma saving throws. When you use your Indomitable feature to reroll one of those saving throws, you have advantage on saving throws of the same type until the end of your next turn.

FINAL HOUR

Starting at 18th level, when you roll initiative and have no uses of Monster Slayer remaining, you regain one use of it. Additionally, when you use Monster Slayer to deal damage to an aberration, fey, fiend, or undead, the target must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or be stunned until the end of your next turn.

WARLORD

Warlords are accomplished and competent battle leaders. They stand on the front line issuing commands and bolstering their allies while leading the battle with weapon in hand. Warlords know how to rally a team to win a fight.

TACTICAL MANEUVER

At 3rd level, your tactical acumen allows you to provide direction to your allies that can tilt a battle in your favor. As a bonus action, you can choose one ally within 60 feet of you who can hear or see you. That ally can use its reaction to move up to half its speed.

TACTICAL COMMAND

Starting at 3rd level, your tactical cunning allows you to seize the moment in battle.

Tactics. You learn two tactics of your choice, which are listed under "Tactics" below. You gain an additional tactic at 7th and 15th level.

Uses. When you use your Tactical Maneuver feature, you can choose to apply one of your known tactics to the maneuver, granting the targeted ally an additional bonus. When you do so, the movement granted to the targeted ally does not provoke opportunity attacks.

You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest. You gain another use at 7th level and one more at 15th level.

COMMANDER'S SIGHT

At 7th level, you learn to view your surroundings in a way that grants you a better understanding of the battle as a whole. The range of your Tactical Maneuver increases to 120 feet.

LEAD FROM THE FRONT

Starting at 7th level, your battle experience has taught you how to act swiftly in dangerous situations. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

INSPIRING SURGE

Starting at 10th level, when you use your Action Surge feature, you can choose one ally within 120 feet of you who can hear or see you. That creature can make one weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 120 feet of you, rather than one.

THIRST FOR BATTLE

Starting at 15th level, when you roll initiative and have no uses of Tactical Command left, you regain one use.

PERFECT COORDINATION

Starting at 18th level, you gain the ability to unleash a devastating combination of your allies' abilities. As an action, select up to five allies within 120 feet of you who can see or hear you. Each ally can use its reaction to immediately move up to its speed without provoking opportunity attacks, and to take the Attack (one weapon attack, shove, or grapple only), Cast a Spell (one cantrip only), Dodge, Hide, Search, or Use an Object action.

Once you use this ability, you cannot use it again until you complete a long rest.

TACTICS

The tactics are presented in alphabetical order. Unless stated otherwise, any movement referenced by a tactic is the movement granted by your Tactical Maneuver feature.

Advance/Retreat. The targeted ally can move up to its speed, rather than only half its speed.

Charge. The targeted ally can attempt to shove one creature of your choice. This shove can be attempted at any point before, during, or after the move.

Cover That Flank. Attacks against the targeted ally have disadvantage until the start of your next turn.

Cut Them Down. The targeted ally has advantage on the next attack it makes against a creature of your choice that you can see before the start of your next turn.

Defend Yourself. The targeted ally gains temporary hit points equal to your fighter level + your Intelligence modifier (minimum of 1) for 1 minute.

Press Onwards. If the targeted ally is charmed or frightened, those conditions end on the creature.

Subdue Them. The targeted ally can attempt to grapple one creature of your choice. This grapple can be attempted at any point before, during, or after the move.

DESIGN NOTES

Here is the reasoning behind these features:

Tactical Maneuver: Warlords should always have something to do, even when they have depleted their resources; otherwise, they just feel like shitty fighters. So, I thought that a small amount of allied movement would be the best "unlimited" thing it can do.

Tactical Command: Of course, the Warlord should still indeed have something to do that is tied to a resource. So, I decided to have its tactics act as add-ons to its tactical maneuver feature - that way, the delivery isn't overly complicated but can still be pretty dang useful. As such, each tactic is some sort of bonus to the targeted ally, ranging from advantage on attacks to temporary hit points to even more movement.

I specifically avoided putting a "Strike" command on this list because it would easily become the best command - so, I made that part of the level 10 feature instead.

Commander's Sight: A nice ribbon ability that gives the Warlord a little extra range.

Lead From The Front: No explanation needed for this ribbon.

Inspiring Surge: Yes, I'm 100% stealing this from the Purple Dragon Knight. Why play a PDK when you can have this Warlord?

Thirst For Battle: Similar to the Battle Master, I decided to make this the L15 so that the Warlord always gets at least one cool move during combat.

Perfect Coordination: This was inspired by the feature from Mearls' stream Warlord, which I thought was pretty cool.