

# MARTIAL ARCHETYPES

There are many different fighters, each with his or her own unique style. The martial archetype you choose reflects the type of fighter you hope to become.

## WARLORD

The warlord is a fighter who values not only single person combat, but also a fighter's morale and teamwork. These warriors instinctively know how to bolster their allies and demoralize their opponents with their blades and their terrifying war chants.

### WOLF-PACK TACTICS

You know how to aid your allies by offering a distraction to your opponents. Starting at 3<sup>rd</sup> level, when you and an ally are adjacent to an enemy, your ally has advantage on all attacks against that enemy.

### EXPERT STRATEGIST

You're well-adept in avoiding, starting, and finishing fights. At 7<sup>th</sup> level, you gain expertise in Persuasion and Intimidation checks.

### DAUNTLESS CHARACTER

Your charismatic nature exudes out from you, making even the most fearsome enemy's hesitate. Beginning at 10<sup>th</sup> level, you can use your reaction to force the next melee attack against you to be made at disadvantage.

## INTIMIDATING STRIKE

You strike with such ferocity that you send enemies running to the hills. At 15<sup>th</sup> level, when you successfully attack a creature, you may use your bonus action to force that creature to make a Wisdom saving throw. On a failed save, that enemy is frightened of you for 1 minute, or until it takes damage. Once you use this feature, you cannot use it again on the same target for 10 minutes.

**Intimidating Strike DC = 8 + your proficiency bonus + your Charisma modifier**

## WARLORD'S CRY

You call the full fighting spirit of your allies with a raw-throated yell. At 18<sup>th</sup> level, you can use your action to bolster any fallen comrades. All allies within 30 feet of you who are at 0 hit points can expend however many hit dice they have remaining, up to a number of hit dice equal to the warlord's Charisma modifier, to regain health.

Once you use this feature, you cannot use it again until you complete a short rest.

