

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CRUSADER

Fully clad in steel plate or heavy chain, the archetypal crusader is a medieval tank walking on two legs. As proficient in dealing punishment as withstanding it, the crusader can slay men and giant beasts alike, and always lives to tell the tale.

STEELY RESOLVE

Beginning when you choose this archetype at 3rd level, you have a pool of delayed damage that allows you to forestall the effects of your injuries. When you take damage, this damage is added to your delayed damage pool, instead of being subtracted from your hit points. At the end of your turn, you take damage equal to the total stored in your delayed damage pool, which then resets to 0.

When you restore hit points, you choose whether it reduces your damage pool, you restores your hit points normally, or both (you can split the amount of healing as you wish).

At 3rd level, your delayed damage pool can hold up to 5 points of damage. Any damage beyond that comes off your hit points as normal. The maximum damage your pool holds increases by 5 at 6th (10 points), 9th (15 points), 12th (20 points), 15th (25 points), and 18th (30 points.)

FURIOUS COUNTERATTACK

At 3rd level, you gain a bonus to damage on melee attacks equal to your delayed damage pool divided by 5, rounded down.

DAMAGE FLUSH

Beginning at 7th level, you can, as a bonus action in your turn, reduce your delayed damage pool to zero without decreasing your current hit points. After using this ability, you must complete a short or long rest before using it again.

DIE HARD

By 7th level, it is exceptionally hard to kill you. You cannot suffer instant death from taking damage exceeding your hit point maximum. In addition, instead of falling unconscious when you are reduced to 0 hit points, you are instead incapacitated and prone. Death and death saving throws otherwise function as normal.

IMPOSE

Starting at 10th level, 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 change the target of that attack to yourself. This attack has advantage against you.

INDOMITABLE SOUL

At 15th level, you gain advantage on an Intelligence, Wisdom, or Charisma saving throw. After using this ability, you must complete a short or long rest before using it again.

Additionally, you have advantage on saving throws against being charmed or frightened..

DAMAGE FLUSH

Beginning at 18th level, you can use Damage Flush a number of times equal to your Constitution modifier. When you do so, you can also end either one disease or one condition afflicting you. The condition can be blinded, deafened, paralyzed, or poisoned. You regain all expended uses when you complete a long rest, or 1 use when you complete a short rest.

