

MARTIAL ARCHETYPE

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

STAR PLAYER

Prerequisite: Proficiency in Athletics

Some siegeball players are born to make it into the history books. Thanks to tireless practice and exercise, they can outrun, outlast, and outplay their competition consistently. Normally, a team only needs one archetypical star player to have a historic season, since such a player can carry even a mediocre team to the highest rungs of a tournament. Though these incredible athletes might find success in other areas, from dungeoneering to military service, they are most at home in a siegeball arena, knocking down towers and players alike.

UNDEFEATABLE ATHLETE

By 3rd level, your sporting prowess is legendary. You can add double your proficiency bonus to Strength (Athletics) checks you make.

Additionally, you have advantage on saving throws you make against becoming exhausted.

LEGENDARY FEAT

At 3rd level, when you make a Strength check, saving throw, or an attack roll with a melee weapon that you make using Strength, you can reroll the die and must use the new roll. Once you use this ability, you can't use it again until you finish a long rest. Starting at 15th level, you can use this ability again when you finish a short or long rest.

WORLD RENOWN

By 7th level, your athletic reputation precedes you wherever you travel. You have advantage on Charisma (Persuasion) checks you make against creatures that have heard of your sporting history.

WELL OF FORTUNE

Starting at 10th level, you have 1 luck point, which you can spend to gain advantage on an ability check, attack roll, or saving throw. You can only have one luck point at a time and regain your luck point when you finish a long rest.

You can also regain your luck point by saving up your luck from fortunate events. When you score a critical hit on an attack roll against a hostile creature, you can choose to make it a normal hit and gain a luck point instead. The attack still hits, but does not deal critical damage.

Starting at 18th level, when you spend a luck point on a roll, you can treat the d20 roll as a 20.

EXTRAORDINARY ATHLETICS

Starting at 15th level, you can consistently outperform your opponents. Whenever you make a Strength check, you can treat a d20 roll of 9 or lower as a 10. Additionally, melee weapon attacks that you make using Strength do not automatically miss when you roll a 1.

