CREATE-AN-ARCHETYPE

A FIGHTER ARCHETYPE CREATION GUIDE

WRITTEN BY MATTHEW GRAVELYN

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A *how-to guide for creating a fighter Archetype in 5e*

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INTRODUCTION

Hello and welcome to my Create-A series, guides designed to help you created your own class archetypes compatible with D&D 5e. In this guide I take a look at the fighter, whose Archetype grants them access to mighty attacks and new fighting styles.

This guide starts with a quick review of the primary fighter abilities so you can keep them in mind when crafting your new Archetype features. I share some thoughts how to define and describe your fighter's Archetype. Next, we get into the sections for each aspect of Archetype creation with two examples that I will build upon as we go. Finally, I recap the example Archetypes so you can see what they look like when we're done.

I hope you enjoy this guide. Always remember to consult with your DM and other players before using homebrew at the table. In this way you can make sure your subclass is balanced and fits within the framework your DM intends to use during play.

USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own fighter Archetype that is compatible with virtually any 5e setting or campaign. In this way, you have nearly limitless potential to entertain yourself and find new ways to bring the fighter to life in your game.

Each section covers an area of Archetype creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into an Archetype.

This book is based on research of the official fighter Archetype options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create an Archetype as quickly and easily as possible.

EXAMPLES

Included at the end of each section are two example Archetype that I have created following this guide. Feel free to use these Archetypes in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of Long Reach and Wood Warrior can be found at the end of this guide.
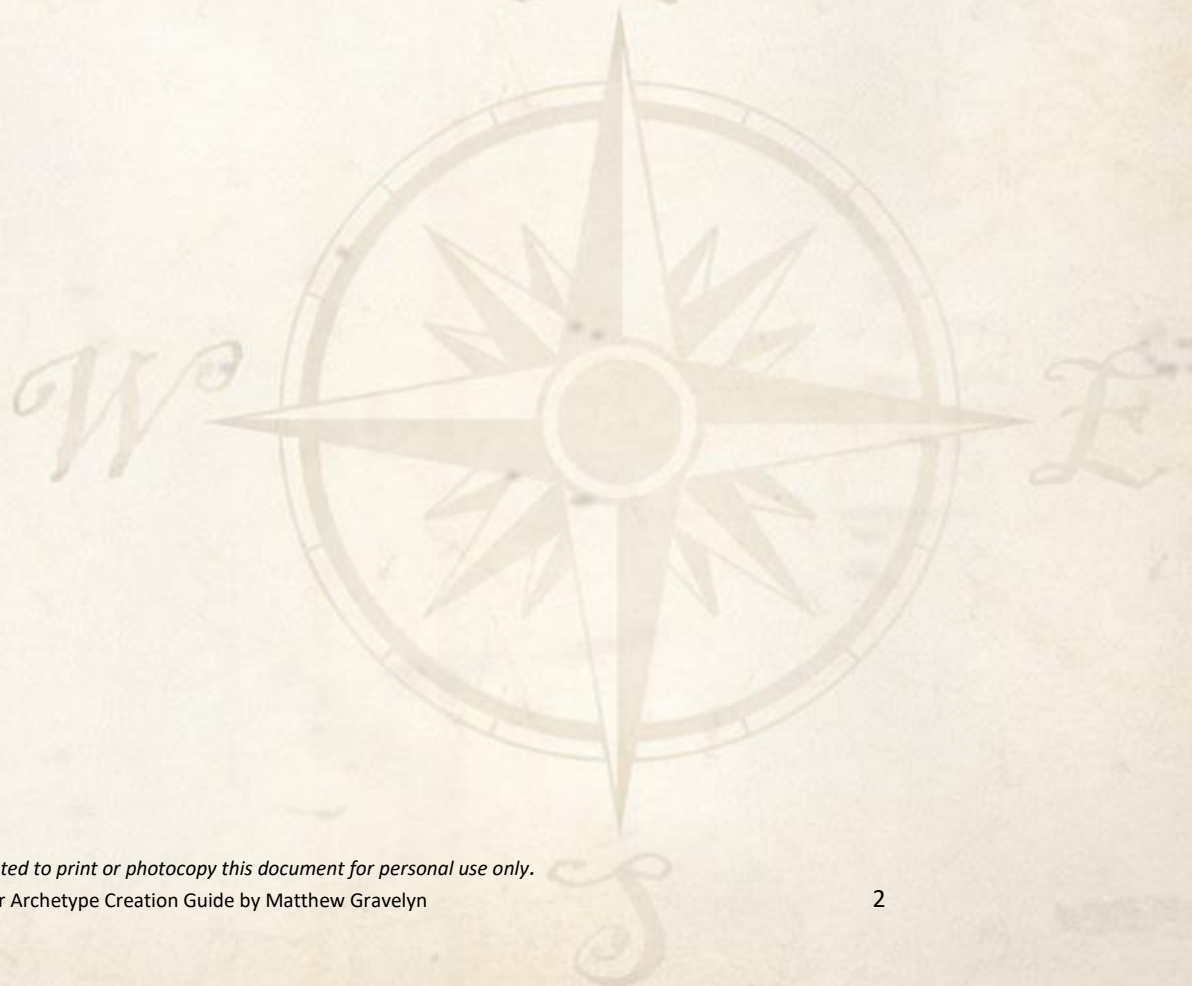
CLASS OVERVIEW

Before you dive into creating a new subclass it's a good idea to refresh yourself on the base class. You can check out the PHB for specific language, but I have included an overview of the class here for easy reference.

One of the more interesting aspects about the fighter class is how simple it is at the core. There are only five distinct abilities granted by the class, but three of them have improvements that are unlocked at later levels. So, while the fighter still gains additional value and opportunities at every level, they don't have a lot of variety when it comes to abilities.

FIGHTING STYLE

When creating a new fighter, you will choose a style that defines how they approach combat. This ranges from archery and two-weapon fighting to self defense or the protection of allies. Each of these options has, for the most part, a passive bonus to how the fighter performs in battle.

SECOND WIND

The fighter also starts their journey with the ability to regain hit points during a fight if they need to push through. As a bonus action the fighter can regain HP equal to 1d10 + their fighter level. They can use this feature once per short or long rest.

ACTION SURGE

At 2nd level the fighter gains their most signature features, the ability to take an extra action on their turn in addition to their given action and a possible bonus action. This can be used once per long rest.

At 17th level the fighter gains the ability to use this feature twice before needing a long rest, but only once per turn.

ABILITY SCORE IMPROVEMENT

I don't usually all this out in the class overview, but the fighter bucks the trend of most classes with regards to ability score improvements. Classes all gain an improvement at 4th, 8th, 12th, 16th, and 19th level, a total of five improvements. The fighter, however, also gains two additional improvements at 6th and 14th level, the most of any class. Given this, fighters don't need as much stat improvement from subclass features as other classes.

Another thing to keep in mind is that ability score improvements can optionally be swapped out for gaining a Feat. If the fighter is playing in such a game, they now have even more opportunities to take a Feat, altering how they approach the game.

While it's not feasible to plan or balance for every combination of score improvements and Feats, it is something to keep in mind when designing your subclass.

EXTRA ATTACK

Another quintessential fighter ability is being able to make multiple attack rolls with a single attack action, which starts at 5th level.

This feature increases to 3 attack rolls at 11th level and 4 attack rolls at 20th level.

INDOMITABLE

Starting at 9th level the fighter receives their last unique ability from the base class. This one allows the fighter to reroll a failed saving throw and use the new roll. They can do this once per long rest.

The fighter gains one additional use of this feature at both 13th and 17th level.

ARCHETYPE CREATION

For a fighter, their Archetype is a bit different than most subclasses. For many classes, especially those rooted in magic or religion, their subclass is an extension of a believe structure or a society they belong to. While it is possible for the fighter to have both of those in their life, their Archetype is instead a representation of their training and style in combat.

If you've read any of my other subclass guides you know that I heavily push theme as a vital part of subclass creation. Understanding the "why" and "how" of a subclass is extremely important for the backstory of your character and is also very helpful in helping to craft features that make sense. That said, when it comes to a fighter's Archetype, there isn't a lot of room for theme in that sense. Instead, focus on a style of combat and make sure your features revolve around that. For example, if your fighter is all about brute force in melee combat, adding a feature where they defend an ally with a shield would be a questionable choice, as it completely contradicts the playstyle the character is engaged with.

NAMING YOUR ARCHETYPE

Similar to the lack of lore and flavor in this particular subclass, the naming of your Archetype is also made easier here. Instead of a structure or fancy words, the name of your Archetype will simply be what the fighter "is". For example, if your Archetype is about protecting and supporting allies, you might call your subclass "Protector" or "Defender", because that is what someone would call the fighter. If you need to check your Archetype name, just imagine someone yelling "Here comes the _____!" in response to seeing the fighter.

Example: Long Reach

I have always loved polearms and spears in D&D and, outside of weapon proficiencies and a couple feats, there wasn't anything super-focused on the playstyle. This subclass allows the fighter to utilize some of the specific abilities of wielding a long weapon.

Description: Both spear and polearm are often seen as the weapon of blockades or tools of peasants. While a wooden shaft and metal tip can be less impressive than a gleaming sword or crafted battlehammer, those who take the time to master the long weapons can wield the cumbersome weapons to deadly effect. These masters twirl, jab, and slash well beyond normal reach. You will be hard pressed to ever get close enough to these warriors to put a sword to their skin.

Example: Wood Warrior

This subclass is a vision of a hit-and-run warrior, a fighter who strikes from the shadows only to return again. It feels like a beefy rogue, so it will be perfect if you want a similar playstyle but focusing on Strength-based attacks.

Description: There are fighters who use their surroundings to heighten their own battle prowess. Deep in the forests are warriors so fierce they are sometimes called "ghost" in the local language. They are specters of death, appearing from the underbrush to strike and fading back into the forest just as quickly. These fierce fighters are known as wood warriors. The only solace you have is that you won't even see them coming.

Bonus Proficiencies

Almost every fighter Archetype offers extra skill or tool proficiencies at this level. I believe this plays into the notion of a fighter being from some kind of skilled background, like a laborer or craftsperson.

    Utilize these both thematically and mechanically. Think about where a fighter like this would come from and give them options that reflect that. Also think about what a fighter might be doing in and out of combat and bolster that. For example, a woodland fighter would almost certainly be proficient in survival or nature.

Example: Long Reach

For our spear master, I chose skills that felt like they might naturally come from working with a dexterous weapon.

Bonus Proficiencies: When you choose this Archetype at 3rd level, you gain proficiency in either Acrobatics or Performance.

Example: Wood Warrior

Our woodland fighter obviously needed some natural skills. I also wanted to add a little extra by allowing them to call on animal companions during a fight.

Wood Warrior Lore: When you choose this Archetype at 3rd level, you gain proficiency in 2 of the following skills: Nature, Stealth, or Survival. You also learn the *animal friendship* spell. When casting this spell, you can use your Strength modifier for the spell save DC. Once you cast this spell, you must wait until after a short or long rest to cast it again

ORIGIN FEATURE

When the fighter chooses their Archetype at 3rd level they will receive the bulk of utility from their subclass. This is where you will introduce most if not all of the new mechanics to the subclass and lay the foundation for the playstyle of the fighter. You will likely spend most of your creative energy here and that's totally fine; this is a big one so don't skimp on it.

CHANGE THE GAME

There is a virtually limitless amount of possibilities here, but the main concept is to make the way the fighter plays and fights fundamentally different from other classes or subclasses. If your 3rd level feature is merely making use of existing abilities and mechanics, that's a good indication that you should go back to the drawing board and see what you can do to beef it up. This feature should either add net new mechanics for the fighter or break the rules of the game.

In terms of "breaking the rules", I mean in the sense that when another character was to do something or endure an effect, they follow the standard steps to resolve it. For your fighter, they might have a different set of rules, like rolling fewer dice for fall damage or gaining partial proficiency bonus on weapons they're not explicitly proficient in. Again, the sky's the limit here, so remember to go big.

PROGRESSING OPTIONS

I observed an interesting approach to this feature in several of the official Archetypes that offers a lot of flexibility to a fighter following your subclass. This method offers a default mechanic of "uses" and a list of options to choose from that will be the "what" your uses go towards.

At a thematic level, this type of feature would be a good fit if your subclass was based around melee combat prowess, but the actual *how* the fighter is good at melee combat is up to them. This feature would allow for a number of uses that then could be used to us abilities from a list of moves, like parrying, shield bashing, knocking enemies prone, and more.

To keep this feature relevant during progression, these types of features usually increase both the number of uses and the number of options the fighter has at certain levels, typically coinciding with other subclass improvements (7th, 10th, 15th, and 18th levels). This allows the fighter to evolve over time, and sometimes even allowing them to replace previous choices if they're not happy with them in practice.

In terms of specifics, I would recommend a list of options somewhere between 8 and 16 unique abilities. These don't have to be complex necessarily, but they should all be distinct in both effect and flavor. The size of the list is relative to how many options the fighter will eventually unlock. For example, if the fighter starts with 2 options at 3rd level and then gets another option at 7th, 10th, and 15th level, that is a total of 5 options. To make sure there's enough choice there, I would aim for a list of options that is double that, or 10.

For uses, this will be based on how powerful the options are. Ideally you want all the options to be as equally balanced as possible so "one use" of the feature, regardless of the option, is about the same level of power in combat. The number of uses the fighter should start with is around 2 to 4 and should also progress with levels. This number won't increase as much or as often as the number of options; look to increment this by 1 either 2 to 3 times during leveling to a max of around 4 to 6 uses. The spent uses are then regained after completing a short or long rest, again depending on the potency of the options.

BONUS SPELLS

As a class that, by definition, doesn't get to use a lot of magic, a couple bonus spells here could radically change how the fighter plays. Obviously, this is only something you want to do if your fighter has a magical flavor to them, like a wizard warrior or similar. If that's the kind of subclass you want to build, then make sure to give them some potent magic here.

This can be as complex as giving the fighter an entire spellcasting ability, like wizards, or just a spell or two that they can use. Determine what makes the most sense for your fighter while also making sure to simplify wherever possible. Don't add in an entire spellcasting component if it's just for two spells.

Example: Long Reach

The core of this subclass is choosing which type of spear fighting to specialize in. I wanted to make this choice feel meaningful but also be mechanically simple. At this level, the fighter chooses a weapon and gets one ability to use their mastery dice on during play. Additional mastery dice and ability options will become available at later levels.

Spear Mastery: When you choose this Archetype at 3rd level, you specialize in a particular style of spear fighting. You learn a special ability that is powered by special dice called mastery dice.

You also specialize with a type of spear. You must use this weapon to utilize your spear ability.

Mastery Dice. You have 4 mastery dice, which are d8s. A mastery die is expended when you use it. You regain all your mastery dice after you finish a short or long rest.

You gain an additional mastery die at 7th and 15th level.

Specializations. When you choose this feature, choose one of the following specializations. This determines your chosen weapon as well as your spear ability.

- **Hoplite**: you are specialized with spear and shield. When an ally within 5 feet of you is attacked with a ranged weapon or spell attack, you can expend one mastery die to reduce the damage done.
- **Poler**: you are specialized in two-handed polearms. When you make a two-handed attack, you can expend a mastery die to make an attack with the blunt end. Add the mastery die to the attack roll. The attack does 1d6 bludgeoning damage.
- **Javelineer:** you are specialized javelins or throwing spears. When you target an enemy who you have successfully attacked with a ranged attack, you can expend a mastery die to add it to your attack roll.
- **Lancer:** you are specialized with lances and mounted combat. When you hit a target with a melee attack while mounted, you can expend a mastery die to add it to the attack's damage. The target is also knocked prone.

Example: Wood Warrior
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Forest Ghost: When you choose this Archetype at 3rd level, you are a master of surprising attacks and misdirection. When you make an attack against a target who cannot see you, they must make a Wisdom saving throw against a DC equal to 10 + your proficiency bonus. On a failure, they are unable to track your movement and you remain hidden from them.

UTILITY FEATURE

At 7th level, the fighter receives another set of features, usually two depending on their strength and effects. Similar to the 3rd level, this usually consists of a unique or major feature along with another that adds additional proficiencies or bonuses to existing abilities.

ADDITIONAL POTENCY

Most of the unique features at this level don't add new functionality, but rather compliment or augment existing playstyles. For example, a fighter who specializes in ranged combat might get a feature here that deals with dodging incoming ranged attacks or a mounted fighter gets extra bonuses to combat when mounted.

You can put a defensive spin on this feature by thinking about what dangers the fighter is most susceptible to given their 3rd level features and helping mitigate them. For melee-focused fighters, additional ways of avoiding or mitigating damage from multiple attackers.

MORE BONUSES

Similar to the 3rd level features, there are many Archetypes that continue bolstering a fighter's skill checks and saving throws with additional features at 7th level. This is typically in addition to another feature and, I believe, used to help balance the level up a bit.

As before, consider what the fighter wants to be doing in addition to their other combat features. Think about which skills help them before, during, and after battle, as well as things that can help round out the character when not in battle. For example, our woodland fighter is probably very light on their feet, so giving them a bonus to stealth could be thematic, and also something a fighter doesn't typically have.

BALANCING WITH OPTIONS

If your 3rd level feature is one that comes with choosing additional options at higher levels, make sure to keep that in mind as you define this and all future features in your Archetype. Balancing these option choices and the increased uses with the net new features you are defining will be key to making your subclass interesting and powerful without completely breaking the game.

Example: Long Reach

This simple feature packs a big punch and allows the fighter to control the area around them by virtue of their extended reach.

Battle Reach: Starting at 7th level, enemies that enter your weapon's range provoke an opportunity attack from you.

Example: Wood Warrior

The fighter, having spent much of their life in the harsh woods, bears the scars and callous skin of a beast as well as the nimbleness needed to dart between the trees. This translates into skill in dodging attacks and intimidating city folk.

Woodworn: Starting at 7th level, you are light on your feet from years of weaving in and out of the forest underbrush. You gain proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom saving throws.

Your time in the woods has also given you a gruff and commanding presence. Whenever you make a Charisma (Intimidation) check, you gain a bonus to the check equal to your Strength modifier.

IMPROVE FEATURE

At 10th level, fighters gain a subclass feature that typically improves upon an existing ability or feature and does so in a way that enhances its existing effect or playstyle. This doesn't add new options, per se, but rather makes the fighter's abilities more potent.

ADDITIONAL EFFECTS

Even if your fighter subclass isn't utilizing a progressive set of maneuvers or abilities, this is still a good place to add additional benefit or usage to their abilities. This can take many shapes, ranging from imposing disadvantage on targets, extending ranges or opportunities for attacks, or making minor adjustments to movements.

Alternatively, you can increase the economy of uses for the fighter's primary feature. This typically takes the form of gaining a single use if you start a combat without any uses.

EXTRA FIGHTING STYLE

While not common among official Archetypes, I did see some allowing the fighter to take on an additional Fighting Style as provided at character creation. Thematically this represents the fighter growing more conformable with a variety of weapons and styles, making them a more versatile fighter. If you see your subclass being one that encourages a breadth of combat knowledge instead of specializing deeply into a particular style, this is a very easy feature to add.

ADDITIONAL OPTIONS

While this probably isn't the first time the fighter gains an additional option for their origin feature, it might be the first time that's *all* they get. Some of the subclasses I looked at didn't have a new feature at 10th level, instead relying on the potency of additional options or improvements to their origin feature to carry the fighter through this level. If you feel like that option gain is valuable enough, or if there isn't a new feature you could offer here that would improve the subclass, you can skip it altogether.

Example: Long Reach

Continuing on the theme of controlling their immediate area, this feature gives the fighter a way of mitigating damage while in the heat of battle.

Best Defense: Starting at 10th level, your speed and finesse you're your spear creates a substantial defense in close-range combat. When an enemy within 5 feet targets you with a melee attack, you can use your reaction to impose disadvantage on the attack.

Example: Wood Warrior

Inevitably the fighter will fail to hide from an enemy. They can still capitalize on this by getting a quick melee attack in as they spring from hiding.

Pounce: Starting at 10th level, you can take advantage of your stealth even when found out. When an enemy detects you in hiding, you can use your reaction to make a weapon attack against that target.

AUGMENT FEATURE

For their 15th level Archetype feature, fighters typically gain an augment to an existing feature or ability, something that will allow them to use their tools in new and interesting ways. This doesn't add new mechanics, per se, but does allow the fighter to leverage their abilities to address new situations or achieve new outcomes.

FEATURE MODIFICATION

In general, I would recommend using this feature to add on new aspects to an existing feature, either one from your subclass or from the base fighter class itself. This can range from adding duration, range, or even movement to an ability to give it some extra oomph. For example, you could augment a previous feature by allowing the fighter to choose to knock an enemy prone in addition to their other effects. This gives the fighter more control over how the battle progresses without introducing any net new mechanics.

To that point, allowing the fighter to make choices when using existing abilities is another way to add more value to their playstyle without adding a new feature. This could, in a sense, be considered "breaking the rules" to just do something else, like trading in advantage for attacking twice or choosing to fail a saving throw for the chance to go down swinging.

OPTION USAGE

One standardized type of feature jumped out at me during my research and it applies to those subclasses that offer choices from a list of options. Two of the official Archetypes offered a feature at this level that, when rolling initiative, if the fighter doesn't have any uses of their option feature, they gain one. This not only allows the fighter to generate some more uses of their origin feature but are also encouraged to consume all their uses during each combat.

I did notice that one Archetype used this feature at 10th level instead. I think this speaks to the flexibility of this type of feature and prioritizing the overall balance of the subclass. If you're going this route with your feature, weigh it against other features and move them around as necessary.

Example: Long Reach

Since mastery dice are such a huge part of this subclass, I wanted to make sure they always had one when a combat starts.

Ready Staff: Starting at 15th level, you are always prepared for battle. If you roll initiative and have no uses of Spear Mastery, you regain one use of it.

Example: Wood Warrior

This feature adds some movement speed during stealth to allow the fighter to better position themselves for sneaky attacks.

Shadow's Swiftness: Starting at 15th level, you can move as quick and silently as the forest shadows. When you successfully hide from an enemy, you can immediately move up to half your movement speed.

Bonus Feature

Unlike some subclasses the fighter Archetype doesn't boast a massive, potent ability for its final feature. Instead, most of the Archetypes I researched offered bonus actions or reactions, or sometimes didn't have a feature at all. By the time a fighter reaches 18th level they are already an unrivaled battle machine, and so this feature is generally used to offer a little extra fun instead of a new, game-changing ability.

Extra Actions

Most features I saw at this level are offered as either a bonus action or a reaction, and none were full-fledged actions themselves. Choosing either a proactive or complementary bonus action or a triggered reaction is a good place to start with this feature.

The first thing I'd recommend considering is how many times you've used bonus actions or reactions in previous features. If you're heavy on one so far, consider using the other to help balance things out. Remember that characters only get one bonus action and one reaction per turn, so don't overload them with options for one or the other.

Also think about what kind of feature makes sense for the flavor of Archetype you're constructing. If the fighter you have in mind is more protective, a reaction to mitigate attacks makes a lot of sense.

Passive Abilities

If a bonus action or reaction doesn't feel quite right for the feature you'd like to write, consider instead a passive bonus. This can range from an always-on bonus to certain rolls or other persistent effects that could influence allies or enemies around the fighter. Some examples of this could be as simple as regaining HP slowly over time, having advantage on a certain type of weapon attack, or improved senses.

Additional Options

This is another instance where some of the subclasses I looked at didn't add a net new ability to the mix, instead looking to the increased potency to the origin feature to empower the fighter. This is the same advice I gave for the 10th level feature; weigh the power of the option gain with whether or not you can think of anything else that would add value to the fighter here.

Example: Long Reach

At their highest levels, these spear fighters have learned many tricks and tactics to wielding their chosen weapon. This feature offers another option for each specialization as well as increasing the potency of the mastery dice.

Improved Spear Mastery: Starting at 18th level, you have learned much in the way of the spear. You gain an additional Spear Mastery option for your specialization. Your mastery dice are now d10s.

- **Hoplite**: When an enemy fails an attack roll against you, you can expend a mastery die to make an attack against them, adding the mastery die to the attack roll.
- **Poler**: When you hit an enemy with a melee attack, you can expend a mastery die to disarm them.
- **Javelineer**: When you are hit with a ranged weapon attack, you can expend a mastery die to reduce the damage.
- **Lancer**: When you are hit with a melee attack you can expend a mastery die to reduce the damage.

Example: Wood Warrior

The woodland fighter is now able to meld into their surroundings seamlessly while fighting.

Naturally Stealthy: Starting at 18th level, you have become naturally stealthy and can hide easily in virtually any setting. You can use the Hide action as a bonus action.

LONG REACH

Both spear and polearm are often seen as the weapon of blockades or tools of peasants. While a wooden shaft and metal tip can be less impressive than a gleaming sword or crafted battlehammer, those who take the time to master the long weapons can wield the cumbersome weapons to deadly effect. These masters twirl, jab, and slash well beyond normal reach. You will be hard pressed to ever get close enough to these warriors to put a sword to their skin.

LONG REACH FEATURES

Fighter Level	Features
3rd	*Bonus Proficiencies, Spear Mastery*
7th	*Battle Reach*
10th	*Best Defense*
15th	*Ready Staff*
18th	*Improved Spear Mastery*

BONUS PROFICIENCIES

When you choose this Archetype at 3rd level, you gain proficiency in either Acrobatics or Performance.

SPEAR MASTERY

When you choose this Archetype at 3rd level, you specialize in a particular style of spear fighting. You learn a special ability that is powered by special dice called mastery dice.

You also specialize with a type of spear. You must use this weapon to utilize your spear ability.

Mastery Dice. You have 4 mastery dice, which are d8s. A mastery die is expended when used. You regain all your mastery dice after you finish a short or long rest.

You gain an extra mastery die at 7th and 15th level.

Specializations. When you choose this feature, choose one of the following specializations. This determines your chosen weapon as well as your spear ability.

- **Hoplite**: you are specialized with spear and shield. When an ally within 5 feet of you is attacked with a ranged weapon or spell attack, you can expend one mastery die to reduce the damage done.
- **Poler**: you are specialized in two-handed polearms. When you make a two-handed attack, you can expend a mastery die to make an attack with the blunt end. Add the mastery die to the attack roll. The attack does 1d6 bludgeoning damage.

- **Javelineer:** you are specialized javelins or throwing spears. When you target an enemy who you have successfully attacked with a ranged attack, you can expend a mastery die to add it to your attack roll.
- **Lancer:** you are specialized with lances and mounted combat. When you hit a target with a melee attack while mounted, you can expend a mastery die to add it to the attack's damage. The target is also knocked prone.

BATTLE REACH

Starting at 7th level, enemies that enter your weapon's range provoke an opportunity attack from you.

BEST DEFENSE

Starting at 10th level, your speed and finesse you're your spear creates a substantial defense in close-range combat. When an enemy within 5 feet targets you with a melee attack, you can use your reaction to impose disadvantage on the attack.

READY STAFF

Starting at 15th level, you are always prepared for battle. If you roll initiative and have no uses of Spear Mastery, you regain one use of it.

IMPROVED SPEAR MASTERY

Starting at 18th level, you have learned much in the way of the spear. You gain an additional Spear Mastery option for your specialization. Your mastery dice are now d10s.

- **Hoplite**: When an enemy fails an attack roll against you, you can expend a mastery die to make an attack against them, adding the mastery die to the attack roll.
- **Poler**: When you hit an enemy with a melee attack, you can expend a mastery die to disarm them.
- **Javelineer**: When you are hit with a ranged weapon attack, you can expend a mastery die to reduce the damage.
- **Lancer**: When you are hit with a melee attack you can expend a mastery die to reduce the damage.

WOOD WARRIOR

There are fighters who use their surroundings to heighten their own battle prowess. Deep in the forests are warriors so fierce they are sometimes called "ghost" in the local language. They are specters of death, appearing from the underbrush to strike and fading back into the forest just as quickly. These fierce fighters are known as wood warriors. The only solace you have is that you won't even see them coming.

WOOD WARRIOR FEATURES

Fighter Level	Features
3rd	*Wood Warrior Lore, Forest Ghost*
7th	*Woodworn*
10th	*Pounce*
15th	*Shadow's Swiftness*
18th	*Naturally Stealthy*

WOOD WARRIOR LORE

When you choose this Archetype at 3rd level, you gain proficiency in Stealth and either Nature or Survival.

You also learn the *animal friendship* spell. When casting this spell, you can use your Strength modifier for the spell save DC. Once you cast this spell, you must wait until after a short or long rest to cast it again.

FOREST GHOST

When you choose this Archetype at 3rd level, you are a master of surprising attacks and misdirection. When you make an attack against a target who cannot see you, they must make a Wisdom saving throw against a DC equal to 10 + your proficiency bonus. On a failure, they are unable to track your movement and you remain hidden from them.

WOODWORN

Starting at 7th level, you are light on your feet from years of weaving in and out of the forest underbrush. You gain proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom saving throws.

Your time in the woods has also given you a gruff and commanding presence. Whenever you make a Charisma (Intimidation) check, you gain a bonus to the check equal to your Strength modifier.

POUNCE

Starting at 10th level, you can take advantage of your stealth even when found out. When an enemy detects you in hiding, you can use your reaction to make a weapon attack against that target.

SHADOW'S SWIFTNESS

Starting at 15th level, you can move as quickly and silently as the forest shadows. When you successfully hide from an enemy, you can immediately move up to half your movement speed.

NATURALLY STEALTHY

Starting at 18th level, you have become naturally stealthy and can hide easily in virtually any setting. You can use the Hide action as a bonus action.

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