Mutated Fighter

Your martial development was forever altered when your flesh began to change; whether by accidental exposure, deliberate induction of mutation, or unknown means. Whereas other train their prowess and utilize rigorous training in conventional ways, you’ve learned to focus much of your development on seeking control of your mutable flesh.

Touched by Mutation

Describe your first obvious mutation (a giant arm, skin splitting across your back, scales, skin the color of jet) and choose a corresponding skill to gain proficiency in from the following list: intimidation, acrobatics, athletics, stealth, or perception.

Mutant Superiority

When you choose this archetype at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level. You can expend superiority dice to gain a number of different benefits (note, once you have used a superiority dice, you can not use another until the start of your next turn):

Physical Power Surge: As a bonus action, roll superiority dice and add the half the results (rounded up) to either your strength, constitution, or dexterity ability score (with the score possibly taking you above 20). This effect lasts until the beginning of your next turn and changes your appearance (bulging muscles, skin covered in scales, ect).

Twisted Flesh: By remapping your internal structures, you can designate an alternate saving throw over the one called for by the GM. Note this falls upon physical/mental lines (you can substitute freely substitute between strength-dexterity-constitution or wisdom-intelligence-charisma). You must choose to use this ability before rolling your saving throw.

Regeneration: Roll a superiority die. If you have at least 1hp, you regain that many hitpoints at the start of each of your turns for a number of rounds equal to your character level.

Altered Physiology

At 7th level, you can cast Alter Self without the use Verbal or Somatic requirements. You regain the use of this ability after a short or long rest.

Improved Mutant Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.