



THE CENTURION

FIGHTER MARTIAL ARCHETYPE OPTION

Shoulder to shoulder with his compatriots, a hook-nosed male human in bloodred armor marches forward, massive shield in one hand and shortsword in the other. Arrows pelt the company like raindrops, tapping an ineffective staccato against their raised shields. Together, he and his comrades form an unassailable wall, each watching the other in a coordinated line of perfect defense.

Enormous tower shield in her hand, a female half-orc wearing a tunic of leather and plate stands as a guardian over a fallen elf, several arrows punctured deep within his side. As another volley hails down upon the duo, the half-orc shields the elf, her curved shield protecting him from harm. Seeing this display, the elf grits his teeth and pulls himself to his feet, finding it easier to fight knowing he will be safe from harm.

A male dwarf, thoroughly plated in interlocking armor, holds a tower shield before him as he slowly marches onward towards an encampment of orcs. With a sudden burst of speed, the dwarf surges forward towards the watching orcs before striking them twice with his blade. The dwarf slams his shield into position, adopting a defensive posture just in time to repel the orcs' blows.

At the furthest edges of empire, disciplined soldiers march forward as the vanguards of civilization. Thoroughly trained and well-equipped, these centurions focus primarily on the defense of themselves and others, allowing those by their side to survive to become as seasoned and experienced as they are. Centurions are never self-

taught, instead being the product of the military of a kingdom, empire, republic, or other state.

As a soldier, are you still a part of your nation's army, or have you gone your separate ways? What motivates you to fight now? What of the comrades you once had, the lands you once fought in? Even a fledgeling centurion will have seen deadly combat and held fast against impossible odds. What trials have you survived, and how do they define you?

RESTRICTION: PROTECTION FIGHTING STYLE

A centurion relies heavily on their shield to protect both themselves and those they fight alongside. A basic understanding of shield tactics is thus essential before a fighter can become a centurion.

CENTURION TRAINING

When you first take this option at 3rd level, you become even more skilled using a shortsword and shield in tandem. When you hold a shortsword in one hand and a shield in the other, the shortsword's damage die increases from 1d6 to 1d8.

Additionally, you are conditioned to travel on long, arduous marches, and can multiply your land travel pace by 1.5 while on foot or mounted.

TOWER SHIELD

Also at 3rd level, you learn how to utilize a massive, if cumbersome, shield in tactical combat. While you hold a shield and are not mounted, flying, or swimming, you can gain one of the following benefits by using a bonus action at the end of one of your turns in which you've moved no more than half your total movement speed. This benefit lasts until the beginning of your next turn:

Brace. You hold yourself against your shield, preparing for impact. You gain advantage on your choice of either the first Strength or Dexterity saving throw you make.

Shieldwall. You impose your shield as a massive barrier in a specific direction, granting half cover against attacks to you and one allied creature of your choice adjacent to you.

Turtle. You hold your shield above your head, granting three-quarters cover against ranged attacks to you and one allied creature of your choice adjacent to you.

INSPIRATIONAL DEFENDER

At 7th level, you inspire confidence in those you protect. When a creature adjacent to you is missed by an attack from a hostile creature, you can choose to have the adjacent creature regain hit points equal to your fighter level.

Once you use this ability, you cannot use it again until you have taken a short or long rest.

Additionally, if you use Brace and succeed on the saving throw it modified, a spell that would cause half damage on a success instead deals no damage to you.

VALIANT CHARGE

Beginning at 10th level, on a turn in which you use your Action Surge, you are able to gain one of the benefits provided by your Tower Shield without restriction on your movement speed.

RETALIATION

At 15th level, when you or an allied creature adjacent to you are missed with an attack by another creature that is also adjacent to you, you can use your reaction to attack that creature with a shortsword or spear you are holding.

INVICTUS

Starting at 18th level, once per round whenever you or an adjacent creature would be hit by an attack, you can choose to force the attacking creature reroll that attack. This includes any advantage or disadvantage the first attack roll had.

CREDITS:

Photoshop & design by Walrock Homebrew

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Art by Christos Giannopoulos and Lothar Zhou

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