



CAVALIER PRIMARY

A FIGHTER SUBCLASS FOR 5TH EDITION D&D
BASED OFF OF THE LOCKED TOMB TRILOGY
BY TAMSYN MUIR

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FIGHTER: CAVALIER PRIMARY

To call a cavalier primary a bodyguard is a gross understatement. Cavaliers are not just trained for their role, they are born for it - bred for it. They live and die to serve their necromancer adept, with whom they are raised alongside. A cavalier primary is well-versed in most weapons, trained in every technique, and protects their companion at all costs. One flesh, one end.

EMPIRE TRAINING

When you choose this archetype at **3rd level**, you gain a set of abilities fueled by special dice called Imperial dice.

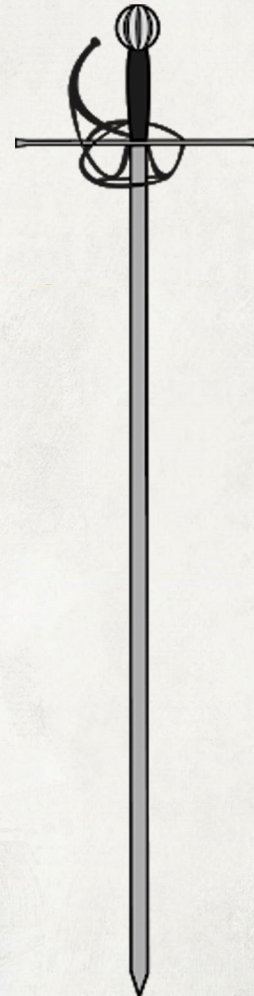
Imperial Dice. You have four Imperial dice, which are d8s. An Imperial die is expended when you use it. You regain all of your expended Imperial dice when you finish a long or short rest.

You gain another Imperial die at **7th level** and one more at **15th level**.

Using Imperial Dice. You can expend Imperial dice to gain a number of different benefits:

- **Cohort Endurance.** When you make a Constitution or Dexterity saving throw, you can expend one Imperial die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.
- **Resilience.** If you are hit with an attack while you do not have a shield equipped, you can expend one Imperial die and add its value to your AC as a reaction.
- **Disorienting Blow.** When you hit an enemy with a weapon attack, you can expend one Imperial die to apply the Stunned status effect to that enemy. The effect lasts until the end of your next turn.

- **Distracting Strike.** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one Imperial die. That creature can immediately use its reaction to make one weapon attack, adding the Imperial die to the attack's damage roll.
- **Commander's Strike.** When you hit a creature with a weapon attack, you can expend one Imperial die to distract the creature, giving your allies an opening. You add the Imperial die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.



CAVALIER BOND

At **3rd level**, your experience being trained to fight alongside another has given you incredible foresight in battle. You can predict your allies' movements and use it to turn the tide of a fight. As a bonus action, you can mark a single ally as your Partner. Additionally, you can use a bonus action to switch Partners. When you are within 10 feet of your Partner, you gain the following bonuses:

- When your Partner misses an attack, you can use your reaction to roll an attack on an enemy within range.
- When your Partner fails a saving throw, they can choose to use your save modifier instead.

UNDEAD RESILIENCE

Starting at **7th level**, your lifelong experience with necromantic magic and training with your adept makes you take damage in stride. Whenever you take necrotic damage, you gain a number of benefits. You make your next weapon attack with advantage. On a hit, you add 2d8 necrotic damage to your weapon damage.

IMPROVED EMPIRE TRAINING

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

RELENTLESS

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

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