

MARTIAL ARCHETYPES

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

MYRMIDON

Those who embrace the traits of an archetypal myrmidon forgo heavier armor in favor of agile maneuvers and deadly strikes. Avatars of precision and speed, myrmidons prefer to wait for their chance to strike, cutting down their foe with a critical blow before the fight has the chance to begin in earnest.



VANTAGE

Starting when you choose this archetype at 3rd level, you can respond to enemy aggression with a preemptive blow. While you are unarmored or only wearing light armor, you can use your reaction when a creature within 5 feet of you attacks you or targets you with a spell to make a one-handed melee weapon attack against the creature.

AVOIDANCE

At 3rd level, if you are not surprised when you roll initiative, you gain a +2 bonus to AC on the first round of combat.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

KILLING EDGE

At 10th level, while you are wielding a melee weapon in one hand, and nothing in the other, your weapon attacks score a critical hit on a roll of 19 or 20. If you make an attack with this weapon while it is not your turn, your attack scores a critical hit on a roll of 18-20.

ADEPT RECOVERY

Starting at 15th level, when you use your Second Wind feature, you can make one melee weapon attack with advantage against a target within your reach.

RETALIATORY SURGE

By 18th level, when you take the Dodge action on your turn, you adopt a defensive stance that allows you to strike back at your foes with ease. Until the beginning of your next turn, whenever a creature within 5 feet of you misses you with an attack, you can make a melee weapon attack targeting the creature without using your reaction.