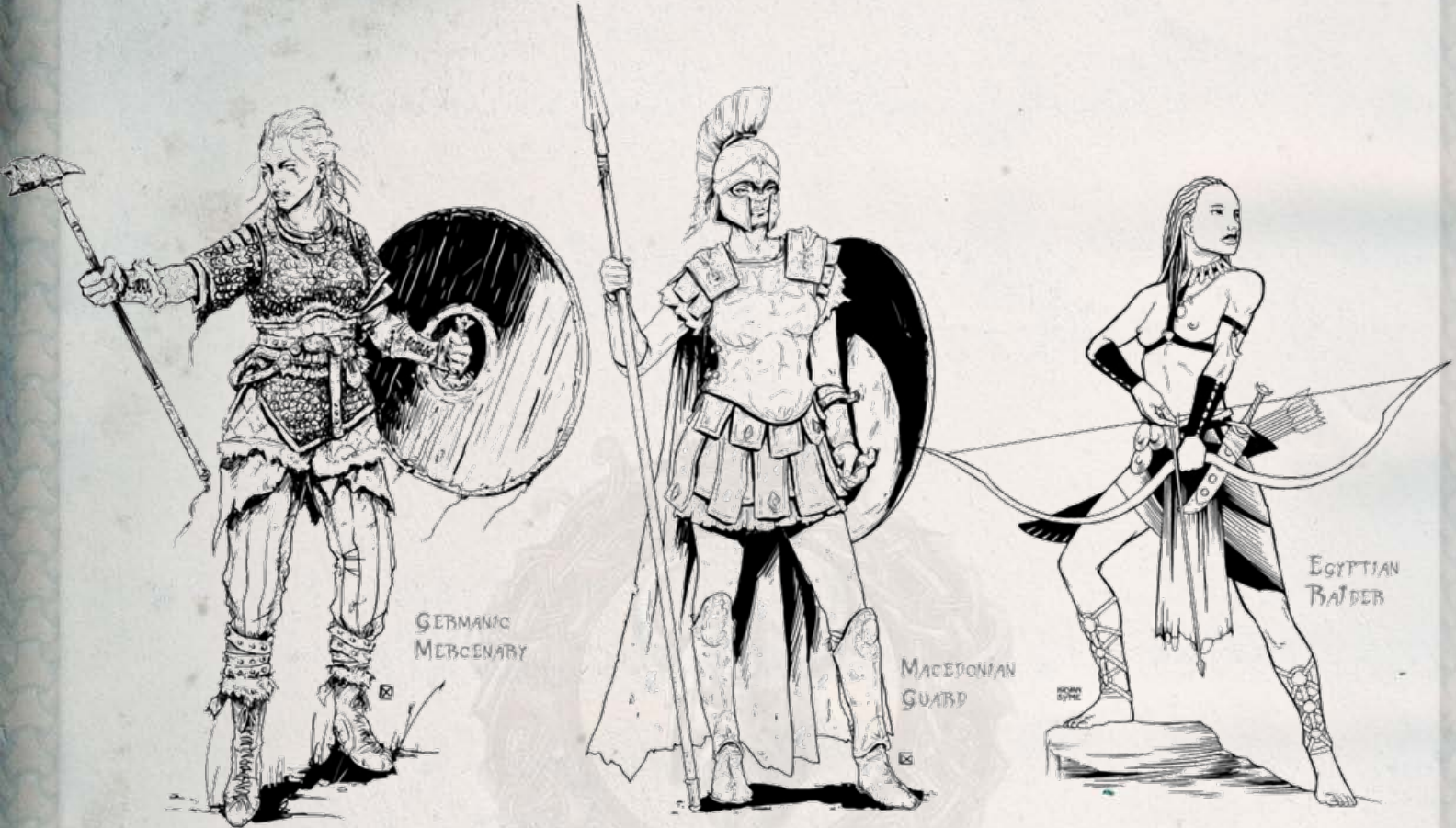


# ΣΥΛΛΟΓΗ, ΜΕΡΚΗΝΑΡΙΟ, ΡΑΙΔΕΡ



## ΠΡΟΛΟΓΟΣ

Welcome to the Fighter Archetypes supplement for the Amazons vs Valkyries adventure setting. This file features three of the most common fighter archetypes; the Guard, the Mercenary, and the Raider. These archetypes are available in addition to the ones presented in the core rules. Most professional warriors fall into one of these three categories, the vast majority being mercenaries.

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## IN THIS FILE

This file features three new fighting styles and three new fighter archetypes. These fighting styles and archetypes are presented in alphabetical order.

**The Guard.** Guards, or more precisely, Honor Guards, are professionally trained, highly skilled warriors who fight for glory or a noble cause. They are disciplined and well-practiced at defending others in battle.

**The Mercenary.** The Mercenary is a traveling sell-sword and opportunist with few loyalties beyond gold. Mercenaries are well-traveled and speak multiple languages. They pick up a wide range of skills in their various combat roles.

**The Raider.** Trained in ambush, assassination, and sabotage, these soldiers sneak behind enemy lines, rescue prisoners, attack camps, and destroy infrastructure. The mere mention of their names strikes terror in the enemy.

## NEW FIGHTING STYLES

Three fighting styles related to the basic combat roles of cavalry, infantry, and skirmishing are outlined below.

**Mounted Combat.** While mounted upon a steed, you gain a +1 bonus to attack rolls with melee and ranged weapons.

**Phalanx Fighting.** If you are within 5 feet an ally who also has this fighting style and is not unconscious or incapacitated, you gain a +1 bonus on your AC and a +1 to one attack roll per turn.

**Skirmisher.** You gain a +1 bonus to attack rolls made with slings and javelins. While not wearing armor and not encumbered, your speed increases by 5 feet.



## GUARD

The Guard is an elite, highly trained soldier, selected for her skills and efficacy in battle. Guards are elevated from the front lines where they have proven their mettle. Aristocratic birth is not required for most units, though it is for some. In all societies these positions are reserved for those who can earn them. The commander of the military order selects the new members from a list of hopeful applicants.

Guards are professional soldiers who have honed their skills to the limit of human capabilities. They are focused, driven, elite warriors who earn their rank and live up to their ideals every day.

All rulers have a cadre of elite warriors to protect them, their families, and their residences. These soldiers also serve as an elite unit in battle. Some of the more famous orders of guards include the Companions, Persian Immortals, Macedonian Silver Shields, Scandinavian Hirds, Sacred Band of Thebes, Honor Guard of Sparta, Sacred Band of Carthage, and the Roman Equites.

Guards value discipline and good order. They use shields and strategies that protect themselves and their allies from harm as they mount counter attacks that rattle the mightiest of foes. For the Guard, denying the enemy is what they live for.

### BONUS PROFICIENCY

At 3<sup>rd</sup> level you add Athletics and Persuasion to your list of skill proficiencies. If you are already proficient in one or both of the skills, you gain expertise in them and add double your proficiency bonus to your checks.

### DENY, THEN DESTROY

When you choose this archetype at 3<sup>rd</sup> level, you learn how to use your superior defense to open up your foe for a counter attack. When a creature targets you with an attack and misses, you can use a Reaction to attack that creature.



### PROTECT AND SERVE

Starting at 7<sup>th</sup> level, you can taunt and distract your foes, attracting their attacks and saving others from them. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

If you or a creature you can see within 5 feet of you is hit by an attack from a creature marked by you, you can roll 1d4 as a reaction if you're wielding a melee weapon and shield. Roll the die, and add the number rolled to the target's AC against that attack.

You can mark creatures with this feature a number of times per long rest equal to your Constitution modifier (a minimum of once).

### PEERLESS DEFENSE

At 10<sup>th</sup> level, you become a master of defending against enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, they have disadvantage targeting you until your next turn.

### OFFENSIVE WALL

Starting at 15<sup>th</sup> level, you can use your shield as a powerful tool of combat. When you make a melee attack you may use your shield as part of that attack. If your attack hits, that target takes 1d4 additional bludgeoning damage and must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be either knocked prone or shoved a number of feet equal to your Strength modifier, your choice. You can use this feature only once on each of your turns.

Additionally, you can use your shield as a weapon with the 'thrown' property with a range of 10/20 and inflicting 1d4 bludgeoning damage on a hit.

### VIGILANT GUARDIAN

Starting at 18<sup>th</sup> level, you are always vigilant when it comes to your comrades-at-arms. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to redirect any attacks targeting an ally that is within 10 feet from you and make it target you instead.



## MERCENARY

The Mercenary's skills are a conglomerate of various training regimens and experiences in different theaters of war. A Mercenary is broadly experienced, but not specialized in any particular area.

Nearly anyone can call themselves a mercenary, but only the best fighters survive for very long. Basic requirements are set by the company or government that hires them. Some mercenary companies are elite, highly paid units with rigorous standards that members must maintain. Others are little more than wandering brigands looking for plunder.

Every nation employs mercenaries. In some places, like Carthage, mercenaries form the majority of the army. Some of the more famous mercenary companies include the Ten Thousand and the Sons of Mars. Several mercenary companies are outlined in the [Warrior Cults supplement](#).

Mercenaries value wealth and loyalty to their group. They rely on their varied experiences and skills to adapt and adjust to the battlefield.

### BONUS PROFICIENCY

When you choose this archetype at 3<sup>rd</sup> level, you gain proficiency in any skill of your choice. Alternatively, you learn one language of your choice.

### VETERAN EXPERIENCE

A Mercenary is defined by her experience in the field. When you choose this archetype at 3<sup>rd</sup> level, your past experiences sometimes flash through your mind, giving you an edge in similar conditions.

**Bodyguard Duty.** Whenever you are standing next to a friendly creature, they can benefit from your Shield's bonus. Only one creature per turn can gain this benefit. If they are attacked, as a reaction you may attack the same target if they are within your attack range.



**Guerrilla Attack.** You add your Wisdom modifier on both attack and damage rolls as long as you have the Advantage on that roll.

**Siege Warfare.** You have advantage on attack rolls against objects, including walls and doors. You have the advantage on Dexterity saving throws against damage from siege weapons and resistance to any damage caused by siege weapons. Finally, you require half as much food to keep yourself alive and have advantage on saving throws to resist spoiled food or diseases (magical or otherwise).

**Naval Warfare.** Your time at sea has given you sea-legs and a iron stomach. You acquire proficiency in Athletics and Acrobatics. If you are already proficient with one or both of those skills, you gain expertise instead. You also have advantage on Athletics and Acrobatics checks made to keep your balance or to traverse a ship. Finally, you require half as much food to keep yourself alive and have advantage on saving throws to resist spoiled food or diseases (magical or otherwise).

**Security Duty.** You acquire proficiency in Perception, Investigation, and Insight. If you are already proficient with any of those skills, you gain expertise instead. You also do not suffer disadvantage on perception checks that rely in sight in dim lighting conditions.

**Broadly skilled.** You acquire proficiency in a skill of your choice, a language of your choice, and a feat of your choice.

#### BONUS PROFICIENCY

When you reach 7<sup>th</sup> level, you have learned simple tricks of alchemy, such as crafting a lightning rod or fire resistant paste, which you can use to protect yourself from common types of energy damage. You just need some time to prepare. Once per day, you can spend 10 minutes preparing a protective energy ward. Pick one of the following damage types: acid, fire, cold, or lightning. You have resistance to that damage type for 24 hours. You can only change which damage you resist after a long rest

#### PROFESSIONAL SOLDIER

Starting at 15<sup>th</sup> level, your wits have hardened more than most. You cannot be charmed or frightened. You have advantage on a number of saving throws equal to your Constitution modifier. You regain charges for this feature after long rest.

#### LEGENDARY WARRIOR

Having survived the ever-changing battlefield, you have become the stuff of legends. Your skills are above the regular soldiers on the front. You acquire the following:

- Your weapon attacks score a critical hit on a roll of 19 or 20.
- You have all other entries of “Veteran Experience” that you did not pick at 3<sup>rd</sup> level.
- Add your proficiency bonus to all of your skill rolls.



## RAIDER

Raiders specialize in asymmetric warfare. They operate deep behind enemy lines, conducting ambushes, raids, and sabotage. To qualify for membership in these units a fighter must pass strenuous tests of survival, stealth, and endurance.

Raiders are a special type of soldier, skilled at delivering crippling attacks from the shadows. They are calculating, rugged, and patient. Their methods strike fear into all other soldiers.

All militaries have at least a small group of elite scout/snipers or rangers who serve as the army's eyes and ears. Some specialize in commando-style raids behind enemy lines. The more famous Raiders include the Germanic Ghost Warriors, the Egyptian Medjay, and the Spartan Krypteia.

Raiders value secrecy and stealth. They use distractions, sabotage, and assassination to hamper and confound their enemies.

### BONUS PROFICIENCY

Starting at 3<sup>rd</sup> level, you gain proficiency with the two of the following skills: Deception, Stealth, or Perception. You also learn a secret code language of hand signals and bird-like calls. Finally, Dim light doesn't impose disadvantage to your perception checks relying on sight.

### TAKEDOWN

The Raider is expected to eliminate guards and sentries in a flash. Beginning at 3<sup>rd</sup> level, if you are undetected by a creature that you are attacking with a melee weapon, that creature is surprised and must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or fall prone.



### AMBUSH AND SABOTAGE

Starting at 7<sup>th</sup> level, you're able to strike with your weapons with particular cunning. Once per turn, you can deal an extra 1d8 damage to one creature you hit with an Attack if you have advantage on the Attack roll.

This extra damage can also be inflicted on structures and objects like walls, wagons, doors, or siege engines. You must spend at least 10 minutes studying the object before you perform your first attack against it.

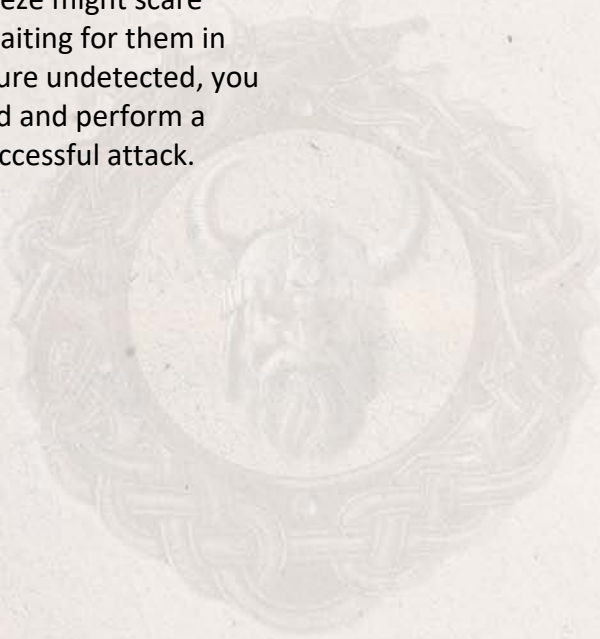
This damage increases to 2d8 at the 18<sup>th</sup> level.

**NO MERCY**

At the 15<sup>th</sup> level, you are all left of mercy to give. If you are within 5-feet from a creature that is suffering a debilitating condition you may make an attack against that creature as a bonus action. That attack causes extra damage equal to your Dexterity or Charisma modifier, whichever is higher. The debilitating conditions are: Blinded, Charmed, Deafened, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious, and any level of Exhaustion.

**GHOST KILLER**

At 18<sup>th</sup> level you have ascended to the pantheon of myth and legend. The breeze might scare your foe, thinking it is you waiting for them in the shade. If you hit a creature undetected, you may move half of your Speed and perform a Hide action as part of the successful attack.





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