

MARTIAL ARCHETYPES

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

VANGUARD

In combat, there are situations where each weapon is important: In duels, it is the sword, flexible and strong, good for attack and defense; In brutal melee, the axe and the hammer win the day, pounding through armor and crushing the warrior beneath; In siege, the ballista can strike with great force that which cannot be destroyed by man alone. In war, however, it is the spear and the arrow that win the day: quick, long reaching, and able to kill the enemy before they know they are dead.

Here, in this spot, at the tip of the spear, is the Vanguard.

ADVANCE

Starting at 3rd level, on your turn, you deal an additional 1d8 damage on the first melee attack made after you move at least 15 feet in a straight line towards your target. You may do this multiple times on the same turn, but you must move at least 15 feet in a straight line towards your target between each attack, and you cannot use this ability against the same creature more than once per turn. This damage increases to 2d8 at level 10, and 3d8 at level 18.

DOUBLE TIME

Starting at 7th level, you are no longer hindered by rough terrain, and you may travel overland at twice the normal speed without suffering any ill effects. Any allies traveling with you for greater than 1 hour, up to a maximum of 100, also gain these benefits.

Additionally, you gain proficiency in the Survival skill. If you are already proficient in Survival, you can select a different skill from among those which fighters can learn at 1st level.

LIGHTNING STEP

Starting at 10th level, on your turn, you may take the Dash or Disengage actions as a bonus action.

FIRST TO FIGHT

At 15th level, your base movement speed increases by 10 feet, and you may add your proficiency bonus to your initiative rolls.

WAR MASTER'S CHARGE

At 18th level, as an action on your turn, you may move up to twice your movement speed in a straight line towards a creature. At the end of this movement, you make a melee attack with advantage against that creature. Any allies within 20 feet of you when you start your movement may use their reaction to do the same, though they do not have to choose the same creature as you. Once you use this ability, you must finish a long rest before you can do so again.

