

# MARTIAL ARCHETYPES

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

## FENCER

*Prerequisite:* Dueling Fighting Style

Postured, graceful, and utterly deadly, archetypal fencers favor precise one-handed parries and thrusts to conventional shielded combat. Preferring to remain mobile and evasive, fencers react like clockwork to their opponent's movements, striking at their foe's weakest moment with a barrage of pinpoint strikes.

### FENCING

Beginning when you choose this archetype at 3rd level, you've developed a deft and relentless fighting style. You gain the following benefits while you are wielding a single finesse weapon, and you aren't wearing heavy armor or wielding a shield.

- **Lunge.** You can use your bonus action to increase the reach of your weapon by 5 feet until the start of your next turn.
- **Parry.** You can adopt a defensive stance as a bonus action, granting yourself +2 AC until the start of your next turn.
- **Remise.** When you take the Attack action with a finesse weapon on your turn, you can make one attack with that weapon as a bonus action. You do not add your ability score modifier to the damage of this attack.

### FENCER'S FOOTWORK

Starting at 7th level, you learn to move your feet as quickly and as easily as you move your blade. Your movement speed increases by 10 feet, and moving through difficult terrain doesn't cost you extra movement.

### RIPOSTE

Starting at 10th level, when a creature attacks you with a melee attack and misses, you can use your reaction to gain advantage on the next melee attack you make against that creature until the end of your next turn.

### PEERLESS REFLEXES

Starting at 15th level, each round, the first time you use Riposte or make an opportunity attack doesn't cost your reaction.

### MASTER'S REMISE

At 18th level, when you use the Remise ability, you can make two melee attacks instead of one.

