



## MARTIAL ARCHETYPES

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

### LIONHEART

Throwing themselves into the fray, leading a daring charge, and breaching impenetrable walls, archetypal lionhearts are united by an unwavering resolve on the field of battle. They stand as beacons of courage to their fellow warriors, a living parable on the virtue of fearlessness. Though lionhearts make excellent generals and battlefield commanders, they are never far from the front lines, and will never give an order they wouldn't carry out themselves.

### CALL TO VALOR

Starting at 3rd level, your feats of valor and demonstrations of courage on the field of battle invigorate your allies' determination. On your turn, when you score a critical hit or reduce a creature to 0 hit points, friendly creatures within 60 feet of you that can see you gain temporary hit points equal to half your fighter level (rounded up).

In addition, they have advantage on saving throws they make to avoid being frightened before the end of your next turn.

### PARAGON OF COURAGE

Starting at 7th level, you are as fearless as a lion and are immune to being frightened.

### HEAR ME ROAR

Starting at 10th level, you can cast the spell *compelled duel*, without using a spell slot or spell components. Your spell save DC equals 8 + your proficiency bonus + your Charisma modifier. When you hit a creature that is under the effects of your *compelled duel* it takes an additional 1d4 damage.

### PRIDE TACTICS

Starting at 15th level, as a bonus action on your turn you can take the Help action to assist a friendly creature in performing an attack against a creature you hit with an attack on your turn.

### WOUNDED FURY

Starting at 18th level, the fury and unpredictability of a wounded lion swells within you. When you are below half your hit points you have advantage on the first attack roll you make on your turn.