

Fighter

A human in gleaming plate armour rides a mighty warhorse into a throng of orcs, her sword flashing silver and red. She raises her shield to deflect a spear, answering the attack in kind.

A dwarf in heavy mail leaps from atop a large boulder, his axe bearing down at the ogre's head. His companion, a half-elf in rugged leathers, nimbly rolls out of the ogre's reach before turning and unleashing a barrage of arrows from his bow.

Snarling in rage, a half-orc upturns a table, scattering cards and chips all over the tavern floor. His cheating opponent and both his friends, each sporting a bloodied nose or lip, abruptly turn and flee.

All of these heroes are fighters, perhaps the most diverse class of characters in the worlds of *DUNGEONS & DRAGONS*. Elite guards, brave gladiators, bandit leaders, and hardened mercenaries—as fighters, they all share an impressive mastery of weapons and armour and a deep understanding of the art of war.

WELL-ROUNDED WARRIORS

Though fighters learn the basics of all combat styles—wielding axes, bows, blades, and more—they often specialize in a certain style of combat. Some become peerless archers, others duellists and fencers of the highest degree, and some even learn to augment their martial skills with magic. Many fighters become known for their innovations with certain types of weapons, attracting students—and challengers—from abroad. Regardless of their focus, all retain a general proficiency with all forms of war.

COMBAT SPECIALISTS

Not every member of the city watch, the village militia, or the queen's army is a fighter. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and other figures who spend their lives training and fighting are fighters.

Fighters are among the most common kinds of adventurers. Hired as guards, monster slayers, or some other dangerous profession, they stumble into larger schemes that form the substance of epic stories told around the fire.

CREATING A FIGHTER

As you create your fighter, think about two related elements of your character's background: Where did you get your combat training, and what sets you apart from the mundane warriors around you? Were you favoured by your mentor, gaining the benefit of more focused training? Did you study under a knight, either as a squire or in a formal academy?

What drove you to this training in the first place? Was your homeland threatened or your family murdered? Did you take up the way of the sword as a way to escape the limits of life on a farm, or are you following a proud family tradition?

Consider your armaments. A good sword might cost a month's wages, while a suit of sturdy mail armour might be a whole year's earnings. How did you come by these valuable items?

THE FIGHTER

Proficiency		
Level	Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge, Combat Superiority
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement, Remarkable Athlete
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement

QUICK BUILD

You can make a fighter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Constitution, or Intelligence if you plan to adopt the Eldritch Knight martial archetype. Second, choose the soldier background.

Class Features

As a fighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

PROFICIENCIES

Armour: All armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) mail armour or (b) leather armour, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Why Only to 12th Level?

Because this version of the fighter class includes significant revisions, it will require extensive playtesting in order to properly balance. As such, the class has only been developed within the most commonly played level ranges. As the vast majority of content for fifth edition covers only up to about 11th or 12th level, there simply isn't enough opportunity or demand at this time to run content at higher levels.

As content expands for higher level play, playtest material will be made available to cover the expanded range.

FIGHTING STYLE

Beginning at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. Additional options are presented in other supplements. You can't take a Fighting Style option more than once, even if you later get to choose again.

When you gain a level in this class, you can replace a Fighting Style option you know with another option available to fighters, representing a shift of focus in your martial practice.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENCE

While you are wearing armour, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the

two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SECOND WIND

Also at 1st level, you learn to draw on deep reserves of stamina and willpower to drive yourself on where lesser combatants might fall. As a bonus action on your turn, you can regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must complete a short or long rest before you can use it again.

The number of hit points you regain increases by 1d10 when you reach 11th level in this class.

ACTION SURGE

Starting at 2nd level, you can momentarily push yourself beyond your normal limits. On your turn, you can take one additional action on top of your regular action and possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

COMBAT SUPERIORITY

Also at 2nd level, you learn manoeuvres that are fuelled by special dice called superiority dice.

Manoeuvres. You learn three manoeuvres of your choice, which are detailed in the *Player's Handbook*. Many manoeuvres enhance an attack in some way. You can only use one manoeuvre per attack. When you finish a long rest, you can replace one manoeuvre you know with a different one.

You learn two additional manoeuvres of your choice at 6th and 10th level.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all your expended superiority dice when you finish a short or long rest.

Saving Throws. Some of your manoeuvres require your target to make a saving throw to resist the manoeuvre's effects. The saving throw DC is calculated as follows:

Manoeuvre save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Your choice grants you features at 3rd level and again at 7th and 10th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 10th, and 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class.

REMARKABLE ATHLETE

At 6th level, you unlock deep reserves of potential within yourself, gaining abilities that strain mortal limits. You gain the following benefits:

Athletic Supremacy. You gain proficiency in Athletics if you do not already have it, and your proficiency bonus is doubled for any ability checks you make that use that skill.

Explorer. You have advantage on Constitution saving throws made to resist exhaustion from engaging in a forced march.

Sprinter. When you take the Dash action on your turn, you can move an additional number of feet equal to your proficiency bonus × 5.

INDOMITABLE

Beginning at 9th level, when you make a saving throw, you can spend one superiority die to draw on your deepest reserves of strength. You add the number you roll on your superiority die to the result of your save. You can choose to spend one of your superiority dice after you roll the die, but before the outcome is determined.

Martial Archetypes

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

BATTLE MASTER

The following is the revised version of the Battle Master archetype.

IMPROVED FIGHTING STYLE

When you choose this archetype at 3rd level, your chosen fighting style is improved. If you have more than one fighting style, you choose which of them to improve.

Archery. When you make a ranged weapon attack, being within 5 feet of a hostile creature who can see you and who isn't incapacitated does not impose disadvantage.

Defence. When you take damage from a weapon attack while wearing heavy armour, you can use your reaction to reduce the damage by an amount equal to your Strength modifier plus half your fighter level.

Duelling. The bonus to your damage rolls from this feature increases to +3.

Great Weapon Fighting. You can reroll damage die results of 1, 2, or 3 for melee weapon attacks with a two-handed or versatile weapon, and use either result.

Protection. When you use this feature to impose disadvantage on an attack against a creature your size or smaller, that creature is considered to have half cover.

Two-Weapon Fighting. When you engage in two-weapon fighting and deal damage to the same target with both weapons in the same turn, you deal an additional 1d6 damage to the target. The damage is of a type dealt by one of the weapons—either bludgeoning, piercing, or slashing. If one or both weapons are magical, the damage counts as magical damage for the purpose of overcoming resistance and immunity to nonmagical damage.

STUDENT OF WAR

At 3rd level, you gain proficiency in History if you did not already have it. You add double

your proficiency bonus to the check, instead of your normal proficiency bonus, when you make an Intelligence check related to warfare, including tactics, weaponry, and historical conflicts.

KNOW YOUR ENEMY

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities. For the next 24 hours, you can deal additional damage to that creature once on each of your turns when you make a successful weapon attack. The damage is equal to half your fighter level, and is of the same type dealt by the weapon you are using—either bludgeoning, piercing, or slashing. If you are using a magic weapon, the additional damage counts as magical for the purpose of overcoming resistance or immunity to nonmagical damage.

Once you use this feature, you can't use it again until you finish a long rest.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s.

CHAMPION

The following is the revised version of the Champion archetype.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

MENACING MARK

Also at 3rd level, you can harry your foes, foiling their attacks and punishing them for not focusing on you. 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 mark another creature, are incapacitated, or you die, or if someone else places a mark effect on the target (such as a ranger's Hunter's Mark).

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, if a creature marked by you deals damage to anyone other than you, you can use your reaction to make a special melee weapon attack against it. You have advantage on the attack roll, and if it hits, the target takes extra damage equal to half your fighter level. The damage is the same as the weapon—either bludgeoning, piercing, or slashing.

You can make this special attack a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

ADDITIONAL FIGHTING STYLE

At 7th level, you can choose a second option from the Fighting Style class feature.

WARDING MARK

At 10th level, you learn to fend off strikes directed at you or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll a superiority die and add the result to the creature's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

ELDRITCH KNIGHT

The following is the revised version of the Eldritch Knight archetype.

SPELLCASTING

When you choose this archetype at 3rd level, you augment your martial prowess with the ability to cast spells.

ELDRITCH KNIGHT SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	Spell Points	Max. Spell Level
3rd	3	3	2	1st
4th	3	4	3	1st
5th	3	4	4	1st
6th	3	4	5	1st
7th	3	5	6	2nd
8th	3	6	7	2nd
9th	3	6	8	2nd
10th	4	7	10	2nd
11th	4	8	12	2nd
12th	4	8	14	2nd

Cantrips. You learn three cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Points. The Eldritch Knight Spellcasting table shows how many spell points you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a number of spell points equal to the level of the spell. You regain all expended spell points when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and are able to cast spells of 1st or 2nd level, you can cast *burning hands* using 1 or 2 spell points.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level no higher than your maximum spell level, as shown in the Max. Spell Level column of the Eldritch Knight Spellcasting table. For instance,

when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spell you learn at 8th level can come from any school of magic.

Whenever you finish a long rest, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level no higher than your maximum spell level, and it must be an abjuration or evocation spell, unless you're replacing the non-restricted spell you gained at 1st level or the spell you gained at 8th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn to use magic through careful study of arcane laws and forces. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

WEAPON BOND

Also at 3rd level, you learn to forge a magical bond between yourself and a weapon. You perform the ritual over the course of 1 hour,

which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. Your bonded weapon also counts as your spellcasting focus.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

WAR MAGIC

Beginning at 7th level, whenever you take the Attack action on your turn, you can cast one of your cantrips in place of one of the attacks.

ELDRITCH STRIKE

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Spell Points, Not Spell Slots

There is no Weave of magic in Taldaras that imposes impractical and illogical concepts such as spell slots. Instead, a simple and elegant system is used in its place: spell points.

To cast a spell using spell points, you simply pay a number of points equal to the level of the spell: 1 point for a 1st-level spell, 2 points for a 2nd-level spell, and so on. No more fussing with not being able to cast *burning hands* because you're too weak (out of 1st-level slots), forcing you to cast a **stronger** version of the spell (with a 2nd-level slot).

WARLORD

Warlords embody leadership on the battlefield, issuing orders and bolstering allies on the front line. To a warlord, combat is about more than just the numbers and equipment of each side, and they excel in discovering and exploiting weaknesses in their enemies.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Intimidate, Performance, or Persuasion.

INSPIRING COMMAND

Starting at 3rd level, you learn to guide your allies in the midst of battle. When a creature within 30 feet of you makes an ability check, attack roll, or a saving throw, you can use your reaction to expend one superiority die and add the number rolled to the result. You can do so after the roll is made, but before the DM determines the result.

When you command a creature in this way, it also gains 5 temporary hit points. The number of temporary hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level.

COMBAT LEADER

Starting at 7th level, you and allies within 60 feet of you gain a bonus to initiative rolls equal to your Intelligence modifier, unless you are incapacitated.

HAMMER AND ANVIL

At 10th level, you become an expert in exposing a target's weakness for others to exploit. When you hit a creature with a melee attack, you can use a bonus action to order an ally within 10

feet of the creature to make a special melee weapon attack against it, provided the creature is within reach of that ally's weapon attack. This special attack is made with advantage.

Combat Manoeuvres

Anyone can learn how to parry, feint, and riposte, but you have studied or perhaps even created advanced techniques beyond the skill of any but true masters. Many of these will become your signature moves, as recognizable among great duellists as quillstrokes among scholars.

You can find a list of combat manoeuvres in the *Player's Handbook*, along with additional options in other official supplements. Below are some new options for use with this revision.

Chilling Strike (Spellcasting Feature Required). When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to overwhelm it with frost magic. The target takes cold damage equal to the roll on your superiority die, and it must make a Constitution saving throw against your spell save DC. On a failed save, the creature's speed is halved until the end of its next turn.

Close-Quarters Shot. When you hit a creature within 15 feet of you with a ranged weapon attack, you can expend a superiority die and add it to the attack's damage roll.

Distant Strike. When you make an attack with a ranged or thrown weapon, you can expend one superiority die to ignore disadvantage imposed from attacking at long range. If your attack hits, add the superiority die to the attack's damage roll.

Disrupting Strike. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disrupt the creature's concentration. You add the superiority die to the attack's damage roll, and the creature has disadvantage on any

Constitution saving throw it must make to maintain concentration as a result of the attack.

Earth Shield (Spellcasting Feature Required). When you take the Dodge action on your turn, you can expend one superiority die to shroud yourself and your equipment in chunks of earth and stone. You gain temporary hit points equal to the number you roll on your superiority die. While you have these temporary hit points, you also gain a +2 bonus to your AC.

Flaming Strike (Spellcasting Feature Required). When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to set it ablaze. The target takes fire damage equal to the number you roll on your superiority die, and it must a Dexterity saving throw against your spell save DC. On a failed save, it takes the same amount of fire damage at the start of its next turn unless a creature uses an action to put out the flames.

Lightning Strike (Spellcasting Feature Required). When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to overwhelm it with electricity. The target takes lightning damage equal to the number you roll on your superiority die, and it must a Constitution saving throw against your spell save DC. On a failed save, the creature is sheathed in lightning until the end of its next turn, during which time it can't use reactions and can take either an action or a bonus action on its turn, not both. Additionally, regardless of its abilities and magic items, the creature can make no more than one melee or ranged weapon attack on its turn.

Parry (Replaces Standard Version). When a creature damages you or a friendly creature within your weapon's reach with a melee attack, you can use your reaction and expend one

superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Wind Step (Spellcasting Feature Required). When you make a long jump, you can expend a superiority die to propel yourself further with a harmless gust of wind. Add the superiority die to the distance you cover. If you make a standing long jump, add only half the superiority die roll.

Additional Eldritch Knight Spells

The spells in the following list expand the options available to Eldritch Knights. The list is organized by spell level, not character level.

1ST LEVEL

Searing smite

Thunderous smite

Zephyr strike (Xanathar's Guide to Everything)

2ND LEVEL

Branding smite

3RD LEVEL

Blinding smite

Dungeons & Dragons 5.5e

This playtest, and all other content for the Lost Realm campaign setting, are part of a larger initiative to launch a '5.5 edition' of Dungeons & Dragons, or '5.5e'. D&D 5.5e is a substantial revision of the fifth edition of Dungeons & Dragons meant to address longstanding complaints about the game while still respecting its legacy. This isn't your grandpa's D&D, but nor is it a game where 'race' is as meaningless as 'hair colour' and the vampire down the lane makes vegan pudding every Tuesday night for the local Friendship Club meeting. Through the world of Taldaras, in an entirely separate multiverse, players can enjoy a setting written as a love letter to the game.

If you like your orcs evil and your wood elves wise, and want your fantasy game to be about fighting all enemies equally regardless of whether their skin is grey, green, or even withered away, then you should check out more 5.5e content at <http://dmsworkshop.com>!

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