

Archive of Forgotten Lore:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is a revision written by Odvaskar for that feature.

Samurai Revised

The Samurai is a fighter who use it's fighting experience and techniques to overcome enemies. A samurai's resolve is nearly unbreakable, and the enemies in a samurai's path have two choices: yield or die fighting.

Scholar of War

3rd-level Samurai Revised feature

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Investigation, Medicine, or Perception. Alternatively, you learn one language of your choice.

Martial Expert

3rd-level Samurai Revised feature

At 3rd level, you become proficient with a multitude of fighting techniques. You can choose a second option from the Fighting Style class feature. Additionally, as bonus action you can replace the second fighting style you know with another fighting style available to fighters. You can't take the same fighting style option more than once.

Keen Tactician

7th-level Samurai Revised feature

Starting at 7th level, you can hyper focus on your enemies weaknesses and exploit them. As a

bonus action, you can give yourself advantage on weapon attack rolls until the end of the current turn.

Once you use this feature a number of times equal to your Wisdom modifier. When you finish a long rest, you regain all expended uses.

Unyielding Resolve

10th-level Samurai Revised feature

Your self-control causes you to gain advantage on saving throws against being frightened or charmed and you gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (you choice).

Rapid Strike

15th-level Samurai Revised feature

Beginning at 15th level, you learn to trade accuracy for swift strikes. If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

Battle Focus

18th-level Samurai Revised feature

At 18th level, you have learned to slow your breathing to focus on your current battle. When you do so your reflexes and intensity are heightened. As a bonus action, you gain a bonus to your AC and weapon damage rolls equal to your Wisdom modifier (minimum of +1) for 1 minute.

You can't use this feature again until you finish a short or long rest.