

FIGHTER: THE SQUIRE

Behind every legendary warrior is a loyal and unwavering squire. Unsung heroes of fabled tales, they patch armor, lift spirits and do everything they possibly can to help their liege survive - and win - their battles. Although history is not kind to their plight, they are as crucial as the knights and kings they have served.

Armor Caretaker

Starting at 3rd level, You gain proficiency with smith's tools. If you are already proficient with them, you gain proficiency with one set of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses smith's tools.

In addition, you may aid creatures in donning their armor. While you aid a creature in this way, the time to don an armor is reduced in half. If you help a creature don their armor in this way, you may give the armor a +1 bonus to AC until the next dawn. The bonus increases when you reach certain levels in this class, increasing to +2 at 13th and +3 at 18th level.

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

Retainer's Vow

Also at 3rd level, You swear your life to your liege and promise to stand by their side, always.

When you gain this feature, you must choose one creature you are familiar with, pledging your life to them. You can only change this vow if your previous master perishes dies. While you are within 60 feet of your liege, you gain the following benefits:

Emboldened Spirit. You may add a 1d4 bonus to your weapon damage rolls and to all ability checks in which you are proficient. This dice increases to a d6 at 10th level and to a d8 at 18th level.

Joined Life. When your liege is targeted with an attack, but before the attack hits or misses, you may use your reaction to move up to half your speed towards the creature. If you finish this movement with 5 feet of your liege, you may become the target of the attack instead of it.

Watchful Disposition. You cannot be surprised and have advantage on all Wisdom (Perception) checks to locate hidden creatures.

Experienced Sidekick

At 7th level, you have spent enough time with the blades of knights to have mastered your craft. At the end of a long rest, you may choose a single melee weapon, magical or non-magical. The weapon gains a +1 bonus to all attack and damage rolls. This benefit lasts until the end of your next long rest. The bonus increases when you reach certain levels in this class, increasing to +2 at 10th and +3 at 18th level. Once you use this feature, you can't use it again until you finish a long rest.

Bolster

At 10th level your vow bolsters your resilience - if enemies want to get to your liege, they'll have to go through your first. Your Emboldened Spirit ability now also applies to all Strength, Dexterity and Constitution saving throws you make.

Reciprocity

At 15th level, your fervent ardor leaves all in awe, even lifting the spirits of those you serve. Your liege also gain the benefits of your Emboldened Spirit and Watchful Disposition abilities while within 60 feet of you.

