

FIGHTER ARCHETYPE

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

LEGIONNAIRE

Professional soldiers and warriors of various Empires throughout time, Imperial Legions strike fear and awe into both the citizens they protect, and the savages they conquer. Legionnaires find themselves most comfortable standing shoulder to shoulder with one another, battling on the field in specialized formations. These men are disciplined, well trained, elite heavy infantry who serve as the bulk of their Empire's fighting force.

LEGIONNAIRE FORMATIONS

Beginning when you choose this archetype at 3rd level, your mastery of tactics and infantry formations allow you to increase the combat effectiveness of you and your allies. You gain access to the following list of formations. During a combat encounter, you can use a bonus action to activate a formation. Only one formation can be active at a time. The formation is active until you take a bonus action to end it, use a bonus action to change formations, or until the end of the current encounter.

Aggressive Formation: While using this formation, you can use your reaction to use the Help action to give advantage to the next attack roll your ally makes as long as the ally is within 10 feet of you.

Defensive Formation: While using this formation, when one of your allies within 10 feet of you is attacked, you can use your reaction to increase the AC of that ally by 2 against that attack.

Ranged Formation: While using this formation, whenever you make a ranged weapon attack, one ally of your choice within 10 feet of you can use their reaction to make a single ranged weapon attack as well.

Disciplined Formation: While using this formation, you and any allies within 10 feet of you have advantage on saving throws against being frightened.

CONSTRUCTION WORK

The Legion never spent all of their time in battle. Often times, Legionnaires would need to work on construction projects, and many Legionnaires were skilled craftsmen.

Starting at 3rd level, you gain proficiency with the following Artisan's Tools: Mason's Tools and Carpenter's Tools.

FORTIFICATIONS

Starting at 7th level, you gain the ability to create temporary fortifications outside of battle. During a short rest, you can spend 1 hour working on completing one of the following fortifications.

Trench: If you are on workable ground, you can dig a trench that is 5 feet deep, 5 feet wide, and up to 30 feet long. Any medium creature that is within the trench gains the benefit of three-quarters cover and any small or smaller creature gains the benefit of full cover against ranged attacks made from outside the trench.

Wooden Pavises: If you have access to workable wood, you spend time crafting 3 mobile wooden parapets known as a Pavise. These pavises are large, portable wooden shields that are placed on the ground. They are 4 feet tall and 2 feet wide, and must be placed to face a specific direction when put down. A pavise takes up a 5 foot square, and provides half cover against ranged attacks to one medium sized creature behind its face. A creature can use an action to pick up a pavise, use an action to put it down, and moves at half speed while holding it. The pavises have an AC 15 and 25 hp.

Anti-Cavalry Spike Log: If you have access to workable wood, you can spend time crafting 1 large wooden anti-cavalry spike log. This spike log takes up a 5 foot by 10 foot space, and cannot be moved once it is placed. The area that the spike log is on is difficult terrain, and any Large or smaller creature that moves into or within the area takes 2d10 piercing damage. This log has an AC of 15 and 40 hp.

PILUM EXPERTISE

Starting at 10th level, you can draw and make a ranged weapon attack with a Thrown weapon as a bonus action.



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DECANUS FORMATIONS

Your experience in the Legion and leadership potential has brought you to the rank of Decanus, increasing the effectiveness of your formations.

Beginning at 15th level, the range of all of your formations increases to 30 feet.

CENTURION ORDERS

Starting at 18th level, your years of service and experience have brought you to the rank of Centurion, giving you the ability to bolster and coordinate your allies through a series of special orders.

As an Action, you choose one of the following Centurion Orders to use. You must then finish a short or long rest to use your Centurion Orders again. A creature can benefit from only one Centurion Order at a time.

ORDERS

Renew the Troops: Seeing your enemy quail before you gives your allies the courage to fight on. Choose up to six creatures in a 30 foot radius centered around yourself. Each of these creatures gain temporary hit points equal to 1d10 + your Charisma Modifier.

Lead by Example: With a snap series of commands, you embolden your comrades around you. Choose up to six creatures within a 30 foot radius centered around yourself. For 1 minute, whenever those creatures make an attack roll or saving throw, they can add a d4 to the roll provided they can hear and understand you. This effect ends if you are incapacitated.

Victory Surge: With a triumphant roar, your allies seize every opportunity and fight like never before. Choose up to six creatures within a 30 foot radius centered around you. Until the start of your next turn, the chosen creatures can make a single weapon attack as a free action.



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