

**Digital
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The Fighter Major

FIGHTER SCHOOL

(Player's Handbook (2014); Dungeons & Dragons Basic Rules (online supplement, 2015), Xanathar's Guide to Everything (2017))

(additional Fighting Style options: Unearthed Arcana: Waterborne Adventures (online download, 2015), Unearthed Arcana: Light, Dark, Underdark! (online download, 2015))

"Hey, we may've lost the final game, guys, but we're all still Champions in my book. Well, not all of us. Me. 'Cause that's the program I signed up for."

--Regdar, senior Human Fighter

Not since the school was founded has the Fighter program been so rich and versatile. The Robilar School for Fighter Combativeness doesn't merely focus on attack bonuses and hit points anymore. The core program is structured and guided, not simply a mishmash of Feat electives, providing you with a higher quality Fighter training than you'd get anywhere else.

Some schools like to focus on the basics: swords and axes and maybe clubs, but at Sigil Prep, you have a full array of weapon options. Even if our instructors have never seen that thing you're lugging around, we'll figure it out and teach you to master it.

By your second semester, you'll be required to select a Martial Archetype, upon which you'll receive even more specialized training to set you on the path to your chosen career. Mind you, whatever path you choose, your chosen career is still pretty much fighting. That much hasn't changed.

FRESHMAN YEAR

In addition to intensive weapons and armor training and a handful of academic electives, you must choose a combat lab from the following: Archery (FTR 103), Defense (FTR 111), Dueling (FTR 121), Great Weapon Fighting (FTR 129), Protection (FTR 130), Two-Weapon Fighting (FTR 135), or various other options (see your academic advisor for details). You'll also need some basic groundwork via Rest and Recovery via Second Wind (FTR 120) and Understanding and Developing Action Surges (FTR 150).

SOPHOMORE YEAR

In your second year, you will learn to make extra attacks in combat, as well as studying Indomitability (FTR 530).

JUNIOR YEAR

Junior year continues your intensive attack training, and will require the completion of Advanced Indomitability (FTR 720).

SENIOR YEAR

Finally, in your senior year, you will take Continued Development of Action Surges, as well as an Indomitability Master Class.

When all credits are completed, the student earns his Bachelor of Battle degree and is suitable for busting heads in any army in the world. Any world.

FIGHTER CAREER PATHS

The Fighter's archetype defines him as a combatant, so careful consideration should be made before jumping blindly into Eldritch Knight. I know the spellcasting is tempting, but you were the one who decided to be a fighter. So maybe think about fighting?

ARCANE ARCHER

(*Unearthed Arcana: Fighter* (online download, 2016); *Unearthed Arcana: Revised Subclasses* (online download, 2017), *Xanathar's Guide to Everything* (2017))

Don't get us wrong, archery is awesome. But wouldn't it be so much better if your arrows just rounded corners to get your foes, or made your target love you, or just flippin' blew up when you hit them? Yeah, you know you want it.

Your archery training will be intensive, and include multiple units of Infusion of Arcane Arrows (FTR 210), along with Archer's Lore (a history of Archery that might be more book-learnin' than Fighters are accustomed to), and Curving Shot (FTR 406).

BATTLE MASTER

(*Player's Handbook* (2014))

This program puts as much emphasis on the theory of battle as on the practicum. With a heavy focus on leadership and coordination, you can see the battle before you like a chess game. You know every move that needs to be made, and all your party-mates think you're a pretentious prick. I know I need to shoot the orc with the crossbow, shut up already.

This tactic-heavy program requires you to take Combat Superiority (FTR 213), Knowing and Analysis of Your Enemy (FTR 445), and numerous electives in Maneuvers selected from an approved Battle Masters Maneuvers list.

BRUTE

(*Unearthed Arcana: Three Subclasses* (online download, 2018))

Hit harder, hit... harder. There's not much nuance here. You learn to do more damage with a weapon than is possible, and then we teach you to do even more damage with it. Of course, to do that, we have to hit you really hard a bunch of times, so you'll come away with a stronger resistance to damage as well.

CAVALIER

(*Unearthed Arcana: Kits of Old* (online download, 2016), *Unearthed Arcana: Revised Class Options* (online download, 2017), *Xanathar's Guide to Everything* (2017))

This program is all about horsemanship. A cavalier has his horse with him at all times. Which is really awkward when you've got 30 cavaliers in a medium sized classroom.

In addition to buying a horse (we don't sell those at the school bookstore), this program requires courses in Unwavering Marks (FTR 223), Warding Maneuvers (FTR 411), and Vigilant Defense (FTR 922).

CHAMPION

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

A program with an intense focus on toughness and athleticism. If you're a Fighter attending Sigil Prep on an athletic scholarship, this choice has been made for you. I mean, *technically*, you could go another way; I'm sure you'll find the money for that tuition somewhere.

Your course load will include Remarkable Athleticism, Critical Combat Striking, and most importantly Survival Theory and Practicum (FTR 903).

ELDRITCH KNIGHT

(*Player's Handbook* (2014))

It's come at last. An actual spellcasting Fighter-type. No cheats or workarounds. Sword. Spells. Armor. Bazinga. Mind you, you only get up to 4th level spells, but I ain't gonna argue with somebody holding a greatsword who can cast *stoneskin* on himself.

You'll be required to take several Cantrip and Spellcasting Labs from the Wizard department, as well as War Magic (FTR 444), which is basically cantrip lab again, except now you have a Fighter Professor yelling at you instead of a Wizard professor.

KNIGHT

(*Unearthed Arcana: Fighter* (online download, 2016))

Knights fight from the saddle. Yes, that's it. That's what a knight is. Nobody has to grant you knighthood. You just have to fight from a saddle. Also, there should be a horse under the saddle. You can't just plop a saddle down in the middle of a battle. Weirdo.

You will have to take Born to the Saddle as you enter the course. Granted, we can't change the circumstances of your birth. We just make it seem that way. You'll also need to take Nobility for Cavalry, Rapid Striking, and Response via Defender's Blade.

MONSTER HUNTER

(*Unearthed Arcana: Gothic Heroes* (online download, 2016))

Yes, it's true. It's kind of the calling of all adventurers to hunt monsters. But the Monster Hunter teaches you to be major-league good at it. So why don't we fold all this over into the regular Fighter program, so everyone can be good at Monster hunting? Look, do you want the extra Superiority Dice to your damage, or don't you?

As you pursue this program, you'll need to take Hunter's Mysticism, Monster Slaying Advanced Tactics, and Relentlessness in Modern Combat.

PURPLE DRAGON KNIGHT

(*Sword Coast Adventurer's Guide* (2015))

Learn the military strategies and tactics of one of the Forgotten Realms' most noteworthy military factions. That's right, it's a military group, not an actual purple dragon. Though that would be cool, wouldn't it? What do they breathe, grape Fanta?

You must have a letter of recommendation from an existing Purple Dragon Knight of rank, or a lord of Cormyr who cares to sponsor you.

You'll be required to take The Rallying Cry- Understanding Its Uses and Functions (FTR 233) and other courses, including Developing and Training of the Royal Envoy, and Inspiring Surge.

SAMURAI

(*Unearthed Arcana: Fighter* (online download, 2016), *Xanathar's Guide to Everything* (2017))

Combining swift attacks, undaunted stamina, and graceful social interaction with fancy armor and a kick-butt sword. Seriously, you know what a Samurai is, do I have to go into detail?

You will be required to take several Elegance and Courtierism classes in your sophomore year. Manners are important, you know.

SCOUT

(*Unearthed Arcana: Kits of Old* (online download, 2016))

We assume, if you're cut out to be a scout, you've already gone out ahead of this course catalog and come back with the information you needed.

This course requires three units of Natural Exploration, and several levels of Combat Superiority.

SHARPSHOOTER

(*Unearthed Arcana: Fighter* (online download, 2016))

ti prpooovwh what ag ood pr0fram sjrps... shit! Okay. I was going to prove how awesome Sharpshooter is by typing this entire thing with precise arrow strikes, but the keys are so tiny... Plus I keep punching holes in my keyboard. Anyway, in regular battle, it's great!

You'll have to study Steady Aim, Close-Quarters Shooting, and Snap Shots, in addition to several other ranged combat classes.

SPORTS HOOLIGAN

Every year in Greece, the city-states put away their grievances and put on hold their wars to come together for the Olympics, proving Sport is a great uniter and competition can lead to community and cooperation.

Leave it to you to screw all that up. As a Sports Hooligan, you realize that Sport is a catalyst for anger and division. What do you mean Sigil Prep's starting line lacks cohesion? What are you, some kind of Morgrave fan? You know those guys cheated in the playoffs last year, don't you? Damn, at least pick a team who can run and hold a ball at the same time.

HOOLIGAN KNOWLEDGE

When you take this archetype at 3rd level, choose a sport. You have proficiency with any History or other Intelligence checks involving that sport (including remembering stats, starting lines, etc) and can recognize athletes who play at Conference level or above (including Professional teams, if your DM says such things exist) on sight.

Because that's of extremely minimal usefulness, taking one minute to observe any humanoid within 10 feet of you lets you know which of Strength, Dexterity, or Constitution is their highest stat, and the exact score of that stat if it's over 15. You know a potential running back when you see one.

HOOLIGAN HORSEPLAY

Also beginning at 3rd level, you are proficient with both unarmed strikes and drinking vessels (mugs, steins, tankards, pint glasses, pilsner glasses, etc). Drinking vessels are improvised weapons, doing 1d4 damage.

HOOLIGAN RAGE

At 7th level, you can enter a Hooligan rage up to three times between long rests. This ability is identical to the Barbarian's Rage ability, except to enter it, you must be triggered by one of the following: one of your allies goes down in combat; a sports team you support loses a game; someone insults a sports team you support or the school that team plays for; or someone spills your beer.

As the Barbarian, you have advantage on Strength checks and Strength saving throws, you have a bonus to damage when you make melee attacks (per the Rage Damage table on the Barbarian advancement chart in the PHB), you have resistance to bludgeoning, piercing, and slashing damage, and you cannot cast spells while raging. Your rage lasts 1 minute, or until you are unconscious, or your turn ends and you have not attacked a hostile creature. You can also end your rage voluntarily as a bonus action.

Once your rage ends, you have advantage with any CHA checks for one minute, if that check is preceded by the phrase "Hey, mate, let me buy you a beer."

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

HOOLIGAN BRAWLING

Beginning with 15th level, while raging, you do damage with unarmed strikes equal to a Monk of your level. If you have a drinking vessel, you may use it for the same damage as your unarmed strikes, and the vessel counts as magical in terms of overcoming resistance.

RAGING BRAWL

At 17th level, you can enter a drunken rage so fierce, you don't even know when to die. This ability is identical to the barbarian's Relentless Rage. If you drop to 0 hit points while raging, and you don't die outright, you can make a DC 10 constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. It resets when you finish a short or long rest.

WHEEL MAN

Sometimes, you just need to get away. Figuratively, or literally. And the best way to do that is to have a driver who knows what he's doing and handles himself well under pressure. You, my friend, are that driver. Don't ask questions.

BONUS PROFICIENCIES

Beginning when you take this archetype at 3rd level, you are proficient with all land vehicles.

NONCHALANCE

Beginning at 3rd level, you have a Casual Nonchalance score equal to 10 plus your Charisma bonus. If you are in the driver's seat of a land vehicle, you also add your proficiency bonus. So long as you are performing no actions more suspicious than eating a sandwich, flipping a coin, or smoking a cigarette, most NPCs won't even pay attention to *where* you're doing it, whether leaning against a jewelry store window, sitting in a parked carriage directly in front of a bank's front door, or smoking in a hospital corridor. Only NPCs with a vested interest have a chance of noticing you (guards, the owner of the bank, and so forth), and they must make a Sense Motive roll equal to or greater than your Casual Nonchalance. Note: the owner of the vehicle you're sitting in gets advantage.

Before the DM rolls Sense Motive for an NPC to notice you, you can declare you're using Active Nonchalance, and roll a d20 (plus charisma bonus, plus proficiency if you're in the driver's seat of a land vehicle) against the NPC's sense motive roll. You must take this roll, even if it's lower than your Casual Nonchalance. Sometimes you just try too hard to act casual, and it makes you look nervous.

COAXING SPEED

At 7th level, you can coax a land vehicle (even a drawn vehicle) into an additional 5 movement. (Thus, a vehicle with a speed of 30 is 35 when you drive). This increases to 10 additional movement at 10th level, 15 at 15th level, and 20 at 18th level.

MAD TRICKS

Beginning at 10th level, when you attempt to do something that requires a skill check while driving (making a sharp turn, jumping a ramp, sideswiping a jerk), you can, before rolling, choose to have advantage on that roll. You may do this twice; afterward you must take a short or long rest to regain the ability. You can use it three times between rests starting at 15th level, and five times starting at 18th level.

SHOTGUN SEAT

Beginning at 15th level, if you are driving a land vehicle and someone is sitting beside you with a ranged weapon, you both get benefits as if the other used the Help action for ranged attack rolls.

HOLD THE WHEEL... I MEAN, REIGNS

Also at 15th level, you can hand control of a vehicle you're driving to someone in the seat beside you while you fiddle around in the back, lean all the way out the window to shoot, or otherwise turn your attention away from the road. Although the person you hand the reins to will scream and panic (probably), you confer your proficiency bonus to them (if yours is higher than theirs; the bonuses do not

stack), and on the first instance that requires a skill check, they have advantage. You can also confer uses of Mad Tricks on them if you have any remaining.

You can leave control in their hands for up to five rounds, after which they lose your proficiency bonus. You have to make a skill check vs. DC 15 when you reclaim control, because something crazy is 100% always about to happen when you do this.

Once you have used this ability, you must complete a short or long rest to do it again.

RUNNING ON PRAYERS

At 18th level, damage to your vehicle, regardless of how severe, does not slow your vehicle, even if all the wheels are shot and you're just being pulled along by the frame, or a single seat. Further, even if your vehicle is reduced to 0 hit points, if you make a Dexterity saving throw vs. DC 10, it is reduced to 1 hit point instead. Each time you use this ability with the same vehicle, the DC increases by 5.

Please note, this all applies to the vehicle itself. If the vehicle is pulled by horses or other beasts, and the beasts are killed, they're just dead and nothing is propelling your craft any longer. Invest in a motorcycle if you can get to a plane that has them.

Technically, you could use this ability again without taking a rest first, but your ride is totaled, dude.

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