

THE COMMANDER FIGHTER

A soldier who gives commands to others to increase their effectiveness in battle, the tide of a skirmish can hinge upon having a good commander present to maintain order, coordinate attacks, and mitigate threats.

This is the first true "support" fighter subclass. While the Purple Dragon Knight from the Swordcoast Adventurer's Guide gives some useful healing and support benefits to allies on occasion at the expense of not helping yourself, this subclass goes all-in to benefit other classes while also giving you an edge.

If you want to be a helpful support character without having to use magic (and thereby avoid the *Counterspell* and *Dispel Magic* spells shutting down your actions), you should play a commander.

GIVE ORDERS

Beginning when you choose this archetype at 3rd level, you gain access to a special set of combat abilities called "orders." You may give orders a number of times each day equal to double your fighter level, replenished on a long rest. Allies (including yourself) benefit from orders while they are within range of the order. You gain access to three of the following orders, only one of which may be active at a time:

Brace: Allies within 20 ft gain advantage on Strength saving throws for 1 minute.

Charge: Allies within 20 ft may perform the Dash action as a bonus action for the turn for 1 minute.

Cry Havoc: Allies within 20 ft may perform a Charisma (Intimidate) roll as a bonus action at any point during their movement for 1 minute. Hostile targets within 10ft must perform a Wisdom (Insight) check as an opposed roll: if the target fails to resist the Intimidate roll, they are *Frightened* until the end of your ally's next turn.

Cut Them Down: Allies within 20 ft may add your Charisma modifier to their offhand Attack rolls when attacking with two weapons for 1 minute.

Fend them Off: Allies within 20 ft may perform the Dodge action as a bonus action for the turn for 1 minute.

Fight As One: Allies within 20 ft gain advantage on attacks if an ally is within 5ft of the target for 1 minute.

Fight Dirty: For 1 minute, allies within 20 ft may use a bonus action to perform an unarmed attack against a target within 5ft (or 10ft if Large or Huge, or 15ft if Gargantuan): if the attack hits and deals damage, the target's movement is halved and suffers disadvantage on its next attack, ability check, or saving throw until the end of its next turn.

Fire at Will: Allies within 20 ft ignore the *Loading* property on weapons for 1 minute.

Free Yourself: For 1 minute, when allies within 20 ft suffer effects that require them to use an action to free themselves from the *Grappled* or *Restrained* condition, they may instead perform the action as a bonus action for the turn.

Gang Up: For 1 minute, allies within 20 ft may spend their reaction to perform an opportunity attack against a target within range that suffered damage from an ally.

Hold the Line: Allies within 20 ft gain resistance to nonmagical piercing, slashing, and bludgeoning damage for 1 minute.

Hold Them Down: Allies within 20 ft gain advantage on grapple checks and to avoid being grappled, and may perform the *Grapple* action as a bonus action for the turn for 1 minute.

Keep Your Distance: Allies within 20 ft may take the Disengage action as a bonus action for 1 minute.

Keep Your Oath: Allies within 20 ft gain advantage on Intelligence saving throws for 1 minute.

Lock Shields: Allies within 20 ft add +2 to their shield Armor Class value for 1 minute against non-flank attacks.

Lunge: Allies within 20 ft gain the *Reach* property when performing melee attacks if they do not already have it for 1 minute. If the ally already has the *Reach* property, they add +2 to Attack rolls with that weapon for 1 minute.

Mind Your Mates: Allies within 20 ft may use their reaction to impose disadvantage on melee attacks against an ally within 5 feet of them for 1 minute.

Move Quietly: Allies within 20 ft gain advantage on Dexterity (Stealth) checks for 1 minute.

Pursue Them: Allies within 20 ft gain 10 feet of movement for 1 minute.

Rally Boys: Allies within 20 ft gain temporary hit points equal to 1d4 + your Charisma modifier (minimum of 2) at the start of each of your turns for 1 minute.

Show No Fear: Allies within 20 ft are immune to the *Frightened* condition for 1 minute.

Show No Mercy: Allies within 20 ft gain advantage on opportunity attacks for 1 minute.

Stand with Me: Allies within 20 ft gain advantage on Charisma saving throws for 1 minute.

Stay Light-Footed: Allies within 20 ft gain advantage on Dexterity saving throws for 1 minute.

Stay Vigilant: Allies within 20 ft gain advantage on Perception (Wisdom) checks for 1 minute.

Steel Yourselves: Allies within 20 ft gain advantage on Wisdom saving throws for 1 minute.

Strike Hard: Allies within 20 ft may reroll one damage dice (and must keep the result) on each attack they perform for 1 minute.

Suppressing Fire: Allies within 20 ft may spend 1 additional piece of ammunition (if desired) each time they perform a ranged attack for 1 minute. If the target of the attack is not behind cover, the ally adds +2 to their Attack roll against the target.

Take Aim: Allies within 20 ft add +2 to ranged attacks for 1 minute.

Take Cover: Allies within 20 ft may only move half of their move speed for 1 minute. While an ally has moved half of their speed or less, they gain +2 to their Armor Class against ranged attacks.

Toughen Up: Allies within 20 ft gain advantage on Constitution saving throws for 1 minute.

Unleash the Barrage: Allies within 20 ft add +2 to their spell save DC for 1 minute.

You gain access to an additional order every time you level up. If you are silenced, you may not give orders until the silencing effect is removed. In addition, if a target within range is deafened, they do not benefit from your orders unless you write them down and they can see them.

OFFICER SCHOOL

Starting at 3rd level, you gain proficiency with one gaming set of your choice.

TACTICAL THINKER

Starting at 7th Level, you gain advantage on Survival (Wisdom) checks and Intelligence checks to determine the tactical and/or martial prowess of a target. You may perform one of these rolls as applicable as a bonus action to learn the number of soldiers in view, their CR level, their AC, their physical statistics, their proficiency modifier, and/or the presence of magical items.

The Dungeon Master determines how much information to give you based on the strength of the check (5 or less learns nothing, 10 or less will tell you what is immediately visible, 15 or less will tell you their proficiency modifier and/or CR level, 20 or less will tell you their physical statistics, 25 or less will tell you their AC and/or magic items, etc.).

STRONG VOICE

Starting at 10th Level, your voice grows stronger, carrying further and with more clarity as you give orders. The range of your orders is increased to 30 feet, and you may have two active orders at a time.

LEAD BY EXAMPLE

Starting at 15th Level, if at least one ally is gaining the benefits of one of your active orders, you gain advantage on attacks made against targets within 5 ft of that ally. If that ally has an opponent within 5 ft of him/her and does not by the end of your turn, the ally gains advantage on their first attack on their turn.

SCAR VETERAN

Starting at 18th Level, your body and voice show the signs of hardened warfare over years of conflict. Your Armor Class increases by 2, and piercing, slashing, and bludgeoning damage that you suffer is reduced by 7.

In addition, your range for orders is increased to 40 feet.