

FIGHTER ARCHETYPE OF THE ARMYBREAKER

Masters of militarism, armybreaker fighters excel on any side of a siege, and their skills are best applied in grand conflicts, where they are capable as both leaders and soldiers in their own right. The term of armybreaker is often reserved especially for those fighters who are able to take on an entire legion of foes, though few have reached this height.

SIEGE WARRIOR

At level 3, when you select this archetype, you choose a type of warrior listed below and gain its effects. Effects below may require an Armybreaker DC = 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus.

- **Besieger.** Your ranged attacks at long range do not have disadvantage.
- **Fortifier.** As long as you are not holding a shield, you may use the versatile die for a weapon you are wielding, even if you only wield the weapon with one hand.
- **Raider.** If you took the attack action on your turn, you may use your bonus action to Disengage.

SIEGE EXPERIENCE

At level 7, you choose a type of warrior listed below and gain its effects. It does not have to be the same type of warrior you previously selected.

- **Besieger.** As an attack on your turn, you may interact with or attack with a siege weapon.
- **Fortifier.** When you use your action to ready an attack, you may make two attacks instead of one with that attack.
- **Raider.** When you roll initiative, you may attempt to frighten your enemies. Any number of creatures within 120 feet of you must make a Wisdom saving throw against your Armybreaker DC. On a failed save, that creature is frightened, and may reattempt the save at the end of each of their turns.

EXPERT OF SIEGES

At level 10, you choose a type of warrior listed below and gain its effects. It does not have to be the same type of warrior you previously selected.

- **Besieger.** You deal double damage to structures.
- **Fortifier.** You have advantage on all checks to fortify locations and bar and hold doors.
- **Raider.** You have advantage on Dexterity and Constitution saving throws to dodge or resist damage from things being thrown or dumped onto you from above.

RENOWNED SIEGE WARRIOR

At level 15, you choose a type of warrior listed below and gain its effects. It does not have to be the same type of warrior you previously selected.

- **Besieger.** Half cover, three quarters cover, and another creature being prone do not impose any effects on your attack rolls towards creatures.
- **Fortifier.** You may use your bonus action to use the Use Object action.
- **Raider.** You have advantage on saves against being chamred or frightened.

SIEGE MASTER

At level 18, you choose a type of warrior listed below and gain its effects. It does not have to be the same type of warrior you previously selected.

- **Besieger.** Once between long rests, when a ranged attack you make misses, you may make the attack hit.
- **Fortifier.** Once between long rests, whenever one of your allies would fail a death save, you may allow them to reroll the save.
- **Raider.** You have advantage on checks and saves to prevent being knocked over or off of a mount.