

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 benefits to allies on occasion at the expense of not helping yourself, but 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 support abilities), 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 maneuvers called "orders." You may give orders a number of times equal to double your fighter level, replenished on a long rest. If a target is beyond the range of the order when it is given, it does not benefit from the order until it is within range. You gain access to three of the following orders, only one of which may be active at a time:

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

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

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

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

Fire at Will: Allies within 20 feet ignore the Loading rule on weapons for 1 minute.

Hold the Line: Allies within 20 feet gain resistance to non-magical piercing, slashing, and bludgeoning damage for 1 minute.

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

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

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

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

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

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

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

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

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

Steel Yourself: Allies within 20 feet gain advantage on Wisdom saving throws for 1 minute.

Strike Hard: Allies within 20 feet may reroll any damage dice (and must keep the result) for 1 minute.

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

Take Cover: Allies within 20 feet 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.

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

You gain access to an additional two orders at Level 5, 7, 9, and 11. 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 may not benefit from orders.

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 either of these rolls 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 off of 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 CR level and/or proficiency modifier, 20 or less will tell you their physical statistics, 25 or less will tell you their AC, 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.