

FIGHTER BODYGUARD

The archetypal defender that excels at defending allies and themselves. The character works best when using a shield, but can use any fighting style, making great use of reactions to aid in preserving his friends.

DEFENDER

Beginning when you choose this archetype at 3rd level, you gain an additional reaction each turn. If you have a shield equipped you may use a reaction to impose yourself in front of an attack made against an ally within 5 feet of you: the attack must strike against your Armor Class instead of the target's Armor Class. If the attack hits, you suffer the damage instead of the original target.

CUPBEARER

Starting at 7th Level, your training in preserving your friends improves. You gain proficiency with the Perception (Wisdom) skill (or expertise if you already have proficiency with the Perception (Wisdom) skill), and gain advantage on Constitution saving throws.

PARRY MASTER

Starting at 10th Level, you gain a third reaction each turn. If you are using a shield, you add +1 to your Armor Class when imposing yourself in front of an attack made against an ally within 5 feet of you (as described in the Defender trait above). If you are using a two-handed weapon, you may use a bonus action to fend off opponents near you, granting disadvantage to all attacks against yourself and allies within 5 feet of you. If you are dual-wielding weapons, you may use a reaction to parry on behalf of a target within 5 feet of you (reducing the attack roll by 1d4). You may attempt to parry after hearing that the attack hits, but before damage is rolled.

MOBILE DEFENDER

Starting at 15th Level, you may use your reaction to perform a movement action up to your movement distance. To perform this reaction you must move within 5 feet of an ally who is being attacked. If you end your movement within 5 feet of the ally you may use any of the abilities from the Parry Master trait above. This movement still provokes opportunity attacks from opponents within range of you for the entirety of your movement.

BULWARK

Starting at 18th Level, you gain a fourth reaction each turn. You also gain proficiency with the Athletics skill (or expertise if you already have proficiency with the Athletics skill), and gain advantage on all Grapple checks (both to grapple and avoid being grappled).