Fighter Subclass

Adventurer v1.1

An adventurer is a well rounded fighter that specializes in preparation. They are resourceful survivors that excel at tackling a wide range of situations with preparation.

Improvised Resources

Starting at 3rd level, you excel at making due with whatever you can get your hands on. During a long rest, you can create two healing potions, 1st level scrolls (selecting a spell from the Druid or Wizard list), or adventuring gear items worth less than 5 gold pieces each assembled out of miscellaneous items you pick during the day.

Any scroll or potion created this way expires if not used by the next time you complete a long rest. You can cast scrolls created this way without a check, as if the scroll was on your spell list. If a scroll requires a spell casting modifier, you use your Intelligence or Wisdom (or choice). Scrolls created this way cannot be copied or used in crafting.

The number of items you can create this way increases to 3 items at 9th level, and 4 items at 15th level. The quality of items you can create increases at 7th level, 10th level, 13th level, and 16th level as shown on the table below (you can still choose to make items of lower level when gaining higher level options).

Level	Improvised Potion	Scroll Level	Item Value
3rd	Healing Potion	1st Level	5 gp
7th	Any Uncommon Potion	2nd Level	10 gp
10th	Superior Healing Potion	2nd Level	30 gp
13th	Superior Healing Potion	3rd level	40 gp
16th	Any Rare Potion	3rd Level	50 gp
19th	Supreme Healing Potion	4th level	60 gp

Kibbles' Alchemy Integration

If using Kibbles' Alchemy, you can make any uncommon/rare oil, concoction, or explosive in place of an uncommon/rare potion.

Well Rounded

Additionally at 3rd level, you learn two additional skills, tools, or languages of your choice. You learn one additional skill, tool, or language of your choice at 9th and 15th level.

Resourceful Talents

Starting at 7th level, you can find small breaks in the flow of battle to drink potions. You can drink any potion that would normally require an action as a bonus action.

Additionally, you can attempt to cast spell scrolls that would normally unintelligible to you. When doing so, you automatically succeed if the DC of the required spellcasting check is less than 10 + your proficiency bonus, otherwise you roll 1d20 + your proficiency bonus in place of making a spellcasting check, unless your spellcasting check would be higher.

Acquired Knack

At 10th level, you can select one of the following feats: Alert, Athlete, Dungeon Delver, Inspiring Leader, Observant, Ritual Caster or Skulker. You do not need to meet the prerequisites of a feat to select it in this way.

Survival Skills

Starting at 15th level, you can add half your proficiency bonus, rounded down, to your initiative checks, and to any saving throw you don't already add your proficiency to. Additionally, you gain a climbing and swimming speed equal to your walking speed.

Adventurer's Intuition

Starting at 18, you have survived so many dangerous situations and seen every trick in the book. At key moments, your intuition checks in. When you make an attack roll, saving throw, or ability check, you can replace the roll with your Fighter level. You can use this after you roll, but before you know the outcome. Once you do this, you cannot do so again until you complete a short or long rest.

Changelog

V1.1
- Combined Adventuring Fuel and Prepared Powers into Resourceful Talents
- Buffed Improvised Resources slightly moving "any uncommon potion" down to 7th level and Superior Healing Potion down to 10th level.

Credits
- Subclass created by KibblesTasty
- Art: Forrest Imel (Licensed Stock Art)

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