

FIGHTER ARCHTYPE

SPIRITSWORN

A Spiritsworn fighter is one that masters their martial prowess in tandem with a special spirit weapon, forming an unbreakable bond of shared growth and becoming a peerless martial team.

SPIRIT'S NATURE

The nature of the spirit that forms this archetype's spirit weapon is open ended. You can roll from the following table, pick one that suits the character, or invent an entirely unique relation between the spirit and fighter.

1d6	Spirit Type
1	A manifestation of your own mystical aura, it represents your will to fight.
2	A fey spirit that has become inseparably bonded to you.
3	A celestial entity that chose you for a destiny or task.
4	An heirloom weapon passed down through your family, inhabited by an ancestral spirit.
5	A fiendish spirit granted as part of an infernal contract paid at a terrible price.
6	A mysterious piece of your shadow.

SPIRIT'S ASPECT

The spirit's primary power is that of a weapon, but it is a magical entity and the bond with the fighter is magical, mystical in nature, it grants the fighter unique powers. You can roll on the following table for the primordial aspect, or select one that suits the character. The selection expands the subclass spell list, found at the end of the subclass.

1d6	Spirit's Power
1	Fire
2	Ice
3	Lightning
4	Illusion
5	Gravity
6	Nature

SPIRIT WEAPON

Starting at 3rd level when you select this archetype, you become permanently bonded to a special spirit that can manifest into the form of any weapon you are proficient with. You can manifest the spirit as a bonus action, and it lasts until you spend a bonus action to return it to its intangible form. The spirit is typically intangible and imperceptible to anyone other than you when manifested.

While it is manifested, you can change its form as a bonus action. If you get more than 300 feet from the weapon, or enter a different plane, the spirit returns to you in intangible form, its weapon form vanishing.

If the spirit manifests as a ranged weapon, it manifests with one piece of ammunition already loaded. Further attacks require ammunition (and loading, if applicable) as necessary. Each time you change the form of your spirit weapon, it reforms in your hand.

As part of a long rest, the spirit can absorb a weapon as long as that weapon is not a sentient weapon. When it does so, the spirit gains any bonus to attack and damage rolls that weapon has, and can perfectly imitate that weapon (though only gains any property other than a bonus to attack and damage rolls when mimicking the absorbed weapon). It can have one weapon absorbed in this way at a time, and absorbing a new weapon returns the previously absorbed weapon.

BONDED FIGHTING STYLE

When you gain your spirit weapon, your ability and prowess at fighting becomes linked to it. Whenever you manifest your spirit, you can change your Fighting Style to apply to the weapon type it has formed as (for example, if you form it as a rapier, you can gain the Dueling Fighting Style).

SPIRIT MAGIC

Additionally at 3rd level, your link to a mystical spirit grants you the ability to use certain magic through it. Your Spirit Weapon counts as an arcane focus, and is considered worth the value of the weapon it takes the form of when being used as a material component for spells.

SPELL SLOTS

The Spiritsworn table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You learn two spells of your choice from the Spiritsworn spell list. You gain additional spells based on the spirit's aspect, listed at the end of this class. The Spells known column shows when you learn more spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Spiritsworn spell list. Spells gained from the spirit's aspect cannot be replaced. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your spell casting ability is Wisdom, with your spells being an expression of bond with a spirit. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for spells you can cast, and when you make an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier

SPIRITSWORN FIGHTER

Level	Spells Known	1st	2nd	3rd	4th
3rd	2	2	—	—	—
4th	2	3	—	—	—
5th	3	3	—	—	—
6th	3	3	—	—	—
7th	4	4	2	—	—
8th	4	4	2	—	—
9th	5	4	2	—	—
10th	5	4	3	—	—
11th	6	4	3	—	—
12th	6	4	3	—	—
13th	7	4	3	2	—
14th	7	4	3	2	—
15th	8	4	3	2	—
16th	8	4	3	3	—
17th	9	4	3	3	—
18th	9	4	3	3	—
19th	10	4	3	3	1
20th	10	4	3	3	1

ADVANCED WEAPON FORMATION

Starting at 7th level, when you manifest or morph your spirit weapon, you can take advantage of its unique nature to grant it exotic properties that would otherwise be impossible. You can select one of the following properties when you manifest or change its form:

Enlarged Form. The spirit weapon grows one size larger, but your bond with it allows you to wield it effortlessly. It deals an additional 1d4 damage on hit.

Extended Form. The weapon narrows and extends, gaining the Reach property. If it already has the reach property, it's reach increases by 5 feet.

Shield Form. The spirit can take the form of a Shield, and you can equip it as part of its manifestation or changing its form. If the spirit's weapon form has a bonus to attack and damage rolls, that bonus becomes a bonus to AC while in this form.

EMPOWERED STRIKE

Additionally at 7th level, you gain the ability to empower your weapon with its aspect. When you manifest or change the form of your Spirit Weapon, you can expend a 1st level or higher spell slot. When you do so, the first time you deal damage with it before dismissing or changing its shape again, it deals an additional 1d10 damage of a type matching its aspect (fire, cold, lightning, psychic, bludgeoning, or respectively).

SECOND SENSES

Starting at 10th level, your spirit's ability to share your senses allows it to forewarn and assist you. You gain proficiency in the Perception skill. If you are already proficient, you gain expertise in the Perception skill, meaning you can add twice your proficiency bonus to the Perception skill checks.

Additionally, this heightened awareness gives you proficiency with Dexterity saving throws against effects you can see.

SHARED CONCENTRATION

Starting at 15th level, when you cast a spell that requires concentration that targets your spirit weapon (either a range Touch spell targeting or a range Self effect uses it as a material component), your concentration can't be broken as a result of taking damage.

SYNCHRONIZED ASSAULT

Starting at 18th level, manifesting or changing the form of your spirit weapon no longer requires a bonus action. You can cause it to take any form it could normally take at will during your turn, no action required. Once per turn, when manifesting the weapon or changing the form of your weapon, you can gain advantage on the next attack you make before the end of your turn.

WEAPON MAGIC

1ST LEVEL SELLS

- Absorb Elements
- Arcane Weapon^K
- Electrify^K
- Explosive Deflection^{SS}
- Heavy Blow^K
- Infinite Edge^{SS}
- Multishot^K
- Returning Weapon^K
- Thunderous Smite

2ND LEVEL SPELLS

- Alacrity^K
- Branding Smite
- Burning Strike^K
- Iron Wind Strike^K
- Magic Weapon
- Spirit Echo^{SS}
- Wind Cutter^K
- Wind Sense^K

3RD LEVEL SPELLS

- Conjure Barrage
- Dispel Magic
- Elemental Weapon
- Haste
- Spirit Shroud
- Whirling Conflagration^K

4TH LEVEL SPELLS

- Dimension Cutter^K
- Fire Shield
- Freedom of Movement
- Gale Shot^K
- Stoneskin

SPIRIT TYPE

FIRE

Fighter Level	Spells
3rd	<i>burning hands</i>
7th	<i>scorching ray</i>
13th	<i>fireball</i>
19th	<i>wall of fire</i>

GRAVITY

Fighter Level	Spells
3rd	<i>feather fall</i>
7th	<i>levitate</i>
13th	<i>fly</i>
19th	<i>orbital stones^K</i>

ICE

Fighter Level	Spells
3rd	<i>arctic breath^K</i>
7th	<i>cold snap^K</i>
13th	<i>sleet storm</i>
19th	<i>ice storm</i>

ILLUSION

Fighter Level	Spells
3rd	<i>disguise self</i>
7th	<i>mirror image</i>
13th	<i>major image</i>
19th	<i>greater invisibility</i>

NATURE

Fighter Level	Spells
3rd	<i>entangle</i>
7th	<i>healing spirit</i>
13th	<i>plant growth</i>
19th	<i>carnivorous garden^K</i>

STORM

Fighter Level	Spells
3rd	<i>gale bolt^K</i>
7th	<i>hurricane slash^K</i>
13th	<i>lightning bolt</i>
19th	<i>jumping jolt^K</i>

- Spells Marked ^K come from the Casting Compendium.
- Spells marked ^{SS} are new spells that were created for the Spiritsworn Fighter

HEAVY BLOW

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You impart great heft to a weapon you are holding. The first time you hit with a melee weapon attack with that weapon during the spell's duration, your blow strikes with great force, and the attack deals an extra 2d6 bludgeoning damage to the target and must succeed a Constitution saving throw, or become stunned until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

INFINITE EDGE

1st-level transmutation

Classes: Ranger, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

A weapon you are holding that deals slashing or piercing damage gains magically sharpened edge or point. The next attack roll you make with it before the start of your next turn gains advantage, and if it hits it deals an additional 1d10 damage.

SPIRIT ECHO

2nd-level conjuration

Classes: Occultist, Ranger, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a ghostly echo of yourself. It shares your space and acts automatically on your intents. For the duration of the spell, the first time on your turn you make an attack, it attacks the same target. It makes a separate attack roll, but otherwise uses your statistics for the weapon attack and damage roll, besides that on a hit the target takes force damage equal to half the damage that it would have taken from your attack.

EXPLOSIVE DEFLECTION

1st-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S

Duration: Instantaneous

You release an explosive blast an energy to deflect an attack. Roll 2d6. The damage of the attack is reduced by the amount rolled. If the amount rolled is higher than attacks damage, the attack takes the remainder of the damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 2nd.



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