Banneret Redux



Fascinatingly forged by fighters of the Sword Coast, the Banneret beautifully beats back enemies while stupendously supporting their allies. They are debonair doyens of diplomacy, typically in the employ of emperors and kings, using their powerful presence to calm chaos around them.

Royal Envoy

Knights of heroically high standing are expected to conduct themselves with glamorous grace and gallantry.

At 3rd level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

Rallying Cry

When you choose this archetype at 3rd level, you learn how to incredibly inspire your allies to feverishly fight on past their injuries.

As a bonus action you may choose up to three creatures within 60 feet of you that are allied with you and can hear you. The selected creatures gain temporary HP equal to your fighter level. You may use this bonus action a number of times equal to your Constitution modifier, regaining all expended uses upon finishing a long rest.

Alternatively, when you use your Second Wind feature, you can choose up to five creatures within 60 feet of you that are allied with you and can hear you. Each one regains hit points equal to your fighter level.

Rally the Troops

At 7th level your personable, peaceful presence can rockingly rouse your allies to strive beyond their normal limits. When a creature gains temporary HP from your Rallying Cry feature they may use their reaction to move up to their speed without provoking attacks of opportunity.

Additionally, when a creature restores HP using your Rallying Cry feature, they may use their reaction to move up to their speed without provoking attacks of opportunity and they gain an additional 1d10 to add to their next d20 test.

Inspiring Surge

Starting at 7th level, when you use your Action Surge feature, you can choose a number of creatures equal to your Constitution modifier within 60 feet of you that are allied with you. Those creatures can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Orderly Presence

Beginning at 10th level, you may choose to reroll any Animal Handling, Insight, Intimidation, Performance, or Persuasion check. You must use the new result. When rerolling a Persuasion check in this way, you may add your Constitution modifier to the new total. You may use this ability a number of times equal to your Constitution bonus and regain any expended uses upon finishing a long rest.

Bulwark

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

Inspiring Champion

Beginning at 18th level, you may select one creature that benefited from your Inspiring Surge ability and made an attack as a reaction. That creature may take an extra turn after yours. This turn only lasts for the current round of initiative and the same creature cannot benefit from this twice in a row.

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