

# Vanguard

## *D&D Homebrew Class*



Vanguard are for those that want to be in the middle of the action, taking as many hits as possible and making sure all eyes are on them. Wielding Heavy armor and shields, it's never a matter of being able to deal damage, but taking it.

They like to command attention, using their hulking size, or their unmatched weaponry to be able to make their enemies think that “they” are the ones they need to attack.

### **The Soldier of all Soldiers:**

The Vanguard, or otherwise known as “Advanced Guard” are normally the ones that lead the fight into battle and the one that lead to new innovative techniques or battle styles to make sure of the best ways for victory. In the world of Dungeons and Dragons or any other TTRPG worlds, they are just that and a little bit more. Having consulted with mages and tinkers they have

learned some very minor magical abilities in “Steel Spells”, in comparison to other fighters out there, in order for them to maintain their composure on the battlefield against magical forces.

Even with these minor magical abilities they mostly rely on their own wits and skills more than anything. They use anything from heavy armor, massive weapons and normally have a massive body to make them look as intimidating as possible. But while a Vanguard can fight on their own, they know their own role. They are the front line, the focus, the thing their enemies so always be focused on.

## Class Features

As a Vanguard, you gain the following class features.

### Hit Points

**Hit Dice:** 1d12 per vanguard level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 + your Constitution modifier per Vanguard level after 1st

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two skills from Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) scale mail
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Level	Proficiency Bonus	Bonus Features	Vanguard Shield Bonus
1st	+2	Fighting Style, Vanguard Shield	+1
2nd	+2	Leader's Charge	+1
3rd	+2	Guard Focus	+1
4th	+2	Ability Score Improvement	+1
5th	+3	Extra Attack	+2
6th	+3	Guard Specific Steel Spell	+2
7th	+3	Guard Focus feature	+2
8th	+3	Ability Score Improvement	+2
9th	+4	Thick Skinned(1)	+3
10th	+4	Guard Focus feature	+3
11th	+4	---	+3
12th	+4	Ability Score Improvement	+3

13th	+5	Thick Skinned(2)	+4
14th	+5	Mystic Steel Spell	+4
15th	+5	---	+4
16th	+5	Ability Score Improvement	+4
17th	+6	Thick Skinned(3)	+5
18th	+6	Guard Focus Feature	+5
19th	+6	Ability Score Improvement	+5
20th	+6	Ultimate Defense	+6

## Fighting Styles:

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- Defense (PHB). While you are wearing armor, you gain a +1 bonus to AC.
- Great Weapon Fighting (PHB). When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- Protection (PHB). When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

## **Vanguard's Shield:**

As a Vanguard you have the ability to give yourself more defense to keep yourself up, whether that be by increasing your armor, using your weapons or anything of the like to make sure you are able to take as little damage as possible.

At 1st level as a reaction, you are able to gain a bonus to your AC or one of your physical saving throws (STR, DEX, CON) by a certain amount based on your level. +1 at 1, +2 at 5, +3 at 9, +4 at 13, and +5 at 17.

You are able to use this feature equal to your CON Modifier, and you regain charges after a long rest.

## **Leader's Charge:**

At 2nd level you are able to use your training to taunt your opponents into focusing on you. Whether by your sheer stature, striking gaze, or just a cocky attitude you make it known that you should be the one that they should be fighting.

As a bonus action, you can taunt enemies within 30 feet of you based on your CHA modifier (minimum of 1). These enemies must make a WIS saving throw against your CHA.

8 + PB + CHA modifier.

Any enemies that fail must spend their next attack coming to you or have disadvantage on attacks on anyone else but you until you are hit by their attack.

If passed, nothing happens that round and they are immune from the effects for 24 hours.

This feature can be used as many times as your CHA modifier, and all uses are regained after a long rest.

## **Guard Focus:**

At 3rd level, you are able to take your training to the next level. Specializing in many different ways to defend and take damage while also dealing damage in return. The current Focuses are:

**Titanium Wall:** Using your shield as your main line of defense and offense against your enemies

**Inconel Scream:** Use your command to not only gain attention, but give your allies advantage

**Mithril Blades:** You need no armor or shield, just your blades will do enough for you

## **Extra Attack:**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## **Steel Spells:**

Starting at 6th level, depending on your Guard Focus you gain spells to help you in battle. These spells are accessed through whatever your main weapon is (or your shield in the case of Titanium Wall). You cast these spells at the highest spell slot depending on level. (ie. These spells use your CHA modifier

You gain one spell from a selected list based on your Guard Focus, you have 1 use of this spell at 6th, 2 at 10th, 3 at 14th, and 4 at 18th.

At 14th level you gain another stronger spell based on your Guard Focus. You have 1 use of this spell at 14th, and 2 uses at 18th.

All attacks with these weapons are considered magical even if the original weapon or shield was not magical to begin with.

If you end up changing weaponry you must spend at least 8 hours to attune your weapon, whether it be magical or not to allow these spells to go through.

## **Daunting Defense:**

At 9th level, your heart burns with a fire to defend your allies. Whenever you take an Area of effect damage, you can choose to forsake your saving throw to gain a resistance to that damage for 1 hour. You can not stack these elements using this feature, though you can with spells, and the resistance lasts until you are incapacitated. You can choose to forgo your current resistance to activate a new charge

You start off with 1 use of this at 9th level, 2 uses at 13th level, and 3 uses at 17th level. All uses are regained after a long rest.

## **Ultimate Defense:**

At 20th level you are able to withstand even the most powerful attack, whether it's magical or not.

Whenever attacked you may choose to block an attack with your whole force, taking no damage from said attack. If the attack is an AOE, you can still block it, any allies within 30 feet of your blocking takes half damage from the attack. Once the feature is used you can not move for 1 turn if you only have yourself to defend, or 2 turns if you are defending 2 or more people in your range.

Once the attack has gone through, whenever you attack until you've taken a short rest, you take a d4 penalty on your attack bonus.

Once used, you can only regain this feature after a long rest.

## *Vanguard Guard Focus:*

### **Titanium Wall:**

Using your heavy armor and shield at your side, you are able to stand in the middle of a hoard of enemies and withstand all of their attack.

When you take this path, you gain proficiency in Athletics or Medicine

Optional: Gain the Tough or Athlete Feature

### **Greater Defenses:**

At 3rd level your defenses grow even greater, gaining +1 to your AC while you have both a set of heavy armor on as well as a shield.

### **Smashing Shield:**

Also at 3rd level you have the ability to use your shield as an attack. The damage is bludgeoning and uses your Strength score to calculate hit and attack bonuses. As well as being able to push your enemies that are large or smaller 5 feet away if they fail a Strength save versus your Strength.

To hit:  $d20 + STR + PB$

Damage: damage dice + STR

The damage dice starts at a d6 at 3rd level, d8 at 6th, d10 at 9th, and d12 at 14th

### **Steel Spell:**

Gain the Shield Spell, or the Misty Step Spell

## **Shield Spin:**

At 10th level you are able to use your shield to put your opponents off balance. While attacking with your shield your opponent's must make a STR saving throw against your STR or else get knocked prone.

This effect can be used the amount of time equal to your STR bonus per day, and you regain all charges on a long rest.

## **Mystic Steel Spells:**

Gain the Wall of Force spell, the Antilife Shell spell, or theGlobe of Invulnerability Spell

## **Titanium Focus:**

At 18th level, you're able to give yourself Strength to keep on going. Your AC permanently increases by 3

# **Tungsten Scream**

Those who train in the way of Tungsten Scream are those whose voices ring the loudest out in the battlefield. Giving commands and alerts to their fellow soldiers to help make sure they don't get hit while they take the bulk of the attention.

When you take this path, you gain proficiency in Persuasion or Intimidation

Optional: Gain the Diplomat or Inspiring Leader Feature

## **You Have Your Orders:**

At 3rd level you have the ability to give your allies help while you take the attention. While an opponent is under the effect of Leader's Charge, the amount of allies equal to your CHA modifier (minimum of 1) are able to have advantage while attacking.

This feature can be used with Leader's Charge based off of your CHA modifier, and you regain all uses after a long rest.



## **Steel Spell:**

Gain the Healing Word (second level) spell, or the Command Spell

## **Is That all you Got?:**

At 7th level you are able to enrage your opponent in order to throw them off. When your opponent tries to attack you, you may give them disadvantage on the attack against you. You can use this as many times as your CHA modifier.

Once you used this feature, you don't get to use it again until you finish a short rest

## **Watch your Head:**

At 13th level you are able to call out to give aid to your allies. As a reaction you can give a member that is getting attacked with a melee weapon or a single target spell advantage on the roll and boost equal to your CHA modifier.

You can use this up to 3 times a day, and regain all uses after a long rest.

## **Mystic Steel Spell:**

Gain the Banishment spell, the Dominate Person spell, or the Heal spell

## **Tungsten Heart:**

At 18th level, you're able to give yourself and your allies healing to keep on going. You have an amount of Charges equal to half of your CHA modifier. For every charge roll a dice equal to your party size. Whatever the number on the dice is then Roll Xd12's and give half to your allies while you take full.

Once all charges are used, you can't use it again until the dawn of the next day

## **Mithril Blades**

Not all Vanguard's are naturally built walls, some have to rely on quickness of their mind and the steel of their blades to provide defense, but their skill with these blades shouldn't go unnoticed.

When you take this path, you gain proficiency with Acrobatics or Insight.

Gain the Athlete Feat or Mage Slayer Feat

## **Dance of Steel:**

At 3rd level, you are able to swiftly analyze your opponent to find the right place to strike. Gain an attack bonus equal to your INT for all melee attacks.

## **Steel Spells:**

Gain the Spiritual Weapon (2nd) spell or the Elemental Weapon spell (3rd)

## **Swift Swords:**

At 7th level, you gain additional speed to your movement and are able to get some separation from enemies.

You gain an additional 5 feet of movement for every 2 allies you have in your party. (You don't count yourself as an ally)

## **Power of the Slash:**

At 10th Level, you are able to do additional damage to your opponent

When attacking someone with a melee critical hit, (per DM) you gain a bonus on your attacks.. The additional damage is an additional 2d8 to your attack for one turn, once you use this feature you can not use it again until you complete a long rest.

The damage dice increases to 3d8 at 14th level

## **Mystic Steel Spells:**

Gain the Greater Invisibility, the Holy Weapon spell, or the Blade Barrier spell

## **Mithril Pride:**

At 18th level, You put in all your strength and skill into taking down an enemy. Your sword has the Vorpal feature where you have the ability to decapitate an enemy on a critical hit. So long as you have your sword in your hand your critical hit range is 19-20 and you have advantage on all enemies.

If you become incapacitated or drop your weapon during battle you lose these abilities until long rest, even if you pick up the weapon in battle. These features transfer to a new weapon if you spend 10 minutes attuning these weapons. You can only attune these features on one weapon at a time.

**Multiclassing:** In order to multiclass into Vanguard your CON and CHA scores must be at least 13.

You also gain proficiencies in all armor, shields, simple and martial weapons when multiclassing into Vanguard.