



HIS DOCUMENT COVERS THE SUBCLASSES} FOR THE HIGHLY TRAINED AND DEADLY WARRIORS OF RHYONIS; THE FIGHTERS. Regardless of what their particular martial skillset is, Fighters of Rhyonis are proud and capable and just as diverse as their various abilities.

The following Archetypes are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Areezian Prize Fighter* and the *Corrovohn Blade Dancer*.

AREEZIAN PRIZE FIGHTER

In the cacophonous arenas of the Fling Ring in Areezah, there are skilled combatants that earn their living by pitting their talents against those of one another. While this is a sport open for anyone to compete, Areezian Prize Fighters have an unfair advantage. These show-boating performers are able to work a crowd just as well as they can a weapon, dancing across a ring, striking deadly blows as well as stoking the audience. In some cases, people fall in love with the fighter for their persona, blurring the lines of the person and the character within the coliseum. While fascinating and beautiful to watch, it is when the performance ends and the battle begins that the Areezian Prize Fighter reveals their true nature as a fierce combatant.

In the Fighting Rings of Areezah, no fighters are more praised than those who bare-knuckle brawl in the name of glory. These prize fighters learn to shrug off punishment and brutalize their foes with a frightening determination. Many a Prize Fighter have been known to go on to explore the realm of Rhyonis, garnering fame and fortune for themselves due to their magnetism and physical capabilities. While many people adore these fantastical over the top performers, just as many people fear being on the receiving end of their renowned fists!

GOLD KNUCKLES

At 3rd level, you've learned to land blows with gold coins wedged between your knuckles for an extra point of force, gaining the Unarmed Fighting Style if you don't already have it. Additionally, once per turn when you land an unarmed strike, you may choose to deal an additional amount of damage equal to your Charisma Modifier. At level 7, this extra damage is applied to every unarmed strike you land.

POWER OF PERSONA

Once you reach 7th level, your unarmed strikes are considered magical for the purposes of bypassing damage resistance.

LAY INTO THEM

Starting at 10th level, if you take the Attack action on your turn and immediately use your \textit{Action Surge} to take the Attack action again, all unarmed attacks you make until the end of your next turn are made with advantage.

FLASH OF GOLD

At 15th level, when you make unarmed attacks with advantage, you emit bursts of golden light that are able to blind your target. Creatures struck by you in this way must make a Constitution saving throw or be blinded until the end of their next turn. Your DC for this feature is calculated by $8 + \text{your Proficiency Bonus} + \text{your Charisma Modifier}$.

THE CROWD LOVES YOU!

Upon reaching level 18, you are a star whose physical prowess emboldens the aspirations of all who look upon you. When you land a critical hit with an unarmed strike, you can choose to give yourself and a number of creatures equal to your Proficiency Bonus within 60 ft. of you advantage on their next attack roll and a number of temporary hit points equal to your Charisma modifier.

CORROVOHN BLADE DANCER

The Blade Dancers of Corrovohn are a beautiful but deadly display to behold. The style of combat hails from the island Corrovohn of Qarte. Though this is where the Dancers got their start, they have made it a point to explore the realm and perform their dance for all who would cross blades with them. They wield smaller weapons as an extension of themselves, which makes their blows just as grievous as they are wondrous to observe. With quick movements and devastating blows, a Blade Dancer is capable of devastating a foe at a moment's notice as they nimbly dodge hazards that would make other warriors balk.

Not only did the Blade Dancer style originate from Corrovohn, it was also developed by the most infamous gnomish people to walk the continent of Qarte; the Kollywumps. These gnomes have made a name for themselves as eccentric storytellers, fortune tellers, folk heroes, and bearers of ill omens. The dark and terrifying history of the Kollywumps has garnered them with all these rumors and superstitions, but what remains most true is their ability to fight back the darkness in the hearts and minds of those willing to listen and witness what they have to offer. The Blade Dance was initially made as a storytelling device- a bit of theatre meant to reenact the brave actions of Jorrah Kollywump and Kosha the Shadow in their defeat of the dreaded Kollywumpus- but now it is revered as one of the most dazzling and terrifying fighting styles to behold.

JOYOUS DANCE

At 3rd level, you are a delight to witness in combat as you dance around the battlefield like a ballet. When you successfully make an attack roll, you may choose to grant a number of creatures equal to your Charisma Modifier within 15 ft. of you temporary hit points equal to your Proficiency Bonus. You may perform this dance a number of times per short rest equal to your Proficiency Bonus and these temporary hit points last until the end of combat when your performance ends.

FLUID STRIKES

At 7th level, when you take the Attack action while dual-wielding light weapons, you may attack twice with the same bonus action using the weapon in your offhand.

EVASIVE FLOURISH

Starting at 10th level, when wearing light armor, if you have taken the Attack action on your turn, you gain the benefits of the Evasion feature until the start of your next turn. When you successfully roll a Dexterity Saving Throw, you evade all the damage from the effect and only suffer half the damage on a failure.

SUBTLE STEPS

Once you reach 15th level, your attacks with light weapons are so quick and precise, you're able to deal subtle, follow up damage with a flick of your wrist. When you successfully make an attack roll with a light weapon, you deal an additional 1d4 damage of the same type as the weapon.

UNSTOPPABLE PERFORMANCE

Upon reaching level 18, you are a graceful dervish of death and beauty. In combat, with adrenaline in your veins and your dance moving you through the fray, you ignore difficult terrain, you have resistance to psychic damage and cannot be charmed, frightened, restrained, or knocked prone.