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Farron Watcher

Fighter Subclass



Dark Souls Edition

Farron Watcher

Martial Archetype

The Abyss Watchers of Farron were warriors sworn to hunt the Abyss wherever it appeared. Inspired by the legend of Artorias the Abysswalker, they developed a distinctive fighting style combining sweeping greatsword strikes, dagger-assisted maneuvers, and relentless aggression.

Their devotion was absolute. Entire kingdoms could be destroyed if the Watchers believed the Abyss had taken root within them. Yet their own legion eventually succumbed to the corruption they sought to destroy, condemning its warriors to an endless struggle against one another.

Those who inherit the techniques of Farron fight with a ferocity that borders on recklessness. They exploit openings with their daggers, deliver devastating sweeping attacks, and eventually learn to channel the flames of the Undead Legion.

3rd Level: Undead Legion Armaments

You learn to wield the distinctive weapons of the Undead Legion.
You gain proficiency in the Acrobatics skill. If you are already proficient in Acrobatics, you gain proficiency in Athletics or Perception instead.
Additionally, you can wield a dagger in one hand while wielding a greatsword in the other. While doing

so, you can wield the greatsword as though you were holding it with two hands, and you can use the dagger normally.

You cannot benefit from a shield while wielding these weapons in this manner.

Wielding these weapons together does not qualify you for two-weapon fighting unless another feature allows it.

3rd Level: Farron Swordsmanship

You learn three combat techniques that combine the greatsword and dagger into a fluid fighting style.

You have a number of Farron dice equal to your proficiency bonus, which are initially d6s. You expend these dice to perform your Farron techniques, regaining all expended dice when you finish a short or long rest.

Your Farron dice increase in size as you gain levels in this class, as shown in the Farron Swordsmanship table.

Fighter Level 3rd–4th: Farron Dice 2, Die Size d6

Fighter Level 5th–8th: Farron Dice 3, Die Size d6

Fighter Level 9th: Farron Dice 4, Die Size d6

Fighter Level 10th–12th: Farron Dice 4, Die Size d8

Fighter Level 13th–16th: Farron Dice 5, Die Size d8

Fighter Level 17th: Farron Dice 6, Die Size d8

Fighter Level 18th–20th: Farron Dice 6, Die Size d10

You can use only one Farron technique per turn.
You can use these techniques only while wielding a greatsword and dagger as described in Undead Legion Armaments.

Farron Training. When you roll initiative and have no Farron dice remaining, you regain one Farron die.

Wolf's Fang. When you hit a creature with a greatsword attack on your turn, you can expend one Farron die and use a bonus action to strike the creature with your dagger. Make one melee weapon attack with the dagger against the target.
On a hit, the attack deals its normal damage plus the Farron die, and the target cannot make opportunity attacks against you until the start of your next turn.

Wolf's Sweep. When you take the Attack action on your turn, you can expend one Farron die to replace one of your greatsword attacks with a sweeping strike.
Choose two creatures within your greatsword's reach and within 5 feet of each other. Make a separate greatsword attack against each target. On a hit, a target takes the attack's normal damage.
If both attacks hit, you can add the Farron die to the damage of one of them.

Wolf's Guard. When a creature you can see hits you with a melee attack, you can use your reaction and expend one Farron die to parry the

blow with your dagger.
Roll the Farron die and reduce the damage you take by the number rolled + your Strength modifier.
If this reduces the damage to 0, you can immediately make one melee weapon attack with your dagger against the attacker, provided it is within your reach.

7th Level: Abyss Hunter

Your dedication to hunting the Abyss grants you an instinctive awareness of unnatural corruption. You gain proficiency in either the Insight or Survival skill. You also gain Expertise in one of these skills in which you are proficient, allowing you to double your proficiency bonus for ability checks made using that skill.

Additionally, you have advantage on Wisdom (Survival) checks made to track aberrations, fiends, and undead, and on Intelligence checks made to recall information about them.

Hunt the Corrupted. When you use a Farron technique against an aberration, fiend, or undead, you can roll the Farron die twice and use either result.
If the technique involves multiple targets, this benefit applies only if at least one of those targets is an aberration, fiend, or undead.

10th Level: Legion's Flame

You learn to channel the smoldering flames of the Undead Legion through your greatsword.
As a bonus action, you can ignite a

greatsword you are holding for 1 minute. The flames end early if you are incapacitated, if you stop wielding the greatsword, or if you dismiss them (no action required). While the flames are active, your greatsword sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Additionally, your Farron techniques gain the following benefits:

Burning Fang. When you hit a creature with the dagger attack granted by Wolf's Fang, the target takes fire damage equal to one roll of your Farron die at the start of its next turn.

Flaming Sweep. When you use Wolf's Sweep, you can choose a third creature within your greatsword's reach and within 5 feet of at least one of the other targets. Make a separate greatsword attack against that creature. On a hit, it takes fire damage equal to one roll of your Farron die instead of the attack's normal damage.

Blazing Guard. When you use Wolf's Guard, the attacker takes fire damage equal to one roll of your Farron die if it is within 5 feet of you.

You can use Legion's Flame once, and you regain the expended use when you finish a short or long rest.

15th Level: Undying Legion

The relentless endurance of the Abyss Watchers allows you to continue fighting when others would fall.

When you use your Second Wind feature, you regain one expended Farron die.

Last of the Legion. When you are reduced to 0 hit points but not killed outright, you can expend two Farron dice to drop to 1 hit point instead. Once you use Last of the Legion, you cannot use it again until you finish a long rest.

18th Level: Soul of the Blood of the Wolf

You have mastered the techniques of the Undead Legion, becoming a whirlwind of steel and flame. Your Farron dice become d10s, and you gain the following benefits:

Awakened Flame. You can use Legion's Flame twice between short or long rests instead of once.

Unbroken Swordsmanship. Once on each of your turns while Legion's Flame is active, you can use Wolf's Fang or Wolf's Sweep without expending a Farron die. You still roll the die for any effects that require it.

Blood of the Wolf. While Legion's Flame is active, when you reduce a hostile creature to 0 hit points with a greatsword attack or a Farron technique, you gain temporary hit points equal to your Fighter level. You can gain these temporary hit points only once per turn.