DUALINK

Salamanders

Space Marine Subclass



Warhammer 40K Edition

Salamanders

Into the fires of battle, unto the Anvil of War!

Salamanders are defenders first and warriors second. They do not abandon the weak, and they do not retreat while others still stand. Their strength lies not in speed or fury, but in the willingness to endure pain so that others do not have to.

Primary Role: Protector Tank
Playstyle Tags: Damage Interception, Attrition Scaling, Defensive Support, Fire Synergy
Complexity: Medium

Promethean Guardian

You interpose yourself without hesitation.

At 1st level, when a creature you can see within 10 feet of you takes damage, you may use your reaction to protect them.

- You reduce the damage taken by the creature by an amount equal to your proficiency bonus
- You take the remaining damage instead (this damage cannot be reduced or redirected)

In addition:

- You have resistance to fire damage
- When you take fire damage, you regain hit point equal to your proficiency bonus divided by two, rounded up, for each hit die of damage.

Forge-Hardened

Pain tempers you rather than breaking you.

At 6th level, when you take damage

from a creature within 5 feet, you gain one of the following benefits (your choice):

- You gain temporary hit points equal to your proficiency bonus
- The next weapon attack you hit before the end of your next turn deals additional damage equal to your proficiency bonus

You can gain only one benefit per turn from this feature.

In addition you have advantage on saving throws against exhaustion

When you use Promethean Guardian to take damage for an ally, the creature that dealt that damage has disadvantage on attack rolls against creatures other than you until the start of your next turn.

Tempered in Flame

Also at 6th level, the first time each round you take damage from a hostile creature, you gain 1 Temper stack (maximum equal to proficiency bonus).

When you hit with a weapon attack, you may expend any number of Temper stacks to deal an additional 1d8 fire damage per stack.

If you expend 3 stacks, you also gain temporary hit points equal to your proficiency bonus.

All Temper stacks are lost at the end of your turn if you did not take damage since the start of your last turn.

Oath of the Forge

A Salamanders' defining moment: standing when retreat would be smarter.

At 10th level, as a bonus action, you may swear an Oath of the Forge, choosing one ally you can see within 15 feet.

Until the start of your next turn:

- Damage dealt to the chosen ally is redirected to you (before resistances)
- You have resistance to all damage taken this way
- While this oath is active, your movement speed is reduced to 0

If you end the turn with more than half your hit points, you suffer fire damage equal to your proficiency bonus as the oath burns hotter than necessary.

You may use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

While Oath of the Forge is active, when you take damage from a creature within 5 feet, that creature takes fire damage equal to your proficiency bonus.

Unbreakable Flame

At 14th level, your endurance becomes legendary.

When you would be reduced to 0 hit points, you may instead drop to 1 hit point and immediately ignite with inner fire until the end of your next turn.

While ignited:

- You gain resistance to all damage
- Creatures of your choice within 5 feet take fire damage equal to your proficiency bonus at the start of their turns
- You cannot be knocked prone or

restrained
- When a creature damages you with a melee attack, it takes fire damage equal to your proficiency bonus.

Once you use this feature, you cannot use it again until you finish a long rest.

Vulkan's Legacy

At 18th level, at the start of combat, choose any number of allies within 20 feet.

For 1 minute:
- The first time each chosen ally would take damage each round, reduce that damage by your proficiency bonus
- If a chosen ally would be reduced to 0 hit points, you may use your reaction to have them drop to 1 hit point instead, and you take fire damage equal to twice your proficiency bonus

This fire damage ignores resistance.

Once per long rest, if you would die outright, you instead stabilize at 1 hit point and gain resistance to one damage type of your choice until this feature is used again.