Mountie

A Mountie is a martial warrior who shares a strong bond with an animal companion that carries them into battle. They excel at a number of mounted combat styles that take on differing forms depending on their bond with their loyal companion.

Mountie			
Level	Proficiency Bonus	Features	Mount Companion CR Level
1st	+2	Mount Companion, Mounted Combat	1/4
2nd	+2	Fighting Style	1/4
3rd	+2	Equestrian Study	1/4
4th	+2	Ability Score Improvement	1/4
5th	+3	Mounted Attack	1/4
6th	+3	Standard-Bearer	1/2
7th	+3	Equestrian Study Feature	1/2
8th	+3	Ability Score Improvement	1/2
9th	+4	Broken-In	1/2
10th	+4	Charge Improvement (2d10)	1/2
11th	+4	Equestrian Study Feature	1
12th	+4	Ability Score Improvement	1
13th	+5	Standard-Bearer Improvement (+2)	1
14th	+5	Rushing Assault	1
15th	+5	Equestrian Study Feature	1
16th	+5	Ability Score Improvement	2
17th	+6	Charge Improvement (3d10)	2
18th	+6	Standard-Bearer Improvement (+3)	2
19th	+6	Eternal Rider	2
20th	+6	Legendary Steed	2

Class Features

As a mountie, you gain the following features.

Hit Dice: 1d8 per mountie level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 6) + your Constitution modifier per mountie level after 1st

Proficiencies
Armor: Light Armor, Medium armor, shields
Weapons: Simple weapons, Martial weapons
Tools: Cobbler's tools
Saving Throws: Dexterity, Wisdom
Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, Insight, Intimidation, Nature, Performance, and Survival

Equipment
- (a) chain shirt or (b) studded leather armor
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) longbow and 20 arrows or (b) a whip and leather barding
- (a) a dungeoneer's pack (b) an explorer's pack

Mount Companion
You gain a loyal mount that will bear your weight and carry you into battle. Choose a creature that is one size larger than you, has the capability to be a mount (can't be bipedal, ethereal, etc.), and an equal CR to your *Mount Companion CR Level* or lower(common examples are horses, camels, boars, elk, etc.). The creature can not have a flying speed.

Add your proficiency bonus to the creatures AC, attack rolls, and damage rolls, as well as any saving throws and skills it is proficient in. Its hit point maximum equals either the creature's hit point maximum or an amount equal to the creature's Constitution score + 5 times your Mountie level, whichever is higher. Upon finishing a long rest the creature regains all missing hit points.

The creature obeys your commands as best as it can. It takes its turn on your initiative. On your turn, you can verbally command the creature where to move(no action required by you).

If you are incapacitated or absent, the creature acts on its own, focusing on protecting you and itself. The creature does not require your command to use a reaction, such as when making an opportunity attack.

While mounted on your mount companion you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Additionally, mounting or dismounting takes only 5 feet of movement, rather than half your speed.

If the beast dies, you can obtain another one by spending 8 hours bonding with another creature that isn't hostile to you.

Mounted Combat

While you are mounted on your *mount companion*, as an action you can command your companion to make a modified dash or disengage action. The creature's Dash action becomes *Charge* and the Disengage becomes *Reroute*. The actions are described below.

- **Charge.** When you command your mount to Dash as an action, you can make a melee attack roll against a creature as part of the action. If you have moved less than 30 feet before making the attack roll, the attack roll has disadvantage. On a hit, the creature takes an additional 1d8 damage equal to the damage type of your weapon and you end your movement within 5ft of the creature.

  You can not use this action if your mount is starting its turn within 5ft of a hostile creature, if your mount has no movement, or if your mount is incapacitated in any way.

  Charge damage increases from 1d8 at 1st level, to 2d8 at 10th level in this class, to 3d8 at 17th level in this class.

- **Reroute.** When you command your mount to Disengage as an action, you also benefit from the disengage properties. Additionally, if you take this action while you or your mount is within 5 feet of a hostile creature, your mount gains additional movement equal to half its maximum movement (rounded up).

Fighting Style

At 2nd level, 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.

- **Mounted Archery.** You gain a +1 bonus to attack rolls you make with ranged weapons. This bonus increases to +2 if your mount has moved more than half its maximum movement this turn.

- **Armored Cavalry.** While wearing armor, you and your mount gain a +1 bonus to AC.
- **Great Weapon Rider.** 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, reach, or versatile property for you to gain this benefit.
- **Mounted Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you(including your mount), you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Jousting.** If you move more than 30 ft on your turn and land an attack with a reach weapon, you can force the target to make a saving throw equal to 8 + your proficiency bonus + your strength modifier. On a failure the target is knocked prone.
- **Mounted Artillery.** You can draw a weapon that has the throw property as part of the attack you make with the weapon. In addition, your thrown weapon gains a bonus to its maximum range equal to your mount's maximum movement.

Equestrian Study

At 3rd level, you choose to emulate the ideals and training of an equestrian study. Your choice grants you features at 3rd level and again 7th, 11th, and 15th level.

Equestrian Study	Features
Myth	Extraplanar Mount, Banner of Majesty, Flying Mount, Creature of Myth
Desperado	
Warfare	Warfare Proficiencies, Superior Flank, Banner of Crusade, Line-Breaker, Devastating Strikes
Runeterra Subclass	
Automounts	

Traveler's Bond

At 3rd level, you and your mount share a hit dice pool to regain hit points with during a short rest. Additionally, you gain an additional number of expendable hit dice equal to your wisdom modifier.

Mounted Attack

Starting at 5th level, when you take the attack action on your turn your mount also makes an attack.

Standard-Bearer

Starting at 6th level, you bear a flag that bolsters allies that can see it. As a bonus action, you can raise your flag and any allies that see the flag gain a +1 bonus to all attack rolls until the end of your next turn.

This bonus increases to +2 when you reach 13th level in this class and +3 when you reach 18th level in this class.

You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this feature upon completing a long rest.

Broken-In

Starting at 9th level, your bond with your mount companion is strong. While mounted on your companion you and your companion have advantage on saving throws against being afflicted by the charmed and feared conditions.

Rushing Assault

Starting at 14th level, when you roll for initiative you can add your mount's strength or dexterity modifier (whichever is higher) to your initiative roll.

Eternal Rider

Starting at 19th level, if you are incapacitated while mounted you do not fall off your mount. Additionally, you can continue to order your mount even if you are incapacitated, allowing it to do actions on its intuitive count outside of just the dodge action.

Legendary Steed

Starting at 20th level, you and your mount have reached a legendary status. When you or your mount lands a killing blow on a creature you regain a use of your *Standard-Bearer* feature.