

## THE FIGHTER

Level	Proficiency Bonus	Features	Maneuvers Known	Superiority Dice
1	+2	Fighting Style, Second Wind	—	—
2	+2	Action Surge, Combat Superiority	3	4d6
3	+2	Martial Archetype	3	4d6
4	+2	Ability Score Improvement	3	4d6
5	+3	Extra Attack	3	4d6
6	+3	Ability Score Improvement	4	5d6
7	+3	Martial Archetype Feature	4	5d6
8	+3	Ability Score Improvement	4	5d6
9	+4	Indomitable	4	5d8
10	+4	Martial Archetype Feature	5	5d8
11	+4	Extra Attack (2)	5	5d8
12	+4	Ability Score Improvement	5	5d8
13	+5	Indomitable (two uses)	5	6d8
14	+5	Ability Score Improvement	6	6d8
15	+5	Martial Archetype Feature	6	6d10
16	+5	Ability Score Improvement, Relentless	6	6d10
17	+6	Action Surge (two uses), Indomitable (three uses)	6	6d10
18	+6	Martial Archetype Feature	6	6d10
19	+6	Ability Score Improvement	6	6d10
20	+6	Extra Attack (3)	6	6d10

## VARIANT: FIGHTER

This document presents two additional features for the Fighter class: Combat Superiority and Relentless. It removes the Battle Master subclass in favor of a class-wide system of battle maneuvers that all fighter subclasses can take advantage of.

All class features are identical to the ones found in the *Player's Handbook*. Two additional features for the fighter are found later in this document. **This variant is compatible with every Martial Archetype except for the Battle Master.**

## MY NOTES

C0re's fighter is pretty great in concept. It's very similar to the fighter in various drafts of the D&D Next playtest. Having a maneuver at the ready once per turn is a great way to keep things interesting every turn, without having to deal with resource tracking and management.

However, having these maneuvers all the time, even with their damage removed, is a bit too strong no matter how you look at it. In particular, having maneuvers such as Menacing Attack, Trip Attack, and Distracting Strike available every turn is extremely strong and allows them to be abused in ways not intended by the original developers.

Thus, I was given a choice - nerf or remove problematic maneuvers, or nerf the feature itself to have a resource. Given my experience playing a Battle Master fighter, I decided to attach the Battle Master's maneuvers to superiority dice (as shown in the class table). I then removed Goading Attack (sorry, that's what the Cavalier does), buffed Evasive Footwork, and added some damage to Commander's Strike (this maneuver is the only one that gets damage as it costs you an attack).

With that, I also decided to remove C0re's Battle Master (it's a bit too generic, even with his changes), instead giving access to all maneuvers to the Champion - after all, it's a very generalist subclass.

## CORE'S ORIGINAL NOTES

Reworking fighter to use superiority die baseline has been a very popular talking point amongst the community for quite a while. A friend of mine tweeted the 5e developers and asked them their thoughts, and Mike Mearl's reply was "I think that would've been my preferred approach to the fighter, looking back." and "in fact, initial martial dice design worked that way."

My design goals here were to make the fighter have more meaningful and interesting options in combat while giving them a minor buff.

My original version of this rework removed action surge and extra attack (3) in exchange for full damage baseline maneuvers. This worked out mathematically, but was found to be pretty unpopular. Turns out, people REALLY like action surge, even when presented with a mathematically superior alternative.

I went back to the drawing board and decided to remove the damage and number of uses from maneuvers, so you can use a maneuver once per turn, every turn.

## ADDITIONAL FEATURES

### COMBAT SUPERIORITY

At 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

### MANEUVERS

You learn three maneuvers of your choice, which are listed in the "Maneuvers" section at the end of this document. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 6th, 10th and 14th level. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one. Your Martial Archetype also grants you one additional maneuver when you choose it at 3rd level, detailed in the "Archetype Maneuvers" section below.

### SUPERIORITY DICE

You have four superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 6th level and one more at 13th level. Additionally, your superiority dice become d8s at 9th level and become d10s at 15th level.

### SAVING THROWS

Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

## RELENTLESS

Starting at 16th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

## ARCHETYPE MANEUVERS

When you choose your martial archetype at 3rd level, you learn one additional maneuver based on the archetype you chose, as listed in the table below. For homebrew archetypes, the DM may choose a list of possible maneuvers that best fits the archetype. The maneuvers themselves are detailed at the end of this document.

### ARCHETYPE MANEUVERS

Archetype	Maneuver Learned
Arcane Archer	Evasive Footwork, Precision Attack, or Pushing Attack
Cavalier	Lunging Attack, Maneuvering Attack, or Parry
Champion	Any maneuver of your choice
Eldritch Knight	Distracting Strike, Menacing Attack, or Pushing Attack
Purple Dragon Knight	Commander's Strike, Maneuvering Attack, or Rally
Samurai	Evasive Footwork, Feinting Attack, or Riposte

## MANEUVERS

### COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

### DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

### DISTRACTING STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

### EVASIVE FOOTWORK

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until the start of your next turn or until you become unable to move.

### **FEINTING ATTACK**

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll this turn against that creature. The advantage is lost if not used on the turn you gain it.

### **LUNGING ATTACK**

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet.

### **MANEUVERING ATTACK**

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. Choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

### **MENACING ATTACK**

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

### **PARRY**

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

### **PRECISION ATTACK**

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

### **PUSHING ATTACK**

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

### **RALLY**

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier (minimum of 1).

### **RIPOSTE**

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature.

### **SKILL SUPERIORITY**

When you make an ability check while in combat, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.

### **SWEEPING ATTACK**

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

### **TRIP ATTACK**

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.