

Fighting Maneuvers



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Presented here is a variant rule for Fighting Styles, called Fighting Maneuvers. This variant operates on two premises: that static bonuses from Fighting Styles are boring and contrary to 5th Edition's design, and the Battlemaster's Maneuvers should have been a core Fighter feature from the start.

The following Fighting Style feature that replaces the feature of the same name on the Fighter, Paladin, and Ranger. This can also apply to 3rd party classes that have the Fighting Style feature.

THE BATTLEMASTER

Sufficed to say, with the choice to add maneuvers to the base Fighter, the Battlemaster becomes redundant and loses its mechanical diversity and niche. When using this supplement, the Battlemaster should not be an made an option for your players.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose a number of fighting style maneuvers based on your class to learn. A Fighter learns four maneuvers at 1st level, and Ranger and Paladin learn two at 2nd level.

The maneuvers you learn from these fighting styles (detailed in the Maneuvers section below) are intricate and only one can be performed per turn.

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

$$\text{Maneuver Save DC} = 8 + \text{your Proficiency Bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

Each time you gain a level in this class, you can choose one maneuver that you know and replace it with another maneuver of your choice.

MANEUVERS

You learn a number of maneuvers when you gain the Fighting Style class feature or Martial Adept feat. The number of maneuvers you learn is determined by the class you gained the feature from. You cannot choose the same maneuver twice, even if another feature lets you pick additional maneuvers.

ARRESTING ATTACK

When making an attack with a weapon with the reach property against a creature no more than one size larger than you, you can choose to arrest the target instead of making a normal weapon attack. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or pull it 5 feet closer to you.

DISARMING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks to attempt to disarm a creature within 5 feet, 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, they drop the object you choose. The object lands at their feet.

GOADING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks and attempt to goad a creature within 5 feet into attacking you. That creature must make a Wisdom saving throw. On a failed save, the target has disadvantage on the first attack roll they make before the end of your next turn that doesn't include you as a target.

GRAB HOLD

When you take the Attack action on your turn and attack with a single melee weapon and nothing in your other hand, you can use your bonus action to attempt to grapple a target that you hit with an attack this turn.

MENACING ATTACK

When you hit a creature with a heavy melee weapon attack, instead of dealing weapon damage you can attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, they are frightened of you until the end of your next turn.

PARRY

If you take the Attack action on your turn and attack with a single melee weapon and no shield, you can use your bonus action to ready a parrying maneuver. You have a bonus to your AC equal to your Strength or Dexterity modifier (your choice) against the first melee attack made against you before the start of your next turn.

PATIENT STRIKE

When you take the Attack action on your turn, you can choose to forgo an attack to prepare for the movements of one creature of your choice that you can see. Until the start of your next turn, that creature provokes opportunity attacks from you if they enter your reach. In addition, you have advantage on opportunity attacks against that creature.

POWER ATTACK

When you take the Attack action on your turn and make a melee attack with a heavy weapon against a creature that has advantage, you can choose to forgo advantage and make a more powerful strike. If you hit, you deal additional damage equal to your proficiency bonus.

PRECISION AIM

When you take the Attack action on your turn and make a ranged weapon attack against a creature with disadvantage, you can choose to ignore disadvantage as you make a more precise strike. If you hit, you do not add your ability modifier to the damage dealt by this attack.

PUSHING ATTACK

When you hit a creature with a melee weapon attack while wielding a shield, you can attempt to drive the target back. If the target is Large or smaller, you can push the target up to 5 feet away from you.

RALLY

On your turn, you can use a bonus action to bolster the resolve of one of your companions by banging on your armor or shield. When you do so, choose a friendly creature within 15 feet that can see or hear you. That creature gains temporary hit points equal to your Charisma modifier (a minimum of 1) which last until the end of their next turn.

RAPID FIRE

When you make a ranged weapon attack and miss, you can use your bonus action to quickly make another attack against the same target with disadvantage.

RIPOSTE

When a creature misses you with a melee attack, you can use your reaction to make a melee attack with a light weapon against that creature with disadvantage.

SHIELD BLOCK

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be holding a shield to perform this maneuver.

STEEL WILL

When a creature damages you with a nonmagical weapon while you are wearing armor, you can use your reaction to reduce bludgeoning, piercing, or slashing damage by an amount equal to your Strength or Dexterity modifier (your choice).

SWEEPING ATTACK

When you take the Attack action while wielding a weapon in two hands, you can choose to forgo an attack to make a special sweeping strike. Choose two creatures within 5 feet of each other that are both within your reach. Make a single attack roll against both creatures. For each creature hit, they take damage equal to the weapon's damage roll.

TWIN STRIKE

When you take the Attack action on your turn, and have a different light melee weapon which you are proficient with in each hand, you can use your bonus action to make a twin strike with both weapons. Make a single attack roll against a creature within reach of both weapons. If either weapon has the finesse property, you can choose to use your Dexterity modifier in place of your Strength modifier for this attack. You deal damage equal to both weapon's damage die, but you do not add your ability modifier to the damage of either weapon.

VOLLEY

Choose two creatures within 5 feet of each other that you can see within your ranged weapon's normal range. You can forgo one of your attacks when you take the Attack action to make a single volley attack against both creatures. You must have enough ammunition for each target. Make a single attack roll against both creatures. For each target, if this attack hits, it takes your weapon's normal damage but you do not add your ability modifier to the damage roll.

Feats

Below are changes to feats to accommodate the Fighting Maneuvers system.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting or the *twin strike* maneuver even when the one-handed melee weapons you are wielding aren't light.
- The bonus action attack granted by two-weapon fighting can be made as a *twin strike* maneuver if you know it. This does not count as your one maneuver for the turn.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

MARTIAL ADEPT

You've completed a rigorous martial training to gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Choose a single maneuver from the list of optional features available to the Fighter. You can't take the same maneuver option more than once, even if you get to choose again. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the target throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Fighter

Below is the only change to the base fighter that accompanies the Fighting Maneuvers. This change gives the Fighter an edge over other martials not, just in knowing maneuvers but in applying them.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. In addition, on a turn when you use this feature, you can perform two maneuvers instead of one.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.



THE CHAMPION, REVISED

CHAMPION MANEUVERS

Below are two additional maneuvers that a Champion learns upon reaching 3rd level.

Exploit. When a creature that you can see within 5 feet of you is grappled or knocked prone, you can use your reaction to make an unarmed strike against that creature.

Gang Tactics. After a friendly creature that you can see or hear hits a creature that is within 5 feet of you with an attack, you can use your reaction to attempt to shove or grapple that creature.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE

Starting at 7th level, when you make a Strength, Dexterity, or Constitution check that you are proficient in, you can choose to add double your proficiency bonus to that check.

Once you use this feature, you must finish a short or long rest before you can use it again. You regain the use of this feature early when you use your Action Surge feature.

EXCEPTIONAL FIGHTING STYLE

At 10th level, your maneuvers become deadly in their own right. Whenever a creature fails a saving throw to resist the effects of one of your maneuvers, or you make a successful attack roll against a creature as part of a maneuver, you can choose to deal damage to a single target of that maneuver equal to 1d4 + your Strength or Dexterity modifier (your choice). The type of this damage is a type that a weapon you're wielding could deal, or bludgeoning if you are wielding no weapons.

SUPERIOR CRITICAL

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Additionally, when you are reduced to 0 hit points and don't die outright, you are immediately stabilized.

OTHER OFFICIAL ARCHETYPES

ARCANE ARCHER

Below are two additional maneuvers that an Arcane Archer learns upon reaching 3rd level.

Grounding Strike. When you take the Attack action on your turn and make a ranged attack, you can choose to deal no damage and instead attempt to force a flying creature to the ground. On hit, the target must make a Strength saving throw. On a failed save, their flying speed becomes 0 until the end of their next turn. On a successful save, their flying speed is instead halved until the end of their next turn. In either case, at the start of their next turn they immediately descend 60 feet safely towards the ground.

Hidden Strike. When making a ranged attack against a creature that cannot see you, you can imbue your attack with a small amount of illusion magic to disguise your location. You do not give away your location with this attack.

CAVALIER

Below are two additional maneuvers that a Cavalier learns upon reaching 3rd level.

Call to Arms. While not mounted, as a bonus action you can whistle or otherwise call to a mount you're sufficiently familiar with or have mounted for at least an hour in the last 24 hours. You make an audible noise that if the creature can hear, it can immediately use its reaction to move towards you at double its speed.

Pursuit. When a creature marked by you uses their movement to move to a space 15 feet away from you or more, you can use your reaction at the end of their movement to move up to your movement speed closer to them.

ELDRITCH KNIGHT

Below are two additional maneuvers that an Eldritch Knight learns upon reaching 3rd level.

Arcane Blade. After casting a spell of 1st-level or higher, you can use your reaction to reclaim lingering magic and enchant your blade. Your next weapon attack before the end of your next turn is magical and deals an additional 1d8 force damage.

Expel Magic. While concentrating on a spell of 1st-level or higher, you use your bonus action to release that energy, ending the concentration early and dealing force damage to creatures of your choice within 10 feet of you. This damage equals 1d6 per level of the spell slot spent on the spell when it was cast.

SAMURAI

Below are two additional maneuvers that a Samurai learns upon reaching 3rd level.

Dancing Blade. When you take the Attack action on your turn and have advantage on an attack roll against a creature, you can forgo the advantage for that roll to attempt a disorienting and elaborate strike. If that attack hits, the target cannot take any reactions until the end of its next turn.

Debonair Death. When you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to make a weapon attack against the creature that reduced you to 0 hit points.



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