

MARTIAL EXPLOITS

HOME BREW



MARTIAL EXPLOITS

Version 2.0

**A CONVERSION OF OVER 900
4TH EDITION MARTIAL POWERS
INTO 5TH EDITION ABILITIES**

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INTRODUCTION

This document is a part of a larger series converting 4th edition powers into 5th edition abilities. This particular document presents fighter, ranger, rogue, and warlord themed exploits. Exploits in this document is not intended to be only for these classes, but rather to add a little dash of fighter, ranger, rogue, or warlord flavor to any character.

That being said, there are abilities presented here that benefit certain classes more. Those exploits often refer to marking, a variant combat option in the DMG, and marks make the most use out of the **Rank 1 Exploit: Combat Challenge**.

Some may reference the Sneak Attack class feature, though they do not require it.

Others refer to a companion pet. Anyone can have a pet, but this refers to any companion creature that is trained for battle. Such as a trained wolf, a Beast Master's animal companion, or maybe even a Paladin's steed.

WHAT IS AN EXPLOIT?

Exploits are abilities converted from 4th edition Martial Powers, taken from Fighter, Ranger, Rogue, and Warlord.

They are Martial which means they are fueled only by the cunning and expertise of the character performing them. They are called exploits because they exploit a specific opening in a fight that might only present itself once in a fight or once in a day. This is a narrative justification for why the abilities cannot just be used all the time.

These exploits are divided by Rank, with each rank about equal in power to a spell of the same level or a permanent magic item of equal rarity. See the Exploit Rank and Rarity table for comparison.

HOW TO USE EXPLOITS IN YOUR GAME

These exploits are intended to be used as either special abilities for NPCs to use to make them unique, or as rewards for players in place of magic items. They do not take up an attunement slot, but are also more limited in function than a magic item.

Each rank is intended to have a minimum character level to acquire, but that is ultimately up to the GM to decide.

HOW PLAYERS CAN ACQUIRE EXPLOITS

It is ultimately up to you to decide how they are introduced into your game, and which ones are available. Here are a few examples of how you could allow players to acquire them.

- You could have NPCs reward them as special training instead of treasure. Similar in the way Boons are awarded.
- The players find a magical scroll that when studied is consumed as it bestows the knowledge of the exploit on the character.
- You could use the "Buying a Magic Item" Downtime Activity from Xanathar's Guide to Everything as a framework for spending downtime to train an exploit from a teacher.
- If using the training method or rewarding them instead of treasure, it is unlikely that an instructor knows all of the exploits. I would recommend picking 3-5 exploits that the instructor is willing to teach, and allowing the players to pick from that list.

EXPLOIT RANK AND RARITY COMPARISON

Rank	Spell Level	Magic Item Rarity	Level Range
1	1st	Common	1-4
2	2nd	Uncommon	5-8
3	3rd	Rare	9-12
4	4th	Very Rare	13-16
5	5th	Legendary	17-20

READING AN EXPLOIT

NAME OF EXPLOIT

Rank of Exploit • Tags (How often the Exploit recharges)

Exploit text. This section describes the mechanical benefits of the exploit.

Flavor text. This section describes how the exploit appears in the world

HOW OFTEN THE EXPLOIT RECHARGES

- **Turn.** The exploit recharges at the start of your turn.
- **Short.** The exploit recharges after a short or long rest.
- **Long.** The exploit recharges after a long rest.

NEW RULES & TERMS

CONDITIONS

BLEEDING

Bleeding is a new condition. A creature that is bleeding takes the listed amount of damage (usually a die amount) at the beginning of its turn. Bleeding can be stopped by using an action to make a DC 15 Wisdom (Medicine) check or through the application of any effect that allows the creature to regain hit points.

GMs can choose to have bleed damage stack with itself or not, depending on the type of campaign they wish to play.

Variants: A bleeding creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the bleeding on a success.

DAZED

This is a new condition that means a creature may not take reactions, and on its turn it can use either an action or a bonus action, but not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

RULES

ATTACKING OBJECTS

With your DM's permission, you can use an exploit to target an object when it would normally target a creature.

MARKED

This is the variant rule presented on page 271 of the *Dungeons Masters Guide*. When a creature marks a target, the mark lasts until the end of the attacker's next turn unless specified otherwise, and any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the *shocking grasp* spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

SAVING THROWS

Some exploits require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

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

TWO WEAPON FIGHTING AND EXPLOITS

When you are engaging in two weapon fighting (TWF) and an exploit specifies "make one additional attack using your other weapon" or similar wording, then the additional attack is made using a single melee weapon, normally different from the one you made the triggering attack with. This distinction typically only comes up when using a TWF variant that allows you to deal your other weapon's damage alongside your main weapon.

TAGS

FEAR

A fear exploit inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting advantage on attack rolls. Creatures immune to fear effects will be immune to parts of an exploit (generally the status effects or psychic damage), if not the whole thing.

OFFENSIVE

You can only activate 1 exploit per turn with the "Offensive" tag. This is intended to prevent stacking damage dealing exploits on a single trigger, and to prevent offensive exploits from triggering off of each other.

Variants: Offensive could also be limited to once per round, depending on if you want to make players choose between using an offensive exploit to attack, or hold back and be able to activate an offensive exploit during a reaction.

PET

Exploits that have the pet tag require the user to have some sort of companion creature present. Most often, this will refer to a Beast Master Ranger's beast companion, though any companion creature could suffice, such as a Paladin's mount, a Chain Pact Warlock's familiar, or simply a trained wolf.

Exploits that use this tag will sometimes refer to a companion's reaction. This is assuming the companion gets their own full turn of actions. If this isn't the case, feel free to change the action cost as needed to best fit your beast companion rules.

These exploits will often have some bonus effect if your companion is a certain type. It's up to the DM to determine if your pet fits into any of the categories.

QUARRY

If an Exploit has the quarry tag, it means that you need to be using the *hunter's quarry* exploit on the target, the spell *hunter's mark*, or another similar ability with DM approval.

SKILL OR TOOL

When an exploit has a Skill or Tool tag, you must be proficient in that skill or tool to activate the exploit. If it requires a tool, you must have the tool on hand.

STANCE

When an exploit has the "Stance" tag, the stance lasts for 1 minute, until you are knocked unconscious, or until you enter another stance. You can end a stance on your turn (no action required).

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, could require you to succeed on a DC 10 Constitution saving throw to maintain your stance.

SUSCEPTIBILITY

Being susceptible to a damage type means you take extra damage from that damage type. If you have a 1d6 susceptibility to fire, then any time you take fire damage, you take an additional 1d6 fire damage.

UTILITY

Utility exploits are generally buffs for the user or allies, and generally don't interact with enemies in any way. Sometimes these exploits have no combat application at all.

WEAPON

Weapon exploits apply any special properties of that weapon to the exploit. If the exploit requires a saving throw, you can apply your weapon's enhancement bonus to the save DC, and any special on hit effects of your magic weapon apply on a failed save, such as dealing extra fire damage, or causing a bleeding wound.

TERMS

“ATTACKS, SPELLS, AND ABILITIES”

When an exploit refers to a creature's “Attacks, spells, and abilities”, it refers to any attack roll, spell, trait, special ability, or saving throw effect imposed by the creature, etc.

CHARGING ATTACK

If an exploit refers to a charging attack and you don't have rules for that in your game, consider using the following:

Charging Attack. As an action, you can move up to your speed and make a melee weapon attack against one creature within your weapon's reach. If you moved at least 10 feet you gain advantage on the attack roll. Additionally, all attack rolls against you have advantage until the start of your next turn.

EXPLOIT

A character performs bold and daring exploits drawing on relentless martial training and specific openings in a fight. An exploit is not a magical effect, but its limited uses are represented by the fact that it requires a very specific opening in a fight, and this opening might only present itself once in a fight or once in a day.

“MAKE A MELEE ATTACK USING A SHIELD”

When an exploit requires you to use a shield like a melee weapon, you treat the shield like any other weapon attack using Strength. Just like a weapon you are proficient in, you get to add your proficiency bonus to the attack roll if you are proficient in the use of shields.

MOVEMENT AND SAFE MOVEMENT

When an exploit allows you to move, this is normally in addition to any other movement on your turn. Unless specified otherwise, this bonus movement is only available as part of the exploit. Meaning, if an exploit allows you to move 20 feet, you must use that movement then, you can't use 10 feet and save the other 10 feet for later.

If an exploit allows you to **safely** move, jump, fly, etc., it means the movement does not provoke opportunity attacks. The disengage action is another example of safe movement. The Sentinel feat interacts with safe movement in the same way it interacts with the disengage action.

OPPORTUNITY ATTACKS

When an exploit grants you an opportunity attack, you must still follow all the rules and restrictions of a standard opportunity attack. In most cases, this means using your reaction, unless you have the target Marked.

QUARRY

When an exploit refers to your quarry, it refers to the target of your *hunter's quarry* exploit, your *hunter's mark* spell, or any other similar effect approved by your DM.

SPENDING HIT DICE

When an exploit has you “spend a hit die” it will always specify what the benefit is. The benefit is often to recover hit points, but not always. If you are regaining hit points using a hit die, it is just like during a short rest. You roll your die and add your Constitution modifier. This means you do not regain hit points for spending hit dice unless the effect tells you to do so.

Some exploits will reference “as if you had spent a hit die” which refers to rolling the die and adding your Constitution modifier without actually needing to spend the die. These effects can be used even if you have no hit dice remaining.

WEAPON CATEGORIES

Some exploits gain extra damage or effects when used with specific weapon types. These types are broken up into categories. You can find them in the following table.

Type	Weapons
Axe	Battleaxe, Handaxe, Greataxe, Halberd
Bow	Longbow, Shortbow
Crossbow	Hand Crossbow, Heavy Crossbow, Light Crossbow
Flail	Flail, Whip
Hammer	Maul, Throwing Hammer, Warhammer
Heavy Blade	Glaive, Greatsword, Longsword, Scimitar
Light Blade	Dagger, Rapier, Short sword, Sickle
Mace	Club, Great club, mace, Morningstar, Quarterstaff
Pick	Sickle, Warpick
Polearm	Glaive, Halberd, Lance, Pike, Spear (when wielded in two hands), Quarterstaff (when wielded in two hands)
Spear	Javelin, Lance, Pike, Spear, Trident

“WHEN YOU HIT A CREATURE WITH AN ATTACK”

When an exploit triggers from hitting with an attack, the target suffers the attack's normal effects, and any additional effects listed in the exploit.

“WHEN YOU TAKE THE ATTACK ACTION ON YOUR TURN”

These exploits often forgo one of your attacks to allow another creature to do something, or they modify one of the attacks you are about to make. If it modifies one of your attacks, such as granting a “bonus to the attack roll of one of your attacks” or allowing you to “move before one of your attacks”, then the “On a hit,” text that follows always refers to the specific attack you added the bonus to, or moved before.

RANK 1 EXPLOITS

ADAPTABLE FLANKER

Rank 1 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, you gain advantage on attack rolls against any creature that both you and an ally of yours are within 5 feet of.

The mere presence of an ally gives you all the advantage you need.

ADAPTIVE STRATAGEM

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one ally you can see within 50 feet of you who can see or hear you. Until the end of your next turn, the target gains a +1d4 bonus to damage rolls and a +3 bonus to saving throws.

Your companion has the ability and the will. You provide the plan and the motivation.

ADVANCE LUNGE

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 5 feet before one of your attacks using a weapon. On a hit, your attack deals an extra 1d10 damage.

If you made the attack with a light blade or spear, you can either safely move up to 10 feet before the attack or safely move up to 5 feet before and after the attack.

If you had advantage on the attack roll, your attack deals an extra 2d10 damage instead of 1d10.

You spring forward to make a quick attack.

AGILE FOOTWORK

Rank 1 Exploit • Utility (Short)

As a reaction, when an enemy ends its turn within 5 feet of you, you can safely move up to 15 feet.

Though your foe wants to move in closely, you'd rather keep your distance, so you nimbly move away.

AID THE INJURED

Rank 1 Exploit • Utility (Short)

As an action, choose yourself or one ally you can see within 5 feet of you. The target can spend one hit die to regain hit points plus an additional 1d10.

Your presence is both a comfort and an inspiration to an ally.

ARCHER'S STAIRWAY

Rank 1 Exploit • Utility, Weapon (Short)

As a bonus action while wielding a bow or crossbow, you can target up to 5 contiguous 5-foot spaces on a vertical surface within your weapon range that you can see. The DC for climbing these spaces is reduced by 1 for each piece of ammunition you spend on a space, up to 4. These holds last until removed or destroyed. The ammunition you spend on this exploit is not recoverable. You must abide by your weapon's loading restriction, as normal.

A stairway of arrows appears where you point your bow.

ARM AND EDGE

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Arm and Edge stance. Until the stance ends, whenever you make a ranged attack with a thrown weapon or a sling, you double the weapon's normal and long range.

You sharpen your aim and flex your arm, preparing to hurl your weapon at a distant foe.

ARMOR-PIERCING THRUST

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, while wielding a melee weapon, choose one creature you can see within reach. The target must succeed on a Dexterity saving throw or take 2d10 piercing damage.

If you are wielding a light blade or spear, the saving throw is made with disadvantage and the target takes 3d10 piercing damage on a failed save instead of 2d10.

You drive your weapon through a weak point in your foe's defenses.

AVENGING CHARGE

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy attacks your ally, you can make a charging attack against the triggering enemy. On a hit, your attack deals an extra 2d10 damage.

You take advantage of an enemy's opening while it focuses on your ally.

BAIT AND SWITCH

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you can switch spaces with the target and can then safely move up to 10 feet.

You strike and weave, causing your foe to lurch forward so that you can duck around it and slip into its space.

BASH AND PINION

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon and have a free hand, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be grappled by you. Until the grapple ends, the target suffers a -1 penalty to attack rolls.

You slam your weapon through your foe's defenses, creating an opening. You then step in and trap your enemy.

BASTION OF DEFENSE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each ally within 25 feet of you who can see you gains 1d4 + 2 temporary hit points, and a +1 bonus to AC and saving throws for 1 minute.

You strike your foe a mighty blow, rallying your friends as they witness the path to glory.

BATTERING COMMAND

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

Additionally, one ally within 5 feet of the target can use their reaction to make a melee weapon attack against it.

You slam your weapon into your foe's gut and cause the creature to double over, enabling an ally to smash it.

BATTLE FURY

Rank 1 Exploit • Stance (Short)

As a bonus action, you enter the Battle Fury stance. Until the stance ends, you gain a +1d4 bonus to damage rolls with melee weapons, but suffer a -1 penalty to AC.

This stance ends early if you regain hit points. You cannot end this stance willingly on the same turn that you activate it.

The damage bonus and AC penalty increase when you reach 5th level (+1d6 damage and -1 AC), 11th level (+1d8 damage and -2 AC), and 17th level (+1d12 damage and -3 AC).

You throw your full weight into each attack, ruining your defenses but scoring a crippling blow with each strike.

BATTLEFRONT SHIFT

Rank 1 Exploit • Utility (Short)

When you roll initiative, choose yourself or one ally within 15 feet who can see or hear you. The target can safely move up to half their speed (no action required).

As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.

BEAST LATCH

Rank 1 Exploit • Offensive, Pet (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 1d10 damage, and if the target moves during its next turn, your companion can safely move with it, ending in any space within 5 feet of the target. Also on a hit, if the target is your quarry, its speed is reduced by 10 feet until the end of your next turn.

If your companion is a bear, cat, raptor, spider, or snake, their attack deals an extra 2d10 damage on a hit instead of 1d10.

Your attack diverts your foe's attention long enough for your companion pet to take hold, hampering your foe and allowing the pet to easily follow.

BEGIN THE HUNT

Rank 1 Exploit • Quarry, Utility (Long)

When you roll initiative, you gain a +2 bonus to the Dexterity check, and using a quarry feature, you can designate one creature you can see as your quarry. You gain a +1d4 bonus to damage rolls against that creature until it is no longer your quarry.

You quickly identify your prey and ready yourself to attack.

BELL RINGER

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of your next turn.

If you made the triggering attack using an axe, hammer, or mace, the attack deals an extra 2d10 damage instead of 1d10.

You smash your weapon into your enemy, jarring their vitals.

BENDING BRANCH

Rank 1 Exploit • Utility (Short)

As a reaction, when you are subject to forced movement, you negate the forced movement. In addition, you gain a +2 bonus to your next melee attack roll before the end of your next turn.

You resist a foe's attempt to move you, and like a great tree swaying in a storm, you snap back, ready to attack.

BLADE VAULT

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 10 feet before one of your attacks and gain a +2d10 bonus to your next damage roll using a melee finesse weapon before the end of your turn.

If you are trained in Athletics, you can ignore difficult terrain during the safe movement.

You bound into the air, driving your blade home as you land.

BLINDING BARRAGE

Rank 1 Exploit • Offensive, Weapon (Long)

As an action, make a ranged attack using a finesse or ranged weapon against any number of creatures within a 15-foot cone originating from you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and the target must succeed on a Constitution saving throw or be blinded until the end of your next turn.

A rapid flurry of projectiles leaves your enemies clearing the blood from their eyes.

BLINDING SMASH

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, while wielding a melee weapon, choose one creature you can see within reach. The target must succeed on a Constitution saving throw or take 2d10 damage of the same type as your weapon and until the end of your next turn, the target is blinded.

If you are wielding an axe, hammer, or mace, the target takes 3d10 damage of the same type as your weapon on a failed save instead of 2d10.

A sharp blow leaves your enemy seeing only stars.

BLOODY ENDING

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a bloodied creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, your allies gain a +2 bonus to attack rolls against the target.

You cunningly aim to finish off a wounded foe.

BOAR ASSAULT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 damage.

Until the target is reduced to 0 hit points, you gain 1d4 temporary hit points each time you hit the target with a weapon attack, including the triggering attack.

Each successful attack against your foe increases your tenacity.

BOUNDLESS ENDURANCE

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Boundless Endurance stance. Until the stance ends, if you are above 0 hit points and bloodied at the start of your turn, you regain 1d4 + 2 hit points.

You shake off the worst of your wounds.

BRISTLING DEFENSE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d6 damage, and you can make one additional melee attack using your other weapon against a different creature within reach. On a hit, your attack deals an extra 1d6 damage.

Each target hit by this exploit cannot gain advantage on attack rolls against you until the end of your next turn.

You throw your arms wide and strike two foes, each with a different weapon.

BRUTAL TRICK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and you provoke an opportunity attack from the target. If the target misses with the opportunity attack or does not take it, it takes 2d10 damage of the same type as your weapon.

You create an opening that lulls your foe into a false sense of security. Then you unleash a devastating attack.

BRUTE STRIKE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

You deliver a powerful blow that rends flesh and shatters bone.

BULL CHARGE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet and knocked prone. Also on a failed save, you can safely move up to 5 feet to a space the target vacated.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

You run into your enemy, taking a brutal swing. Your force knocks your enemy backward and to the ground, allowing you to step forward.

CALCULATED ASSAULT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one of your allies within 25 feet of you gains a +1d6 bonus to damage rolls against the target for 1 minute. You can transfer this bonus to another ally within 25 feet of you as a bonus action, sharing the same duration among all your allies.

Your attack proves your superior command of the situation.

CHECKING JAB

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and the target's speed is reduced by 10 feet for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the exploit on a success.

You have advantage on attack rolls against the target while its speed is reduced by this exploit.

You smile callously as your attack lands, cowing your enemy into an overcautious state.

COMBAT CHALLENGE

Rank 1 Exploit • Offensive, Weapon (Turn)

As a reaction, when a creature marked by you is within 5 feet of you and takes the Disengage action or makes an attack against a target other than you, you can make a melee weapon attack against the triggering creature.

It's dangerous to ignore you, and you show your enemy why.

COMEBACK STRIKE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can spend one hit die to regain hit points.

A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.

COMMANDING CONFRONTATION

Rank 1 Exploit • Offensive, Quarry, Weapon (Long)

When you hit your quarry with an attack using a ranged weapon, your attack deals an extra 1d10 damage.

Until the target is no longer your quarry, your melee weapon attacks against it deal an extra 2d4 damage on a hit.

You launch an agonizing shot that continues to inhibit your foe with each subsequent attack you make.

CONCENTRATED ATTACK

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, one ally within 50 feet of you who can see or hear you can use their reaction to make a weapon attack against the target with a +2 bonus to the attack roll. On a hit, your ally's attack deals an extra 1d4 damage.

You and your companion combine your attacks to deliver a nasty blow.

CONFOUNDING ATTACK

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and the target must use its reaction, if available, to make a melee weapon attack against a creature of your choice within its reach.

If you or the target would have advantage on attack rolls against the second creature, you can add your Sneak Attack damage to the damage roll of the forced attack. This counts as one use of the Sneak Attack ability for this turn.

Your attack causes your opponent to accidentally wallop its ally.

CONFUSION OF BLADES

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d4 damage for each enemy within 5 feet of you, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d4 damage for each enemy within 5 feet of you.

Your twin blades become a whirl of slapping, jabbing, and cutting surfaces.

COORDINATED OFFENSIVE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one ally within 5 feet of you or the target can safely move up to 5 feet (no action required).

Additionally, you can also choose one ally you can see within 5 feet of you or the target. You move the chosen ally up to 5 feet to a space with no enemies within 5 feet of it (no action required).

You draw the enemy's attention long enough for one ally to move to safety and another to move into position.

COVERING ATTACK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one ally of your choice within 5 feet of the target can safely move up to 10 feet (no action required).

You launch a ferocious attack at your enemy, allowing one of your allies to safely retreat from it.

COVERING VOLLEY

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

The area within 10 feet of the point you choose becomes a zone until the start of your next turn. Any creature that moves into the zone takes 2d6 damage of the same type as your weapon.

A series of shots convinces your foes to take a different path.

CREATE A TARGET

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Wisdom saving throw. On a failed save, you can push the target up to 10 feet and it is affected by this exploit for 1 minute. On a successful save, you can push the target up to 5 feet. While affected by this exploit, whenever the target is subjected to forced movement, it provokes an opportunity attack from one ally of your choice, and the target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You swing at your foe, shoving it into the line of fire. The creature then continues to stagger around, disoriented and vulnerable.

CREATE OPENING

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one creature you can see within 5 feet. The target is marked until the end of your next turn. The target can then make an opportunity attack against you (no action required), suffering a -2 penalty to the attack roll. One ally of your choice within 5 feet of the target can use its reaction to safely move up to its speed.

You draw your enemy's attention, allowing an ally to slip away.

CRESCENDO OF VIOLENCE

Rank 1 Exploit • Utility (Short)

As a reaction, when an ally within 25 feet who can see or hear you scores a critical hit, you allow the triggering ally to gain 2d10 temporary hit points.

When one of your allies delivers a telling blow on a foe, you offer encouragement to help your friend finish the fight.

CRUCIAL ADVICE

Rank 1 Exploit • Utility (Short)

As a reaction, when an ally within 25 feet that you can see or hear makes an ability check using a skill you are proficient in, you can grant the ally advantage on the check and an additional +4 bonus.

You are wise in all things. The sooner your friends realize this, the safer and better off they'll be.

CRUSHING BLOW

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

If you made the triggering attack using an axe, hammer, or mace, your attack deals an extra 3d10 damage instead of 2d10.

Taking a full swing, you deliver a brutal blow to your foe.

CUNNING ADJUSTMENT

Rank 1 Exploit • Utility (Short)

When you hit an enemy with a melee attack, the target suffers the attack's normal effects, and one ally within 5 feet of you who can see or hear you can use their reaction to safely move up to 15 feet, and gain advantage on attack rolls against the triggering enemy until the end of your next turn.

Your strike creates an opening your ally seizes to their advantage.

CUNNING STEP

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Cunning Step stance. Until the stance ends, your speed increases by 5 feet.

The bonus to speed increases when you reach 11th level (+10 feet), and 17th level (+15 feet).

You cut corners and dodge obstacles, making it seem as though you move with unnatural speed.

CUT AND RUN

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon while you are wielding a separate melee weapon in each hand or a ranged weapon, your attack deals an extra 1d10 damage, and you can safely move up to 15 feet. In addition, you can make one additional attack using your other weapon or the same ranged weapon against the target.

You attack twice while maneuvering yourself into the most advantageous position possible.

DANCE OF STEEL

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

If you made the triggering attack using a polearm or heavy blade, the target must also succeed on a Constitution saving throw or its speed is reduced to 0 until the end of your next turn.

Testing your enemy's defenses as you weave your weapon in and out, you lash out with a sudden attack that leaves your foe in pain.

DAUNTING ONSLAUGHT

Rank 1 Exploit • Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target and each enemy within 5 feet of you or the target suffers a -2 penalty to attack rolls until the end of your next turn.

You bring down your rage upon an enemy, frightening nearby foes with your brutality.

DAZING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse weapon, your attack deals an extra 1d10 damage, and the target is dazed until the end of your next turn.

An expert strike catches your foe by surprise and leaves them reeling from the pain.

DEADLY DISTRACTION

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, you and each ally within 5 feet of the target do not provoke opportunity attacks from it.

You strike your foe hard, delivering a wound that keeps your enemy distracted while you and your allies retreat.

DEADLY KNOWLEDGE

Rank 1 Exploit • Utility (Short)

When you attack a bloodied enemy, or score a critical hit against an enemy, your attack deals an extra 1d10 damage.

You twist your weapon or adjust your aim, hurting your foe a little more than usual.

DEFENDER'S COHORT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage. If the target is marked by an ally of yours, your attack deals an extra 3d10 damage instead of 2d10.

Another warrior's vigilance is all you need to find the soft spot in your enemy's defenses.

DEFENSIVE STANCE

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Defensive stance. Until the stance ends, your speed is reduced by 10 feet and you gain a +2 bonus to AC, and whenever an enemy misses you with a melee attack, you can move up to 5 feet (no action required).

The bonus to AC granted by this exploit increases when you reach 5th level (+3), 11th level (+4), and 17th level (+6).

Dropping into a cautious stance, you maneuver around your opponent's attacks to get into position.

DEFLECTING SHIELD

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a shield, your attack deals an extra 1d10 damage, and the next time the target attacks you before the end of your next turn, one other enemy within 5 feet of you takes 1d4 bludgeoning damage.

As you hammer your foe with an attack, you move your shield to deflect its counterattack.

DESTRUCTIVE SURPRISE

Rank 1 Exploit • Offensive, Weapon (Long)

As an action, choose one ally you can see within 50 feet who can see or hear you. That ally can use its reaction to safely move up to 10 feet and make a weapon attack against one creature. On a hit, your ally's attack deals an extra 2d10 damage.

You motivate an ally to strike true at just the right moment.

DEVASTATING OFFENSIVE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Strength saving throw. On a failed save, you can move the target up to 5 feet and you can move one ally within 5 feet of you up to 15 feet to the space the target vacated. Then the ally can use their reaction to make a melee weapon attack against the target with a +2 bonus to the attack roll. On a hit, your ally's attack deals an extra 1d4 damage.

You knock the enemy aside and call forth a nearby ally for a combined assault.

DIABOLIC STRATAGEM

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, the target is marked until the end of your next turn, and the target of this attack gains advantage on attack rolls against you until the start of your next turn. The first attack the target makes against you before the start of your next turn provokes opportunity attacks from you and your allies.

A feint and attack marks a foe and seemingly leaves you defenseless, but it's just a cunning move to allow you to make other attacks.

DICEY PREDICAMENT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while at least two enemies are within 5 feet of you, your attack deals an extra 2d10 damage, and until the end of your next turn, your allies who can see or hear you gain advantage on attack rolls against any enemy within 5 feet of you.

Surrounded by enemies, you fake weakness and make them careless. Then you suddenly strike.

DIRE WOLVERINE STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.

DISRUPTIVE STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when you or an ally is hit with an attack by a creature you can see, you can make an attack using a weapon against the triggering creature. On a hit, your attack deals an extra 1d10 damage, and the target suffers a -4 penalty on the triggering attack roll, possibly causing it to miss.

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.

DISTRACTING SPATE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Dexterity saving throw or grant advantage on attack rolls against itself to you until the end of your next turn.

If you made the triggering attack while you are wielding a separate melee weapon in each hand, the attack deals an extra 2d10 damage instead of 1d10.

Your flurry of feints and strikes leaves your foe's defenses unsteady.

DISTRACTING SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a crossbow, light thrown weapon, or sling, your attack deals an extra 1d10 damage, and you can choose one of your allies within 5 feet of the target. Until the end of your next turn, the chosen ally has advantage on attack rolls against the target.

If you were hidden when you made the triggering attack, you can make a Dexterity (Stealth) check to remain hidden if you have three-quarters cover or are heavily obscured.

Your attack draws your enemy's attention long enough to give your ally an opening.

DISTRACTING TEAM

Rank 1 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and your companion pet can use its reaction to move up to its speed and make a melee weapon attack against the target. On a hit, your pet's attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

You distract your foe while your companion pet moves in for the kill.

DRIVING ATTACK

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Strength saving throw. On a failed save, you can push the target up to 15 feet and knock it prone. On a successful save, you can push the target up to 5 feet.

Once the exploit is resolved, you can safely move up to 5 feet closer to the target.

You drive back your adversary with a hail of blows.

DRIVING THE QUARRY

Rank 1 Exploit • Offensive, Pet, Quarry Weapon (Long)

When you hit your quarry with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Strength saving throw. On a failed save, you can move the target up to 10 feet and you can move your companion pet up to 10 feet to a space within 5 feet of the target. If the target is also bloodied, you can move your companion pet up to 20 feet on a failed save instead of 10 feet.

If your companion pet that is a cat, raptor, spider, or wolf, you can move it to any unoccupied space within 5 feet of the target.

You fiercely assault your quarry, and your companion pet compels that same foe forward.

DUELIST'S PROWESS

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Duelist's Prowess stance. Until the stance ends, whenever a creature within 5 feet of you hits or misses you with an attack, it provokes an opportunity attack from you.

The way you stand appears to allow a foe an opening, but in truth your skill is such that you use your foe's attack to draw it in for your own quick strike.

ENFORCED THREAT

Rank 1 Exploit • Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to attack rolls until the end of your next turn. If the target is already suffering from a penalty to attack rolls, you also gain advantage on your next attack roll against the target before the end of your next turn.

Your weapon backs up your threats, extracting its toll in blood.

ENCIRCLE THE PREY

Rank 1 Exploit • Offensive, Pet, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Wisdom saving throw. On a failed save, you can move the target up to 5 feet and you can safely move up to 5 feet.

Additionally, your companion pet can use its reaction to make a melee weapon attack against the target.

You lure your enemy into position. Then, your companion pet lunges.

ENCLOSE THE PREY

Rank 1 Exploit • Offensive, Pet, Quarry, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 10 feet before one of your melee attacks against your quarry using a weapon. On a hit, your attack deals an extra 1d10 damage, and your companion pet can use its reaction to safely move up to 10 feet and make a melee weapon attack against the target.

If your companion is a cat, spider, or wolf, their attack deals an extra 1d4 damage on a hit.

Your companion pet circles your quarry, gaining a better position just as you strike.

ENCOURAGING BOOST

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one ally you can see within 25 feet who can hear you. The target can spend one hit die to regain hit points plus an additional 1d4, and it gains a +2 bonus to AC and saving throws until the end of its next turn.

You shout words of encouragement, giving your ally a necessary boost.

EVASIVE STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 15 feet before or after one of your attacks using a weapon. On a hit, your attack deals an extra 1d10 damage.

You confound your enemies by weaving through the battlefield unscathed as you make your attacks.

EXPERT TIMING

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, you and each ally you can see who can hear you gains a +5-foot bonus to speed.

You deliver a blow to your foe and let out a call to your allies who, remembering their training, move nimbly around the battlefield.

FEARLESS RESCUE

Rank 1 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy within 25 feet of you reduces one of your allies to 0 hit points, you can move to the nearest unoccupied space within 5 feet of the triggering enemy and make a melee attack using a weapon against it with a +2 bonus to the attack roll. On a hit, your attack deals an extra 1d10 damage.

Additionally, the triggering ally can spend one hit die to regain hit points, plus an additional 1d4 hit points for each opportunity attack you provoked while moving to the enemy.

One of your allies falls, and without regard for your own well-being, you rush to make the attacker pay. Your bravery inspires your ally to fight on.

FERAL AMBUSH

Rank 1 Exploit • Offensive, Pet (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 1d10 damage if you are also within 5 feet of the target.

If your companion is a cat, raptor, snake, or wolf, their attack deals an extra 2d10 damage on a hit instead of 1d10.

You distract an enemy while your pet lunges for the creature and savages it.

FEROCIOUS INSIGHT

Rank 1 Exploit • Offensive, Pet (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 1d10 damage. Also on a hit, while you and your pet are both within 5 feet of the target and not incapacitated, the first time the target moves before the end of your next turn, you and your pet can safely move up to 15 feet as a reaction.

Your companion exudes an air of ferocity as it attacks, which lends agility and allows you both to react to your foe's movements.

FERRET AN OPENING

Rank 1 Exploit • Utility (Short)

As a bonus action, choose a creature that both you and an ally are within 5 feet of. Until the end of your next turn, you and your ally gain advantage on attack rolls against the target.

With a keen eye, you use one moment of advantage to create another.

FLAILING SHOVE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d6 damage, and you can push the target up to 5 feet. After the push, each of your enemies within 5 feet of the target takes 2d4 bludgeoning damage.

The enemy recoils from your weapon and accidentally strikes its allies.

FLAMBOYANT STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and you can safely move up to 5 feet.

By distracting your foe with a colorful flourish, you manage to attack from an unexpected angle.

FLANKING ASSAULT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d4 damage for each of your allies within 5 feet of the target.

The presence of so many enemies overwhelms your foe, giving you the opportunity to land a vicious blow.

FLASH OF INSIGHT

Rank 1 Exploit • Utility, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be knocked prone or pushed up to 10 feet.

Your weapon slips past a foe's guard, allowing you to adjust your attack and throw the creature off balance.

FLATTENING CHARGE

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, make a charging attack against one creature. On a hit, your attack deals an extra 1d10 damage, you don't expend this exploit, and the target must succeed on a Strength saving throw or be knocked prone. On a miss, until the start of your next turn, the target gains advantage on attack rolls against you and a +1d4 bonus to damage rolls against you.

The force of your hurtling attack knocks your enemy flat or leaves your defenses down.

FLATTENING SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a sling, your attack deals an extra 1d10 damage, and you can push the target up to 5 feet and knock it prone.

Your sling's stone careens toward an enemy and hits with a crack, knocking it over.

FLEETING GHOST

Rank 1 Exploit • Stealth, Utility (Turn)

As a bonus action, you can take the Dash action or Hide action.

If you have a class feature or other ability that allows you to do both of these actions as a bonus action already, such as the rogue's Cunning Action, you can both Dash and Hide with the same bonus action.

You are stealthy and fleet of foot at the same time.

FLEETING SPIRIT STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 15 feet before one of your attacks using a finesse or ranged weapon and make a Dexterity (Stealth) check to become hidden. On a hit, your attack deals an extra 1d10 damage, and you can safely move up to 15 feet and make a Dexterity (Stealth) check to become hidden.

You dart from shadow to shadow, striking out along the way.

FOLLOW ME IN

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose one ally within 50 feet of you who can see or hear you. The chosen ally's speed increases by 10 feet until the end of your next turn. If the ally makes a charging attack while the speed bonus is active, the ally's movement does not provoke opportunity attacks, and the ally does not grant advantage on attack rolls against itself as part of the Charge.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the Charge.

You rush into battle with a decisive attack, rallying a friend behind you.

FORCEFUL DRAG

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one creature you have grappled who is up to one size category larger than you. You can move up to your speed, pulling the target along with you. At the end of this movement, you can end the grapple to knock the target prone.

You dig your fingers into a foe and drag the struggling opponent across the battlefield.

FOX SHIFT

Rank 1 Exploit • Offensive (Short)

When you hit a creature marked by an ally with a melee attack, the target suffers the attack's normal effects, you can safely move up to 5 feet, and gain a +2 bonus to AC and saving throws against the target's attacks, spells, and abilities until the end of your next turn.

Distracted by your ally, your foe can't respond effectively to your sly maneuvering.

FOX'S CUNNING

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy hits or misses you with a melee attack, you can safely move up to 5 feet, then make an attack using a weapon against the triggering enemy with a +2 bonus to the attack roll. On a hit, your attack deals an extra 1d10 damage.

Using the momentum from your enemy's blow to fall back or slip to one side, you make a sudden retaliatory attack as they stumble to regain their composure.

FULL EXTENSION

Rank 1 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, your reach with melee weapons increases by 5 feet.

You lunge forward, hitting a spot well beyond where your foes thought you could reach.

FUNNELING FLURRY

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d6 damage, and you can move the target up to 5 feet. You can then make one additional melee attack using your other weapon against a creature within reach. On a hit, your attack deals an extra 1d6 damage, and you can move the target up to 5 feet.

With snakelike strikes, you force two of your enemies to move where you want them.

GET OVER HERE

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one ally you can touch. You can move the target up to 10 feet to a space within 5 feet of you.

You pull one of your allies into a more advantageous position.

GOADING MANEUVER

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can safely move up to 10 feet. In addition, you can mark one or two enemies within 5 feet of you until the end of your next turn.

After a swift strike, you step to the side and draw another one or two foes into your trap.

GUARDED ATTACK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and the target provokes an opportunity attack from you if it makes a melee attack against you before the start of your next turn. The opportunity attack is made before the target makes its attack roll. On a hit, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to the triggering attack roll.

Striking quickly, you remain ready to parry.

GUARDIAN ARROW

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and you can choose one ally within 5 feet of the target. For 1 minute, if the target attacks that ally, you can make an opportunity attack against the target using a ranged weapon. You cannot make this attack if the target is marked by that ally.

You slam an arrow home and promise more if harm befalls your friend.

GUARDING ATTACK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose one ally within 5 feet of you or the target who can see or hear you. That ally gains a +3 bonus to AC against the target's attacks until the end of your next turn.

With a calculated strike, you knock your enemy off balance, granting some protection against the villain's attacks.

HACK AND HEW

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 damage, and you can make one additional melee attack against a different creature within reach. On a hit, your attack deals an extra 1d6 damage.

You hack an enemy with one stroke and then slash at another with your next swing.

HAMMER AND ANVIL

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one ally within 5 feet of the target who can see or hear you can use their reaction to make a melee weapon attack against it. On a hit, your ally's attack deals an extra 1d4 damage.

You land a ringing blow against your foe, inspiring a nearby ally to do the same, but harder.

HAMMER FORMATION

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 1d10 damage, and each ally within 10 feet of you gains a +1d4 bonus to their next damage roll using a weapon before the start of your next turn.

You signal your allies to attack with abandon, dishing out as much damage as possible.

HARRIER'S PLOY

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and for 1 minute, whenever the target moves, you can use your reaction to safely move up to 10 feet.

Your forceful attack promises your foe a pursuit that can end only when one of you is victorious.

HASTY ALERT

Rank 1 Exploit • Utility (Long)

When you roll initiative and you or one of your allies would be surprised, you and each ally within 50 feet of you who can see or hear you are not surprised. Additionally, each target gains a +2 bonus to AC, and a +3 bonus to Dexterity and Intelligence saving throws until the end of the first round of combat.

Your shout warns comrades of imminent danger in time for them to react.

HEARTEN THE BEAST

Rank 1 Exploit • Pet, Utility (Turn)

As an action, if your companion pet is within 100 feet and can see or hear you, it can immediately make a saving throw with a +2 bonus against one effect that a save can end.

If your companion pet is a bear or a boar, it gains a +4 bonus to the save instead of +2.

With an encouraging shout, you give your beast companion the desire to fight harder.

HEROIC EFFORT

Rank 1 Exploit • Utility (Long)

As a bonus action, while you are bloodied, each ally within 50 feet of you who can see or hear you gains a +1d4 bonus to damage rolls until you are no longer bloodied. Additionally, you gain temporary hit points equal to your level + 1d4.

On the brink of exhaustion, you still manage to rally your allies.

HESITATION SLASH

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or grant advantage on attack rolls against itself until the end of your next turn.

If the triggering attack was made with a light blade, heavy blade, or spear, your attack deals an extra 2d10 damage instead of 1d10.

You flick your weapon one way, then the next, slashing your opponent and making it unclear which direction your next attack will come.

HINDERING SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target's speed is reduced by 10 feet until the end of your next turn.

An arrow in the leg slows even the hardiest creature.

HOLD THE LINE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

Until the end of your next turn, allies who can see or hear you gain a +2 bonus to AC and cannot be subjected to forced movement while within 5 feet of you.

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.

HOUNDING ASSAULT

Rank 1 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and for 1 minute, whenever you hit with a melee attack, the target suffers a -2 penalty to attack rolls until the end of your next turn.

Your vicious attack rends flesh and courage alike, leaving your foe quivering.

HUNTER'S BEAR TRAP

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Constitution saving throw. On a failed save, it bleeds for 1d4 necrotic damage, and its speed is reduced by 10 feet for 1 minute. On a successful save, the target's speed is reduced by 10 feet until the end of your next turn. The target can repeat the saving throw at the end of each of its turns, ending the speed reduction on a success.

A well-placed shot to the leg leaves your enemy hobbled and bleeding.

HUNTER'S POUNCE

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 10 feet before one of your attacks using a melee weapon. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or its speed is reduced by 10 feet until the end of your next turn.

You leap forward and strike with a single, well-aimed blow. The strike cuts deep and leaves your enemy reeling.

HUNTER'S PRIVILEGE

Rank 1 Exploit • Quarry, Stance (Long)

When you roll initiative and your check result is higher than any other combatant's, you enter the Hunter's Privilege stance. Until the stance ends, you gain a +1d4 bonus to damage rolls against your quarry.

The damage bonus of this exploit increases at 5th level (1d6), 11th level (1d8), and 17th level (1d12).

Your keen senses and uncanny instincts give you an edge over your enemies.

HUNTER'S QUARRY

Rank 1 Exploit • Utility (Turn)

As a bonus action, you designate the nearest enemy to you that you can see as your quarry. The hunter's quarry effect remains active for 1 minute or until you designate a different target as your quarry.

Once per turn, you can deal an extra 1d4 damage when you hit your quarry with a weapon attack.

The damage of this exploit increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

Your eye focuses in on your nearest foe, marking them as your prey.

HUNTING-PARTNER STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

If one of your allies is within 5 feet of the target and not incapacitated, your attack deals an extra 3d10 damage instead of 2d10.

Working with an ally allows you that extra edge.

HUNT'S END

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a bloodied creature with an attack using a weapon, your attack deals an extra 2d10 damage. If the target is your quarry, the triggering attack can score a critical hit on a roll of 19–20.

You carefully focus to make your attack spell your target's end.

HURLING CHARGE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 1d10 damage, and you can make a charging attack against the target.

You can designate the target as your quarry using a quarry feature (no action required) before you make the charging attack.

You hurl one of your weapons and then launch into a charge.

IMMEDIATE VENGEANCE

Rank 1 Exploit • Offensive (Short)

As a reaction, when an enemy within 5 feet of you hits you or an ally with a melee weapon attack while you're wielding a shield, you force the target to make a Constitution saving throw with a -2 penalty. On a failed save, the target takes 2d10 bludgeoning damage and deals only half damage with weapon attacks that use Strength until the end of your next turn, including the triggering attack.

The penalty to the saving throw increases when you reach 5th level (-3), 11th level (-4), and 17th level (-6).

An attack gets through, but before the attacker can withdraw, you smash your shield down upon it with crippling force.

IMPACT SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and you can push the target up to 5 feet.

Your shot slams your foe backward.

INSIGHTFUL STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a bloodied creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

Your opponent is showing weakness, and your shrewdness allows you to exploit it.

INSPIRE RESILIENCE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose any number of allies within 5 feet of you who can see or hear you. Each ally can choose to gain one of the following:

- +1d4 bonus to damage rolls until the end of your next turn.
- 2d6 temporary hit points.

You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.

INSPIRED BELLIGERENCE

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one enemy within 25 feet of you that you or an ally has advantage on attack rolls against. Until the start of your next turn, all your allies who can see or hear you gain advantage on attack rolls against the target and a +1d4 bonus to damage rolls against the target.

You lead your allies to use your enemies' defensive openings to deliver more punishment.

INSPIRING SHOT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deal an extra 1d10 damage, and for one minute, whenever you allow an ally to regain hit points, that ally regains an additional 1d4.

Your shot strikes an enemy hard, proving that victory is near.

INSPIRING WAR CRY

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, one ally of your choice within 25 feet of you who can see or hear you can make a saving throw against one effect that a save can end.

As you strike, you shout a fierce war cry that heartens a nearby ally, jolting your friend out of succumbing to their troubles.

INSPIRING WORD

Rank 1 Exploit • Utility (Short)

As a bonus action, choose yourself or one ally within 25 feet who can hear you. The target can spend one hit die to regain hit points plus an additional 1d10.

This exploit's additional healing increases when you reach 5th level (2d10), 11th level (4d10), and 17th level (7d10).

You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally rally.

INVIGORATING STRIDE

Rank 1 Exploit • Utility (Short)

As a bonus action, you can safely move up to 10 feet. If there are no enemies within 5 feet of you after this movement, you can spend one hit die to regain hit points.

You back away from danger and catch your breath.

ISOLATION STRIKE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 damage, and you can make one additional melee attack using a weapon against a creature within reach. On a hit, your attack deals an extra 1d6 damage.

When you deal damage with this exploit to a creature that isn't your quarry, that creature must succeed on a Strength saving throw or be pushed up to 10 feet.

Your flurry of attacks knocks your opponents back, allowing you to focus on a single foe.

INTERRUPTING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can mark the target until the end of your next turn. While marked by this exploit, if the target makes an attack before the end of your next turn that does not include you as a target, one ally within 5 feet of the target can make an opportunity attack against it as a reaction. If the ally's attack hits, the target suffers a -2 penalty to the triggering attack roll, possibly causing it to miss.

Your weapon strikes the foe and, if it seeks to attack another, your waiting ally can attempt an attack of their own first.

JAWS OF THE WOLF

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage, and until the end of your turn, all of your attacks deal an extra 1d4 damage on a hit.

You use your weapons to hedge in your foe and trick them into exposing a weak spot, at which point you strike.

JUMPING BLADE ASSAULT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you knock the target prone.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the Charge.

You deliver a flying kick to the face of your foe, knocking it to the ground. You then plunge your blade into its vitals.

KING'S CASTLE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and you and one ally you can see within 5 feet of you can safely swap places.

You make a stinging strike against your foe and then retreat behind a nearby ally.

KNEE BREAKER

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or its speed is reduced by 10 feet for 1 minute. If the target's speed was already reduced by any effect, its speed is instead reduced to 0 for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If you made the triggering attack using an axe, hammer, or mace, your attack deals an extra 2d10 damage on a hit instead of 1d10.

By smashing into your opponent's legs, you make even the thought of moving painful for them.

KNIGHT'S MOVE

Rank 1 Exploit • Utility (Short)

As a bonus action, choose one ally within 50 feet who can see or hear you. That ally can use their reaction to move up to their speed.

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.

LAMB TO THE SLAUGHTER

Rank 1 Exploit • Offensive, Weapon (Long)

As an action, choose one creature that can see or hear you within 25 feet. The target must succeed on a Wisdom saving throw or be pulled up to 25 feet. Also on a failed save, up to 3 allies of your choice within 25 feet of you who can see and can hear you can use their reaction to make a charging attack against the target.

The enemy succumbs to your challenge and engage you – only to find more opponents than it expected.

LASTING THREAT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target is marked by you for 1 minute or until you fall unconscious. No mark can supersede this one.

Following up your challenge with a solid attack, you force your enemy to engage you.

LEAD BY EXAMPLE

Rank 1 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can safely move up to 5 feet before one of your attacks using a melee weapon. On a hit, your attack deals an extra 1d10 damage, and your allies gain advantage on attack rolls against the target until the start of your next turn.

You step forward to attack, showing your allies how it's done—and whom to hit next.

LEAD THE ATTACK

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you and each ally within 25 feet of you gain a +3 bonus to attack rolls until the end of your next turn.

Under your direction, arrows hit their marks and blades drive home.

LEADER'S INSTINCTS

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one ally of your choice who can see you can use their reaction to make a melee weapon attack against the target with a +2 bonus to the attack roll.

You strike at your foe with a skillful thrust. As your opponent is about to dodge, you call for an ally to attack.

LEAF ON THE WIND

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Dexterity saving throw or swap positions with you or one of your allies within 5 feet of it.

As if your enemy were a leaf caught in the autumn wind, your attack maneuvers it as you wish, forcing it to yield ground to one of your allies.

LEONINE SURGE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage, and you can make an additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d4 damage, and the target must succeed on a Strength saving throw or be knocked prone.

Like a hunting lion, you throw yourself at your enemy in an attempt to land two blows and put your victim down.

LOW SLASH

Rank 1 Exploit • Offensive, Weapon (Short)

As a bonus action, you can make a melee attack using a finesse weapon against one creature within reach. On a hit, your attack deals an extra 1d10 damage, and you can move the target up to 5 feet and reduce its speed by 10 feet until the end of your next turn.

If one of your allies is within 5 feet of the target and that ally isn't incapacitated, your attack deals an extra 2d10 damage on a hit instead of 1d10.

Your blade bites your enemy's legs, momentarily hobbling them.

LUNGING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the attack action on your turn, you can increase the reach of one of your attacks using a weapon by 5 feet. On a hit, your attack deals an extra 1d10 damage.

You lunge at a foe that thought it was beyond your reach.

LURING FOCUS

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Constitution saving throw. On a failed save, you can choose one enemy you can see within 25 feet of you. You pull the chosen enemy up to 10 feet.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the Charge.

Your attack wounds your adversary, and another enemy moves closer, hoping to take advantage of your concentration.

LURKER'S CLOAK

Rank 1 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, you gain a +2 bonus to AC and a +4 bonus to Dexterity saving throws while you are obscured or have cover.

You maximize the benefit of the obstacle or shadows hiding you.

MANEUVERING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you can move the target up to 5 feet.

If you move the target, one ally you can see gains advantage on attack rolls against the target until the end of your next turn. If you don't move the target, you gain advantage on attack rolls against it until the end of your next turn.

Ducking to the side, you drive your weapon upward. You force your opponent to step away or face a devastating follow-up attack.

MARTIAL CASCADE

Rank 1 Exploit • Utility (Short)

When you hit an enemy with an attack, you can choose any number of creatures within 50 feet of you who can see or hear you. Until the end of your next turn, any target who spends an inspiration to gain advantage on an attack roll against the triggering enemy also gains a +2 bonus to the attack roll.

Your daring attack inspires your allies to follow your lead.

MARTIAL DOOM

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, your allies gain advantage on attack rolls against the target.

Additionally, any ally that hits the target with an attack that has advantage from this exploit before the end of your next turn, deals an extra 1d10 damage.

Your attack connects to expose an opening that any ally with will or daring can seize.

MASTER'S EDGE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, for 1 minute, whenever the target willingly moves to a space within 5 feet of one of your allies, you can use your reaction to either make a melee weapon attack against the target if they are within your reach, or make a charging attack against the target.

Your extensive experience helps you pick out the flaws in your opponent's technique, letting you move to meet the enemy's attacks.

MIGHTY LEAP

Rank 1 Exploit • Utility (Short)

When you make a long jump or a high jump, you are considered to have a running start, the distance of your long jump is increased by 10 feet, the distance of your high jump is increased by 2 feet, and if you need to make a Strength (Athletics) check or Dexterity (Acrobatics) check as part of the jump you gain a +4 bonus to the check.

You gather your strength for a truly impressive leap.

MYRMIDON FORMATION

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a shield, your attack deals an extra 1d10 damage, and at the start of your next turn, each ally within 5 feet of you gains 1d4 temporary hit points.

Knowing that regrouping increases morale, you attack while calling for your allies to fall into line.

NASTY BACKSWING

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when you miss an enemy with a melee attack, you can make one melee attack using a finesse weapon against the triggering enemy with advantage on the attack roll. On a hit, your attack deals an extra 1d10 damage, and you can safely move up to 5 feet.

You follow a missed attack with a surprising strike and a hasty sidestep.

MOTIVATED RECOVERY

Rank 1 Exploit • Utility (Long)

As a bonus action, choose one bloodied ally within 25 feet who can hear you. The target can spend one hit die to regain hit points, and until the end of their next turn, the target gains a +2 bonus to AC and saving throws, and a +1d4 bonus to their next damage roll.

At your encouragement, an injured ally exploits an opportunity to shine.

NIMBLE FOOTWORK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can safely move up to 5 feet. After you move, one ally within 10 feet of you can safely move up to 5 feet (no action required).

You attack and step to one side, allowing an ally to slip closer.

NO OPENING

Rank 1 Exploit • Utility (Short)

As a reaction, when an enemy makes an attack roll against you with advantage, you negate the advantage and until the start of your next turn, attack rolls against you cannot gain advantage.

You raise your weapon or shield to block an opening in your defenses.

OFF-HAND PARRY

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a separate weapon in each hand, your attack deals an extra 1d10 damage, and for 1 minute you gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You ready your off-hand weapon to deflect incoming attacks.

OFF-HAND STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d6 damage, and you can make one additional melee attack using your other weapon. On a hit, your attack deals an extra 1d6 damage.

A weapon in your off-hand allows for a quick attack.

ONE-TWO PUNCH

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you can make one additional melee attack using a finesse weapon against a creature within reach. On a hit, your attack deals extra damage equal to your Sneak Attack, if you meet the normal prerequisites for Sneak Attack, and you are not already applying your Sneak Attack to the target.

You stab your blade into the back of a foe and then plunge it into the chest of another.

OPENING MOVE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you gain a +2 bonus to your AC and a +4 bonus to Dexterity saving throws until the end of your next turn.

While your enemies fumble for weapons or stand and gape, you leap into the fray to score a deadly hit.

ORCHESTRATED OFFENSIVE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose up to 2 allies within 25 feet of you. Your chosen allies can use their reaction to make a charging attack, a weapon attack, or safely move up to their speed.

Your strike is the only signal your allies need to put your careful plan into motion.

PACK ALERTNESS

Rank 1 Exploit • Pet, Utility (Turn)

As a bonus action, you target yourself and your companion pet if it's within 50 feet of you and you can see each other. Each target can make a Wisdom (Perception) check and share the better result. Also, if your companion pet becomes aware of something, you do as well, and vice versa.

If your companion is a cat, raptor, or wolf, you both gain a +3 bonus to the ability check.

Through subtle communications, you and your companion pet act almost as if you share senses.

PAIRED PREDATORS

Rank 1 Exploit • Offensive, Pet, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and your companion pet can use its reaction to make one melee weapon attack against the target if it's within its reach.

If your companion pet is a boar, lizard, or wolf, your pet's attack deals an extra 1d4 damage on a hit.

Coupling attacks, you and your pet effectively take it to your enemies.

PARRY AND RIPOSTE

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within reach misses you or an ally with a melee attack, you can make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or grant advantage on attack rolls against itself to you and your allies until the end of your next turn.

You parry an attack and quickly counter with your own, throwing your foe off balance.

PARTING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target's speed is reduced by 10 feet until the end of your next turn. After the attack, you can safely move up to your speed.

You slash your enemy across the legs and then withdraw, leaving your foe hobbled.

PARTNERED SAVAGING

Rank 1 Exploit • Offensive, Pet (Long)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 1d10 damage.

If the target is your quarry, you can move up to 10 feet and make one additional melee weapon attack against the target.

Your beast companion brutalizes the enemy as you slip in for a quick strike.

PASS FORWARD

Rank 1 Exploit • Utility (Turn)

As a bonus action, choose one creature you can see within 5 feet of you and move up to your speed. As long as you end this movement in a space within 5 feet of the target, your movement does not provoke opportunity attacks.

With perfect timing, you slip by your foe without dropping your guard.

PASSING ATTACK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 damage, and you can safely move up to 5 feet. You can then make one additional melee attack using a weapon against a different creature with a +2 bonus to the attack roll. On a hit, your attack deals an extra 1d6 damage.

You strike one foe, allowing your momentum to carry you forward into a second strike against another enemy.

PIN CUSHION

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and you and your allies gain a +2 bonus to ranged attack rolls against the target until the end of your next turn.

If your allies fire enough arrows at your foe, a few are bound to hit.

PIN THE FOE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

For 1 minute, the target cannot safely move or take the Disengage action if at least two of your allies (or you and one ally) are within 5 feet of it.

Your attack positions your enemy so that no matter where it turns, one of your allies is waiting.

PLANT TO THE HILT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage, you can move the target up to 5 feet to a different space within 5 feet of you. You can then make one additional melee attack using your other weapon against the target. On a hit, the target suffers the attack's normal effects, and you can move the target up to 15 feet.

You embed both of your weapons in your foe and use them as grips to swing that foe around to a new position.

POMMEL SMASH

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to attack rolls for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

You pound the pommel of your weapon into your enemy's face.

POSITIONING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you can move the target up to 10 feet.

A false stumble and a shove place the enemy exactly where you want it.

POWERFUL WARNING

Rank 1 Exploit • Offensive (Short)

As a reaction, when an ally within 25 feet of you who can hear you is hit by an enemy's attack, you grant the triggering ally a +3 bonus to AC and saving throws against the enemy's attack, possibly causing it to miss. After the attack is resolved, your ally can then use their reaction to make a melee weapon attack against the triggering enemy.

You shout a warning that alerts your ally to an enemy attack, allowing your comrade to dodge and riposte.

PRECISE ASSAULT

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can move up to your speed before one of your melee attacks using a weapon and gain a +2 bonus to the attack roll. On a hit, your attack deals an extra 1d10 damage.

You don't provoke opportunity attacks for the first space you leave during this movement.

You see an opening in an enemy's defenses, and you break off your current attack to take advantage of the weakness.

PRECISE INCISION

Rank 1 Exploit • Offensive, Weapon (Long)

When you take the attack action on your turn while you are wielding a finesse weapon, you can forgo one of your attacks to force the target to succeed on a Dexterity saving throw or take 2d10 + 2 damage of the same type as your weapon.

You target an opening in your foe's armor and make a vicious cut.

PRESS OF STEEL

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a shield, your attack deals an extra 1d10 damage, and if the target is within 5 feet of you and blocking terrain, it must make a Strength saving throw. On a failed save, the target is restrained for 1 minute. On a successful save, the target is grappled until the end of your next turn. The condition also ends if you are no longer within 5 feet of the target.

You attack your foe and then use your shield to pin it in place.

PRESS THE ADVANTAGE

Rank 1 Exploit • Offensive, Weapon (Long)

As a reaction, when a creature is bloodied by one of your melee attacks, you can make one additional melee attack using a finesse weapon against the target. On a hit, your attack deals an extra 2d10 damage.

Having just wounded your opponent, you follow up with a finishing move.

PROBING ATTACK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Dexterity saving throw. On a failed save, you gain a +2 bonus to attack rolls against the target until the end of your next turn.

When using this exploit as part of an opportunity attack, it does not use your reaction, though you can still only take one opportunity attack per turn.

With a careful strike, you find a weak spot in your enemy's defenses.

PROVOCATIVE ORDER

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, choose one ally within 25 feet who can see or hear you. The chosen ally can use their reaction to make a charging attack. On a hit, your ally's attack deals an extra 2d10 damage.

You prompt an ally to take the fight to the enemy.

PUNISHING CHARGE

Rank 1 Exploit • Offensive, Weapon (Short)

When you make a charging attack using a melee weapon you are wielding with two hands, you can move an additional 10 feet. On a hit, your attack deals an extra 1d10 damage.

Each enemy that attacks you with an opportunity attack triggered by the charging attack takes 1d4 damage of the same type as the weapon you are wielding.

As you Charge into battle, your weapon opens a path to your chosen foe.

QUICK ESCAPE

Rank 1 Exploit • Utility (Short)

As a bonus action, you can make an escape attempt, or you can make a saving throw against one effect that grapples or restrains you and that a save can end.

You quickly try to shake off whatever's holding you.

QUICK FINGERS

Rank 1 Exploit • Sleight of Hand or Thieves' Tools, Utility (Short)

As a bonus action, you can make a Dexterity (Sleight of Hand or Thieves' Tools) check.

You can pilfer a coin pouch in the blink of an eye.

RACE THE ARROW

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and one ally of your choice can make a charging attack against the target with a +2 bonus to the attack roll. On a hit, your ally's attack deals an extra 1d10 damage.

You catch your comrade's eye and designate a target. You fire a shot that diverts your foe's attention, giving your ally the chance to attack.

RAIN OF BLOWS

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can make one additional melee attack using a weapon against the target.

If you made the triggering attack using a flail, light blade, or spear, you can make two additional melee attacks using a weapon against the target instead of one.

You become a blur of motion, raining a series of blows upon your opponent.

RAPID VOLLEY

Rank 1 Exploit • Offensive, Weapon (Short)

When you make ranged attack using a weapon against a creature, you can make one additional ranged attack using the same weapon against a creature within range. If you target the same creature for both attacks, you gain a +1d4 bonus to each damage roll. If you target two different creatures, you suffer a -2 penalty to both attack rolls.

With amazing speed, you unleash a pair of arrows at your enemies.

REAVER'S HOOK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target takes 1d4 necrotic damage if it moves before the end of your next turn.

If you made the triggering attack using an axe or pick, you can safely move up to 5 feet after the attack, pulling the target to the space you vacated.

Your mighty swing embeds your weapon in your foe.

RELENTLESS WOUNDING

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, your allies gain a +1d4 bonus to damage rolls against the target.

Your attack wounds a foe, making it susceptible to your allies' assaults.

REPOSITIONING COMMAND

Rank 1 Exploit • Utility (Long)

As a bonus action, you can target yourself and any number of allies within 50 feet of you who can see or hear you. Each target can safely move up to 5 feet (no action required).

With a single word from you, your allies shift to a more advantageous positions.

RESTORING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon you are wielding with two hands, your attack deals an extra 1d10 damage, and once before the end of your next turn, you can use a bonus action to spend one hit die to regain hit points.

Your weapon impacts with a satisfying crunch, filling you with new confidence.

RHINO STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a charging attack using a weapon, your attack deals an extra 2d10 damage.

If you're wielding a shield, the charging attack does not provoke opportunity attacks.

Rushing into the thick of battle, you smash your foes with your eager attack.

ROAD TO VICTORY

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one ally of your choice who can see or hear you can safely move up to 5 feet or move up to 15 feet (no action required).

Until the end of your next turn, when you allow an ally to regain hit points, that ally can safely move up to 5 feet or move up to 10 feet (no action required).

Your sudden strike clears a path through the battlefield for your ally, and leaves open the option for more movement.

RUB SOME DIRT ON IT

Rank 1 Exploit • Utility (Short)

As a bonus action, you can choose yourself if you are bloodied or one bloodied ally you can touch. The target gains 1d4 + 2 temporary hit points.

With a wisecrack, you give your comrade a little courage despite their wounds.

RUFFLING STING

Rank 1 Exploit • Offensive, Weapon (Short)

As a bonus action, make a melee attack using a weapon against one creature. On a hit, your attack deals an extra 1d10 damage, and you gain advantage on one attack roll against the target before the end of your next turn.

With a scorpion-like jab, you unsettle your opponent enough to gain a momentary advantage.

RUINOUS ASSAULT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage. Additionally, the target bleeds for 1d4 necrotic damage, and you can make one additional melee attack using your other weapon against a creature within reach. On a hit, the target suffers the attack's normal effects, and bleeds for 1d4 necrotic damage.

If you hit the same target with both attacks, the bleeding stacks.

Your weapons move with incredible speed and open deep gashes in your opponent.

SAVAGE ASSAULT

Rank 1 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can push one creature you can see up to 5 feet and safely move up to 5 feet into the space it vacated before one of your melee attacks using a weapon. On a hit, your attack deals an extra 1d10 damage.

Your enemy falls back beneath your savage attack, but you pursue to finish the job.

SCATTERING SHOT

Rank 1 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and each enemy within 5 feet of the target suffers a -2 penalty to attack rolls for 1 minute. In addition, each enemy within 5 feet of the target is pushed up to 5 feet away from the target. Each target suffering a penalty to attack rolls from this exploit can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Enemies flee from the target of your attack, each fearing it will be your next victim.

SCATTERING VOLLEY

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and you can make one additional ranged attack using a weapon against a creature within reach.

Each time you deal damage with this exploit, you can move the target up to 5 feet.

Your hail of shots causes your foes to dive for cover, clearing a path for your allies.

SCYTHING BLOW

Rank 1 Exploit • Offensive, Weapon (Long)

As an action, you can safely move up to 10 feet and make a melee attack using a weapon against one or two creatures within reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and the target must succeed on a Strength saving throw or be knocked prone. You can then make one additional melee attack against each target, with a separate attack roll for each.

You lash out with your weapon in a wide arc, knocking two foes to the ground. You then drive your weapon into them.

SEISMIC STRIKE

Rank 1 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, if your companion pet is within 5 feet of the target, you can use a bonus action to command it to attempt to trip the target. The target must succeed on a Strength saving throw or be knocked prone.

You strike at your foe and your companion aids you in keeping the fools who oppose you within arm's reach.

SEIZE AND STAB

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 1d10 damage, and you can grapple the target. The target cannot attempt to escape the grapple until the end of its next turn.

You grab your foe to make certain of your aim. Then you plunge your weapon into the creature.

SEIZE THE UPPER HAND

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, until the end of your next turn, while you have advantage on attack rolls against the target, you and your allies gain a +2d4 bonus to damage rolls against it.

Your strike distracts your foe, forcing it to lower its defenses and create opportunities from your allies' attacks.

SERPENT'S COIL

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or suffer disadvantage on attack rolls until the end of your next turn.

If you made the triggering attack using a flail, you can also grapple the target on a failed save. While the target is grappled in this way, your weapon cannot be used to make attacks.

Like a striking snake, your weapon flashes and catches the limbs of your foe.

SET THE TRAP

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, one ally you can see can use their reaction to safely move up to half of their speed to a space where they have cover or are obscured and make a Dexterity (Stealth) check to become hidden. Before the end of your next turn, that ally gains a +1d10 bonus to their next damage roll made against an enemy form which they are hidden.

You grab the enemy's attention with an aggressive strike to give your ally a chance to set up their own attack.

SETUP STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and you gain advantage on attack rolls against the target until the end of your next turn.

You land a calculated blow that causes your enemy to drop its guard, leaving it vulnerable to subsequent attacks.

SHADOW STEEL ROLL

Rank 1 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can safely move up to your speed and make a Dexterity (Stealth) check to become hidden before one of your attacks. On a hit, your attack deals an extra 1d10 damage.

If you were hidden before the attack, you remain hidden after the attack.

You roll from shadow to shadow, your weapon carving a path through your foes.

SHADOW STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and if you were hidden when you attacked, you can make a Dexterity (Stealth) check to remain hidden after the attack.

You emerge from the darkness, delivering a quick strike before retreating back into the shadows.

SHADOW WASP STRIKE

Rank 1 Exploit • Offensive, Quarry, Weapon (Short)

When you hit your quarry with an attack using a weapon, your attack deals an extra 3d10 damage.

You strike quickly, like a shadow wasp flying out of the darkness, hitting where your foe is most vulnerable.

SHAKE IT OFF

Rank 1 Exploit • Utility (Short)

As a bonus action, you can choose yourself or one ally within 50 feet who can see or hear you. The target can make a saving throw against one effect that a save can end with a +3 bonus.

You offer strong words of encouragement to offset a debilitating effect.

SHIELD BASH

Rank 1 Exploit • Offensive (Short)

As an action, while you are wielding a shield, one creature you can see within 5 feet must succeed on a Strength saving throw or take 2d10 bludgeoning damage, be pushed up to 5 feet, and be knocked prone. If you are a dwarf, the saving throw is made with a -2 penalty.

When you make a charging attack, you can use this exploit in place of a melee weapon attack.

You knock your adversary off balance with your shield and follow up with a strike.

SHIELD EDGE BLOCK

Rank 1 Exploit • Offensive (Short)

As a reaction, when an enemy within 5 feet of you makes a melee attack against you while you are wielding a shield, the triggering attack suffers disadvantage and the target must succeed on a Constitution saving throw or take 2d10 bludgeoning damage.

You block your foe's attack with a quick slam of your shield's edge, striking a powerful blow in the process.

SHIELD RIPOSTE

Rank 1 Exploit • Offensive (Short)

As a reaction, when an enemy within 5 feet of you hits or misses you or an ally with a melee attack while you are wielding a shield, the triggering enemy must make a Strength saving throw with a -2 penalty. On a failed save, the target takes 2d10 bludgeoning damage and is pushed up to 5 feet. You can then safely move up to 10 feet to a space within 5 feet of the target.

The penalty the triggering enemy suffers on the saving throw increases when you reach level 5 (-3), level 11 (-4), and level 17 (-6).

Sweeping an attack aside, you strike with your shield while your foe is out of position.

SHIELD SLAM

Rank 1 Exploit • Utility (Short)

When you hit a creature with a melee weapon attack while you are wielding a shield and, the target suffers the attack's normal effects, and must make a Strength saving throw with a -2 penalty. On a failed save, the target is pushed up to 5 feet and knocked prone.

You follow up a successful attack by slamming your shield into the enemy, knocking it aside.

SHIELDED ASSAULT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a shield, your attack deals an extra 1d10 damage. Additionally, until the end of your next turn, you gain a +2 bonus to AC, and your allies gain a +2 bonus to AC while within 5 feet of you.

You attack cautiously, protecting yourself and nearby allies with your shield.

SHIELDING RETALIATION

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 5 feet of you hits one of your allies with an opportunity attack, the opportunity attack hits you instead of the triggering ally, and you can make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 1d10 damage, and the triggering ally can then safely move up to 10 feet (no action required).

You step in front of an attack meant for your ally and give the attacker a staggering blow. Your friend can then move to a better position.

SHIELDING SIDES

Rank 1 Exploit • Utility (Short)

As a bonus action, while you are wielding a shield, until the end of your next turn, you gain a +2 bonus to AC, Dexterity and Intelligence saving throws, and creatures cannot gain advantage on attack rolls against you.

You whirl with your shield, concentrating on closing any holes in your defenses.

SHIELDING SHOVE

Rank 1 Exploit • Utility (Short)

As a bonus action while you are wielding a shield, choose one ally you can see within 5 feet. You push the target up to 15 feet. You can then mark an enemy within 5 feet of you until the end of your next turn.

You shove an ally out of harm's way with your shield.

SHOVE AND SLAP

Rank 1 Exploit • Offensive (Long)

As an action, while you are wielding a shield, choose one creature you can see within 5 feet of you. The target must succeed on a Strength saving throw or take 2d6 bludgeoning damage and be pushed up to 5 feet. You can then safely move into the space the target vacated, and choose one creature within 5 feet of you other than the primary target. The secondary target must succeed on a Constitution saving throw, or take 2d6 bludgeoning damage and for 1 minute, the target is dazed. While dazed by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

As you push away the foe in front of you, you greet another with the cold surface of your shield.

SHREWD POSITIONING

Rank 1 Exploit • Utility (Short)

As a reaction, when you are hit by an attack, you can safely move up to 15 feet.

An enemy's attack lands, but you spot a way to better your tactics.

SIDESTEP MANEUVER

Rank 1 Exploit • Utility (Short)

As a reaction, when an enemy ends its movement in a space within 5 feet of you, you can safely move up to 15 feet to a space within 5 feet of the triggering enemy. The enemy cannot target you with attack rolls until the end of its turn, and you gain a +2 bonus to your next attack roll against the triggering enemy before the end of your next turn.

The enemy closes to strike, but you duck away and ready a nasty counterstrike.

SINGULAR SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage.

If there are no creatures within 5 feet of your target, your attack deals an extra 3d10 damage instead of 2d10.

You single out a foe for a deadly attack.

SKIP THE ROCK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a sling, your attack deals an extra 1d10 damage, and you can make one additional ranged attack using a sling against a different creature within 50 feet of the target. On a hit, your attack deals an extra 2d4 bludgeoning damage, and the target is dazed until the end of your next turn.

Your sling stone skips off the first target and smashes into another one.

SKIRMISH SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can move up to your speed before one of your ranged attacks using a weapon. On a hit, your attack deals an extra 1d10 damage.

You rush across the battlefield and then let off a devastating shot.

SKIRMISHING STANCE

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Skirmishing stance. Until the stance ends, whenever you move at least 20 feet away from where you started your turn, you gain a +2 bonus to AC and a +3 bonus to Dexterity saving throws until the start of your next turn, and your next attack before the end of your next turn deals 1d4 extra damage.

The bonuses from this exploit increase when you reach 5th level (+3 AC, +4 Dex saves, and +1d6 damage), 11th level (+4 AC, +6 Dex saves, and +1d8 damage), and 17th level (+6 AC, +8 Dex saves, and +1d12 damage).

You adopt a defensive, highly mobile combat stance. Your speed helps you catch opponents unprepared and inflict greater damage.

SLAMMING RUSH

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature you are grappling with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Strength saving throw. On a failed save, you can move up to your speed, pulling the target along with you. If the target is within 5 feet of blocking terrain at the end of this movement, it takes an additional 1d10 bludgeoning damage.

You yank your grabbed foe across the battlefield. Upon reaching your destination, you slam it to the ground.

SLY LUNGE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon that has advantage, your attack deals an extra 2d10 damage, and you gain advantage on attack rolls against the target until the end of your next turn.

If you don't apply Sneak Attack to the triggering attack, your attack deals an extra 3d10 damage on a hit instead of 2d10.

You dart in to take advantage of lax defenses, and after striking, you're ready to capitalize on the same opening again.

SNAGGING GRIP

Rank 1 Exploit • Utility (Short)

As a reaction, when an enemy within 5 feet of you knocks you prone or forces you to move and is no more than one size category larger than you, you can knock it prone as well or pull it with you. If the triggering enemy forced you to move, you can pull it to any space within 5 feet of where you end the movement.

When you're knocked off balance, you grab hold of the enemy in front of you and bring it staggering along with you.

SNEAK IN THE ATTACK

Rank 1 Exploit • Utility (Short)

As a bonus action, choose a creature within 5 feet of you. Until the start of your next turn, the next ally that attacks the target does so with advantage on the attack roll. On a hit, your ally's attack deals extra damage equal to your Sneak Attack, or an extra 1d10 damage if you do not have Sneak Attack.

You give your ally the advantage they need to inflict a devastating attack.

SPLIT THE TREE

Rank 1 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can forgo one of your normal attacks and make a special attack using a ranged weapon. Choose two creature within 15 feet of each other. Make a single attack roll with advantage and apply it to both targets. On a hit, your attack deals an extra 2d6 damage to each target.

You fire two arrows at once, which separate in mid-flight to strike two different targets.

SPINNING BLADE LEAP

Rank 1 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can safely move up to your speed before one of your attacks using a finesse weapon. On a hit, your attack deals an extra 1d10 damage, and you can safely move up to your speed.

You leap into the air, landing atop your foe. You stab down and then leap off.

SPINNING SWEEP

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

You spin beneath your enemy's guard with a slashing strike, and then sweep your leg through your foe an instant later, knocking it to the ground.

SPUR TO ACTION

Rank 1 Exploit • Utility (Long)

When you roll initiative, you can choose yourself and any number of allies within 50 feet of you who can see or hear you. Each target can reroll their initiative but must use the second result.

Sensing your enemies' advantage, you whisper quick orders to spur your allies into action.

STAGGERING SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet. In addition, if the target moves at all during its next turn, it falls prone at the end of its turn.

The impact of your shot leaves a foe reeling.

STALKING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and if you were hidden when you made the triggering attack, you can make a Dexterity (Stealth) check to remain hidden if you have any cover or are obscured from the target.

You strike quickly and then disappear, leaving your foe searching for the source of the attack.

STARTLING OFFENSIVE

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy enters a space within 15 feet of you, you can safely move up to 10 feet to a space within 5 feet of the triggering enemy. You can make one melee attack using a finesse weapon against the triggering enemy with advantage on the attack roll. On a hit, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to attack rolls until the end of your next turn.

You strike before your foe even realizes that you are a threat.

STEEL MONSOON

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose up to two allies within 25 feet of you who can see or hear you. Those allies can safely move up to 5 feet (no action required).

You leap into the fray with a wild, whirling attack, but your movements are carefully calculated to distract nearby enemies and give your allies a change to move into position.

STEEL SERPENT STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Dexterity saving throw or until the end of your next turn, the target's speed is reduced by 10 feet and it cannot take the Disengage action.

You lash out with the speed of a striking serpent, hitting your foe in a vulnerable area that hinders its movement.

STRIKE AND MOVE

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 20 feet. This movement can be broken up however you like between each attack. You also gain a +1d10 bonus to your next damage roll using a melee finesse weapon before the end of your turn.

You dart in, strike with your weapon, and dart away before your enemy can answer.

SUDDEN STRIKE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, the target suffers the attack's normal effects, and it must make a Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You hold your weapons blade-down and slash your foe across the face with one of them. As it spins away and drops its guard, you roll to one side, spring to your feet, and plunge your other blade into its back.

SURE SHOT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage.

You can reroll each of the attack's damage dice once but must use the second result.

You line up your shot with meticulous care to strike at your foe's vital organs.

SURPRISING STAB

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage, and the target must make a Dexterity saving throw. On a failed save, you gain advantage on attack rolls against the target until the end of your next turn, and you can make one additional melee attack using your other weapon against the target.

You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.

SUSTAINING STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you are wielding a separate melee weapon in each hand and hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. If this attack reduces the target to 0 hit points, this exploit is not expended, and you gain a +2 bonus to the next attack roll you make within 1 minute.

Additionally, you can make one additional melee attack using your other weapon against the target.

If your first attack fells your enemy, you retain your strength for a future attack.

SWEEPING BLOW

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

If you hit a creature with an attack granted by this exploit using an axe, flail, heavy blade, or pick, your attack deals an extra 2d6 damage on a hit instead of 1d6.

Seeing your enemies press in, you swing your weapon in a wide arc, striking many of your foes at once.

SWEEPING SLASH

Rank 1 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a separate melee weapon in each hand, each enemy you can see within 5 feet must succeed on a Dexterity saving throw or take 2d6 bludgeoning or slashing damage (your choice) and be pushed up to 5 feet. You can then move up to 10 feet and make a melee attack using a weapon against one creature within reach that failed the Dexterity saving throw.

You whirl your main weapon in an overhead cut that forces your foes to step back. You then follow up with your other weapon.

SWITCHEROO

Rank 1 Exploit • Utility (Turn)

As a bonus action, you can choose yourself and one ally you can see within 5 feet of you. Each target's safely swap places.

You pull the old switcheroo to put your enemies off guard.

SYNCHRONIZED STRIKE

Rank 1 Exploit • Offensive, Pet, Weapon (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 1d10 damage, and you can make one additional melee attack using a weapon against the target. On a hit, your attack deals an extra 1d10 damage.

If your companion pet is a bear, boar, lizard, raptor, or snake, your pet's attack deals an extra 2d10 damage on a hit instead of 1d10.

You command your companion pet to tear into your opponent, opening a gap for you to exploit.

TACTICIAN'S INVITATION

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Wisdom saving throw. On a failed save, the next time an ally hits the target before the end of your next turn, that ally can choose to move the target up to 10 feet, safely move up to 10 feet, or deal an extra 1d10 damage on the attack (no action required).

Your strike leaves the opponent swaying so that a feather's touch can cause it to move from its position.

TAKEDOWN ATTACK

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the Charge.

You bash your foe with a vicious attack and then drag the creature down to the ground.

TEMPEST DANCE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 damage, and you can safely move up to 5 feet and make one additional melee attack using a weapon against a second creature. On a hit, your attack deals an extra 1d6 damage, and you can safely move up to 5 feet and make one additional melee attack using a weapon against a third creature. On a hit, your attack deals an extra 1d6 damage.

You lunge from enemy to enemy, giving each a taste of your weapon as you pass.

TERMINATION THREAT

Rank 1 Exploit • Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to attack rolls until the end of your next turn. If the target was already suffering a penalty to attack rolls from any source, its speed is instead reduced to 0 until the end of your next turn.

Your attack unnerves your foe, possibly freezing it in its tracks.

TERRAIN ADVANTAGE

Rank 1 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, you gain a +3 bonus to AC and saving throws while you occupy a space of difficult terrain.

You use the terrain around you as your first line of defense.

THUNDERTUSK BOAR STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When hit a creature with an attack using a weapon while you are wielding a separate melee weapon in each hand or a ranged weapon, your attack deals an extra 1d10 damage, and you can push the target up to 5 feet and safely move up to 5 feet to the space it vacated. Also on a hit, you can make one additional attack using your other weapon or the same ranged weapon against the target. On a hit, the target suffers the attack's normal effects, and you can push it up to 10 more feet.

You attack twice, causing your foes to stagger backward.

THWARTING SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, the target's speed is reduced by 10 feet and it suffers a -2 penalty to attack rolls.

Your cutting projectile discombobulates your adversary for a moment.

TORTUROUS STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage.

If you twist the blade in the wound just so, you can make your enemy howl in pain.

TOPPLE OVER

Rank 1 Exploit • Offensive, Weapon (Short)

When you take the attack action on your turn, you can gain a +2 bonus to the attack roll of one of your attacks using a finesse weapon. On a hit, your attack deals an extra 1d10 damage, and the target is knocked prone.

Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.

TRICK STRIKE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, you can move the target up to 5 feet, and it's knocked off balance for 1 minute. While off balance, each time you hit the target you can move it up to 5 feet.

Through a series of feints and lures, you maneuver your foe right where you want it.

TRICKSTER'S BLADE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and you gain a +2 bonus to AC until the start of your next turn.

You land an expert blow and follow up with a clever series of feints that bewilder your enemies.

TWILIGHT MENACE

Rank 1 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 1d10 damage, and the target treats you as being heavily obscured for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Your assault menaces your foe, causing it to flinch and look away as you continue your relentless attack.

TWO-FANGED STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d10 damage, and you can make one additional melee attack using your other weapon against the target.

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.

UNBALANCED PARRY

Rank 1 Exploit • Utility, Weapon (Short)

As a reaction, when an enemy misses you with a melee attack, you can force the target to make a Wisdom saving throw. On a failed save, you can move the target up to 15 feet to a space within 5 feet of you and you gain advantage on attack rolls against it until the end of your next turn.

You deftly block your enemy's strike and turn its momentum against it, causing it to stumble to the side.

UNBALANCING SHOT

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a finesse or ranged weapon, your attack deals an extra 1d10 damage, and the target's speed is reduced by 10 feet until the end of your next turn.

The impact of your shot leaves your enemy wobbly.

UNSTOPPABLE ADVANCE

Rank 1 Exploit • Stance (Long)

As a bonus action, you enter the Unstoppable Advance stance. Until the stance ends, whenever you hit a creature with a melee weapon attack, you can push that creature up to 5 feet and can safely move into the space the creature vacated.

You swing with such fury that your foes are steadily driven back with each blow.

UNSTOPPABLE RESOLVE

Rank 1 Exploit • Utility (Long)

As a bonus action, you gain 2d10 + 2 temporary hit points. These temporary hit points fade after 1 minute but can stack with other temporary hit points.

You let your adrenaline surge carry you through the battle.

UPENDING THROW

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

Your muscles strain as you unleash a mighty ranged attack that knocks your foe down.

VENGEANCE IS MINE

Rank 1 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy hits you with an attack, you can make a melee weapon attack against the triggering enemy. On a hit, your attack deals an extra 1d10 damage, and one ally within 25 feet of you who can see or hear you can use their reaction to move up to their speed and make a melee weapon attack against the triggering enemy.

You respond to an enemy's attack with a riposte, and you call for an ally to joint you against the offender.

VILLAIN'S MENACE

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and for 1 minute, you gain a +1 bonus to attack rolls and a +1d4 bonus to damage rolls against the target.

Choosing a worthy foe, you wound it with a strong initial attack, and then continue to harry it for the rest of the battle.

WARLORD'S FAVOR

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose one ally within 25 feet of you. That ally gains a +3 bonus to attack rolls against the target until the end of your next turn.

With a calculated blow, you leave your enemy exposed to a comrade's attack.

WARLORD'S STRIKE

Rank 1 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, each ally who can see or hear you gains a +1d6 bonus to damage rolls against the target.

One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.

WHITE RAVEN ONSLAUGHT

Rank 1 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can move one ally of your choice within 5 feet of you up to 5 feet. Additionally, for 1 minute, immediately after you or any ally within 50 feet of you hits with an attack, that attacker can move an ally of their choice within 5 feet of them up to 5 feet.

You deliver a slashing blow, moving your foe as you wish about the battlefield and showing your comrades how to take advantage of your enemy's poor positioning.

WHO'S NEXT?

Rank 1 Exploit • Utility (Short)

As a bonus action, when you reduce an enemy to 0 hit points during your turn, you can safely move up to your speed and gain a +2d10 bonus to your next damage roll made with a weapon attack before the end of your next turn.

When the foe crumples, you move forward to find your next opponent.

YIELD GROUND

Rank 1 Exploit • Utility (Short)

As a reaction, when an enemy damages you with a melee attack, you can safely move up to 10 feet. You also gain a +2 bonus to AC and saving throws until the end of your next turn.

Even as your foe connects, you leap backward, out of the way of further harm.

RANK 2 EXPLOITS

A ROCK AND A HARD PLACE

Rank 2 Exploit • Stance, Weapon (Long)

As a bonus action, you enter the Rock and a Hard Place stance. Until the stance ends, when an enemy within 5 feet of you attacks one of your allies and misses while you are wielding a melee weapon, you can deal 1d6 damage of the same type as your weapon to that enemy (no action required). You must be able to take reactions against the target to deal this damage. If the enemy is marked by an ally, it takes 2d6 damage instead of 1d6.

The damage of this exploit increases when you reach 11th level (d8s) and 17th level (d12s).

You focus to work in concert with your companion, harrying your opponent with relentless blows.

ADAPTIVE ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon while you are wielding a separate melee weapon in each hand and or a ranged weapon, your attack deals an extra 2d10 damage, and you can make one additional attack using your other weapon or the same ranged weapon against a creature within reach. On a hit, your attack deals an extra 1d10 damage.

If both attacks hit the same target, you can choose to either daze the target for 1 minute, or bleed it for 1d6 necrotic damage. While dazed, the target can make a Constitution saving throw at the end of each of its turns, ending the dazed on a success.

Your quick attacks might have different results.

AGILE APPROACH

Rank 2 Exploit • Utility (Short)

As a bonus action, you can safely move up to 10 feet, but you must end the movement within 5 feet of an enemy. If you aren't wearing heavy armor, you can safely move up to 15 feet instead of 10.

You make a quick shift to a better position.

AGONIZING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. While dazed by this exploit, the target's speed is reduced to 0. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

If you made the triggering attack using a flail, your attack deals an extra 3d10 damage on a hit instead of 2d10.

Your attack hits your adversary in a sensitive area, causing it to reel in pain.

ANCHOR THE LINE

Rank 2 Exploit • Utility (Short)

As a bonus action, choose one ally within 5 feet. You can choose to either stand the target up, or move them up to 5 feet.

You help an ally stand or guide a friend back into formation.

ARCHERY COMMANDER

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage. Additionally, for 1 minute, you and any ally within 10 feet of you who can see or hear you does not suffer disadvantage on ranged attack rolls for being in melee.

As your allies unleash ranged attacks, you thwart your enemies' efforts to take advantage of your comrades' distraction.

ARMORED ASSAULT

Rank 2 Exploit • Offensive (Short)

As an action, you can move up to your speed. At any point during this movement, you can make a melee weapon attack using a shield against one creature within 5 feet with a +3 bonus to the attack roll. On a hit, the target takes 3d10 bludgeoning damage, and must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone.

The attack bonus of this exploit increases when you reach 11th level (+4) and 17th level (+6).

Burying your shoulder into your shield, you plow forward through any foe.

ARROW OF THE SAVIOR

Rank 2 Exploit • Utility, Weapon (Short)

As a reaction, when a creature within 50 feet of you falls as a result of a failed Dexterity saving throw and there is a wall or floor within 5 feet of it while you are wielding a bow or crossbow, you can fire a shot allowing the triggering creature to reroll the saving throw. On a success, you can move the creature up to 5 feet to a horizontal surface, or to a vertical surface that the creature now climbs.

Your arrow saves a falling friend by pinning them to a nearby wall, or presenting a sudden handhold.

ASSESS AND STRIKE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, and you can make one additional melee attack using your other weapon against the target, ignoring disadvantage and attack penalties to the attack roll. On a hit, your attack deals an extra 2d10 damage.

A brush with your off-hand weapon marks a spot on your enemy for a more accurate thrust from your main weapon.

BACK TO BACK

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Back to Back stance. Until the stance ends, while you are within 5 feet of an ally, you and that ally gain a +2 bonus to attack rolls.

The bonus to attack rolls granted by this exploit increases when you reach 11th level (+3) and 17th level (+4).

You take heart from the ally guarding your back.

BAIT THE HOOK

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can choose one ally within 25 feet of you who can see or hear you. For 1 minute, that ally gains advantage on attack rolls against your target and the target suffers a 1d6 susceptibility to that ally's damage rolls. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

You give your champion the encouragement and strength needed to respond to the foe's attacks.

BARE-KNUCKLED REBUKE

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Bare-Knuckled Rebuke stance. Until the stance ends, whenever an enemy within 5 feet of you misses you with an attack, you can make an unarmed strike against the target as an opportunity attack. On a hit, your attack deals an extra 1d4 damage, and you gain advantage on attack rolls against the target until the end of your next turn.

The extra damage from this exploit increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

Your enemies leave themselves open to your powerful punches when they miss with their attacks.

BAT ASIDE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and you can move the target up to 25 feet to a space within 5 feet of one of its allies. You can knock the target each of its allies within 5 feet of it prone.

You ram into your foe, sending it flying into one of its allies.

BATTLE AWARENESS

Rank 2 Exploit • Utility (Long)

When you roll initiative, you gain a +10 bonus to your initiative check.

You can sense danger before the threat is fully realized.

BATTLE RUNNER

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Battle Runner stance. Until the stance ends, your speed increases by 20 feet until the end of your turn when you take the Dash action. Additionally, when you make a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge.

You move with astonishing speed, making it hard for your foes to track your movement.

BEAST RUSH

Rank 2 Exploit • Offensive, Pet, Weapon (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to safely move up to 15 feet and make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 1d10 damage, and you can make one additional melee attack using a weapon against the target. On a hit, your attack deals an extra 1d10 damage.

If your companion is a boar, cat, raptor, or wolf, their attack deals an extra 2d10 damage on a hit instead of 1d10.

You designate an enemy to your companion pet, and the pet moves toward that enemy as you strike.

BEASTLY PROTECTOR

Rank 2 Exploit • Offensive, Pet (Long)

When you take the Attack action on your turn while you are bloodied, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 2d10 damage, and you gain 2d6 temporary hit points.

Additionally, for 1 minute, each time an enemy within 5 feet of your companion pet makes a melee attack against you, your pet deals 1d6 damage of the same type as one of its melee weapon attacks (no action required) to the triggering enemy.

Your situation looks bleak, but your companion comes quickly to your rescue.

BEDEVILING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. Additionally, for 1 minute, once per round when an ally hits the target with a melee attack, you can make a melee weapon attack against the target with advantage on the attack roll (no action required).

While your ally distracts your opponent, you land yet another blow.

BITING VOLLEY

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and you can make one additional ranged attack using a weapon against a creature within reach. On a hit, your attack deals an extra 1d6 damage.

Each attack can score a critical hit on a roll of 18–20.

Two lucky shots find chinks in your target's armor.

BLIND SPOT ADVANTAGE

Rank 2 Exploit • Utility (Short)

As a bonus action, you become heavily obscured from one enemy you can see until the end of your next turn.

You take advantage of your enemy's blind spot to ensure that you won't be hit.

BLINDING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Constitution saving throw. On a failed save, for 1 minute, the target is blinded and unable to safely move or take the Disengage action. Until this effect ends, you can safely move up to 5 feet whenever the target misses you with an attack (no action required). On a successful save, the target suffers a -2 penalty to attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

Delivering a wicked strike, you momentarily rob your opponent of sight and then take advantage of its fumbling.

BLOODBATH

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, and the target bleeds for 1d6 necrotic damage.

If you dealt Sneak Attack damage along with this exploit, the target bleeds for 1d6 necrotic damage for each die of your Sneak Attack instead of just 1d6.

You slice your foes artery, inflicting a gushing wound.

BLOODIED FRENZY

Rank 2 Exploit • Offensive, Pet (Long)

As a reaction, when you or your companion pet are bloodied by an enemies attack, you can order your pet to make an opportunity attack against the triggering enemy, safely moving up to 25 feet before or after the attack. On a hit, your pet's attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or its speed is reduced to 0 for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Injury, whether yours or your companion's provokes an instant assault from the pet that leaves your adversary momentarily hobbled.

BLOODY THE FIELD

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and if the target is bloodied after the attack, it is also dazed until the end of your next turn.

If you made the triggering attack using an axe, a hammer, or a mace, your attack deals an extra 3d10 damage instead of 2d10.

You raise your weapon high, recognizing that the time has come to finish off your foe.

BLOODY THROW

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a melee weapon in one hand and a thrown weapon in the other, your attack deals an extra 2d10 damage. Also on a hit, you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d6 damage, and you can make one additional ranged attack using a thrown weapon against a different creature within reach. On a hit, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The ranged attack granted by this exploit does not suffer disadvantage on the attack roll for being in melee.

You drive your weapons into a nearby enemy and then hurl a weapon into the face of another foe.

BLUDGEONING VICE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or take an additional 1d6 bludgeoning damage, be knocked prone, and until the end of your next turn, be dazed.

Your weapon crunches down on your enemy's skull. You then drive your fist into your foe's face.

BODYGUARD'S STANCE

Rank 2 Exploit • Stance (Short)

As a bonus action, you enter the Bodyguard's stance. Until the stance ends, whenever an ally within 5 feet of you takes damage, you can reduce that damage by 1d6. You must use this ability anytime you are able. When you do so, you take damage equal to the amount you reduced; this damage can't be reduced or redirected in any way.

The amount of damage reduced by this exploit increases when you reach 11th level (1d8) and 17th level (1d12).

You stand poised, ready to block attacks made against your allies with your shield, or failing that, your body.

BRAVE WARRIORS

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, you gain a +3 bonus to attack rolls on charging attacks, and your allies gain a +3 bonus to attack rolls on charging attacks while within your line of sight.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

Your charge emboldens your allies to do the same.

BRUTAL ADVANCE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon wielded with two hands, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet. Also on a failed save, you can make a charging attack against the target. On a hit, your attack deals an extra 1d10 damage, and you knock the target prone.

After throwing your enemy back, you charge to deliver the killing blow.

CHAMELEON

Rank 2 Exploit • Stealth, Utility (Turn)

As a reaction, when you are hidden and lose obscurement against a creature, you can make a Dexterity (Stealth) check to remain hidden from it, and until the end of your next turn you can remain hidden from that creature without needing to be obscured.

You blend into your surroundings.

CIRCLING PREDATOR

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and you can safely move up to 15 feet to a different space within 5 feet of your target. You can then make one additional melee attack using a finesse weapon against the target. On a hit, your attack deals an extra 1d10 damage, and you gain advantage on attack rolls against the target until the end of your next turn.

You wheel around your foe, attacking mercilessly.

CLAWS OF THE GRIFFON

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 3d6 damage, and you can make one additional melee attack using your other weapon against a creature within reach. On a hit, your attack deals an extra 3d6 damage.

Your steel blades flash menacingly as you taunt your foes with parries and cut deep wounds into their flesh.

CLEVER RIPOSTE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage. Additionally, for 1 minute, each time the target attacks you while you are wielding a finesse weapon, it takes 1d6 damage of the same type as your weapon (no action required).

You follow up a fierce attack with a series of quick, painful strikes woven between your enemy's attacks.

CLEVER TEAMWORK

Rank 2 Exploit • Utility (Short)

As a bonus action, choose yourself and any number of creatures within 25 feet of you who can see or hear you. Each target can safely move up to 5 feet (no action required).

If your companion pet is one of the targets, it can safely move up to 20 feet instead of 5 feet.

You maneuver around your enemies, thanks to your collaboration with your allies.

CLOSE COMBAT SHOT

Rank 2 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within 5 feet of you, you can make a ranged attack using a weapon against the triggering creature. You do not have disadvantage on this attack for being in melee. On a hit, your attack deals an extra 3d10 damage.

You punish your enemy for closing with you.

CLOUD OF STEEL

Rank 2 Exploit • Offensive, Weapon (Short)

As an action, make a ranged attack using a weapon against any number of creatures within a 25-foot cone originating from you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

You shower your enemies in sharp metal.

COME AND GET IT

Rank 2 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a melee weapon, choose any number of enemies you can see within 15 feet of you. Each target must succeed on a Wisdom saving throw or be pulled up to 10 feet closer to you, but only if it can end the pull within 5 feet of you. If a target is within 5 feet of you after the pull, it takes 5d6 damage of the same type as your weapon.

You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.

COMPEL THE CRAVEN

Rank 2 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or use its reaction, if available, to move as far as its speed allows away from you. The target doesn't move into obviously dangerous ground, such as a fire or a pit.

Your unnerving attack forces your foe to run away from you, heedless of its enemies.

COORDINATED CHARGE

Rank 2 Exploit • Offensive, Pet, Quarry, Weapon (Long)

As an action, choose one creature you can see within 25 feet of you and your companion pet. You designate the target as your quarry. You and your pet both make a charging attack against the target. If you hit, your attack deals an extra 2d10 damage. If your pet's attack hits, its attack deals an extra 2d10 damage.

With a silent gesture, you signal your beast, and you both go charging into the fray.

CRACK THE SHELL

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or bleed for 1d6 necrotic damage. While bleeding from this exploit, the target suffers a -2 penalty to AC.

Seeing an opportunity, you strike your foe hard and fast, delivering a painful bleeding wound that hampers its defenses.

CRASHING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet and knocked prone. Also on a failed save, each enemy within 5 feet of the target takes 1d6 bludgeoning damage, and you can push each enemy that takes this damage up to 5 feet.

Your opponent flies back from your attack and crashes into other foes, sending them staggering.

CREATE OPPORTUNITY

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, whenever you hit the target with a ranged attack, one ally of your choice within 5 feet of the target can use their reaction to either make a melee weapon attack against it or safely move up to 15 feet.

Your precisely timed shots disrupt your foe's concentration, buying time for an ally to act.

CRUSHING FOOT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Strength saving throw. On a failed save, the target is knocked prone, grappled by you, and for 1 minute, when the target starts its turn grappled by you, its speed is reduced to 0 until the end of its turn. On a successful save, the target is knocked prone.

You grab your foe and smash it to the ground. You then place your foot on its neck to keep the creature down.

DANCING DEFENSE

Rank 2 Exploit • Stance, Weapon (Long)

As a bonus action, you enter the Dancing Defense stance. Until the stance ends, once per round when you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, you can either make one additional melee attack using your other weapon against a different creature within reach, or gain the benefits of the Disengage action. If you choose to Disengage, you also gain a +1 bonus to AC and a +2 bonus to Dexterity saving throws until the end of your next turn.

The bonuses from this exploit increase when you reach 11th level (+2 AC and +4 Dex saves), and 17th level (+3 AC, and +6 Dex saves).

Each time your blade connects you strike gain – or feint, allowing you to dance away.

DARING GLARE

Rank 2 Exploit • Utility (Short)

As a bonus action, choose any number of enemies you can see within 5 feet of you. Each target is marked by you until the end of your next turn. Additionally, you gain temporary hit points equal to 1d6 + the number of targets you marked using this exploit.

You challenge nearby enemies to attack you, bolstering your own stamina.

DEADLY RETURNS

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can choose one ally within 25 feet of you. Until the end of your next turn, if the target makes a melee attack against you or your chosen ally, the chosen ally can make an opportunity attack against the target. On a hit, your ally's attack deals an extra 1d10 damage.

You create an opening that allows an ally to capitalize on your foe's aggression.

DEATH THREAT

Rank 2 Exploit • Quarry, Utility (Short)

As a reaction, when you reduce your quarry to 0 hit points, you can choose one enemy you can see within 25 feet of you. You designate that enemy as your quarry, and gain advantage on attack rolls against it until the end of your next turn.

You bring down your quarry and then fix your hunter eyes on another foe.

DECEPTIVE STEEL

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit an enemy with an opportunity attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, and you can make one additional melee attack using your other weapon against the triggering enemy. On a hit, your attack deals an extra 1d10 damage, and you are lightly obscured from the target and you gain advantage on attack rolls against the target until the end of your next turn.

An off-hand attack your foe never saw coming causes disorientation as well as pain.

DEEP CUT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and the target bleeds for 2d6 necrotic damage.

Each drop of blood is another nail in your enemy's coffin.

DEFENSIVE POSTURE

Rank 2 Exploit • Pet, Utility (Short)

As a reaction, when your companion pet is hit by an attack and it can hear you, it gains a +6 bonus to AC against the triggering attack, possibly causing it to miss.

If your companion is a bear, spider, or snake, the bonus lasts until the start of your next turn.

Puffing up defensively, your pet rolls with a blow.

DEFENSIVE TRAINING

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Defensive Training stance. Until the stance ends, you gain a +3 bonus to saving throws.

The bonus to saving throws granted by this exploit increases when you reach 11th level (+4) and 17th level (+6).

With a soldier's discipline, you fend off attacks that would overcome a lesser person.

DERVISH'S CHALLENGE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, and you enter the Dervish's Challenge stance.

Until the stance ends, when you make a melee attack using a weapon against a creature as a reaction or opportunity attack while you are wielding a separate melee weapon in each hand, you can make one additional melee attack using your other weapon against the same creature.

You hold your weapons close to your body, preparing to strike out when an enemy leaves you an opening.

DIRECTED COMBAT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can choose one ally within 5 feet of the target who can see or hear you. The chosen ally can use their reaction to safely move up to their speed. Then, choose a different ally within 25 feet of you that can see and hear you. That ally can use their reaction to make a charging attack against the target.

Your strike creates the opening an ally needs to slip away, while another ally rushes in to keep the foe pinned down.

DISMAYING SLASH

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and the target suffers a -4 penalty to saving throws until the end of your next turn.

Your ripping strike saps your foe's determination.

DIZZYING BLOW

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or have its speed reduced to 0 for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You crack your foe upside the head.

DOUBLE FALL

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d6 damage, and you can make one additional melee attack using a finesse weapon against a different creature within reach. On a hit, your attack deals an extra 2d6 damage.

Each time you deal damage with this exploit, the target is knocked prone and you can safely move up to 10 feet.

With a flourish of your weapon, you strike at two foes, attempting to bring each down.

DOWNWARD SPIRAL

Rank 2 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a finesse weapon, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 5d6 damage of the same type as your weapon.

Additionally, you knocked each target prone.

You spin about with your weapon, toppling your enemies.

DRAGON'S ROAR

Rank 2 Exploit • Utility (Short)

As a bonus action, each enemy within 15 feet of you is marked by you until the end of your next turn. Additionally, you gain resistance to all damage until the end of your next turn.

You let out an explosive roar, diverting your enemies' attentions to you. The call steels you against the imminent assault.

DRAGON'S TENACITY

Rank 2 Exploit • Utility (Short)

As a bonus action, you can choose yourself and any number of bloodied allies within 25 feet of you who can see or hear you. Each target gains a +3 bonus to attack rolls until the end of your next turn.

If you are a dragonborn, the bonus to attack rolls is +5 instead of +3.

You and your companions become as fierce and indomitable as dragons, striking harder the more you all are hurt.

DRIVING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and you can make one additional melee attack using a finesse weapon against the target. On a hit, your attack deals an extra 1d10 damage, you can push the target up to 10 feet, knock it prone, and you can safely move up to 10 feet to a space within 5 feet of it.

The force of your rapid attacks throws your enemy from its feet.

DUELIST'S DEMAND

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or its speed is reduced to 0 for 1 minute. While the target's speed is reduced by this exploit, you have advantage on attack rolls against it.

This effect ends early if you end your turn and are not within 5 feet of the target, or you are unable to take reactions.

You hem your foe in with a series of deadly strikes. It cannot move as long as your weapon is ready to strike.

ECHOING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and if the target is within 5 feet of you at the start of your next turn, you can make one melee weapon attack against the target (no action required) as the first thing you do during your turn.

If you made the triggering attack using an axe, a hammer, or a mace, your attack deals an extra 3d10 damage instead of 2d10.

You batter the foe with a mighty swing and prepare to catch it with the backswing if it doesn't have the sense to move.

ENCOURAGING STANCE

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Encouraging stance. Until the stance ends, when you hit a creature with a melee weapon attack, you can choose one bloodied ally within 25 feet of you who can see or hear you. That ally gains 1d6 + 3 temporary hit points.

You can choose to grant the temporary hit points on a miss as well, but the target of your attack gains advantage on attack rolls against you until the end of your next turn.

The temporary hit points granted by this exploit increase when you reach 11th level (1d8 + 4) and 17th level (1d12 + 6).

With a daunting bearing, you unleash a litany of oaths as you attack, pushing your allies onward.

EXCRUCIATING SHOT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or for 1 minute, deal only half damage with weapon attacks that use Strength. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

One well-placed arrow leaves your enemy hunched over and howling in pain.

EXEMPLAR OF ACTION

Rank 2 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Wisdom saving throw. On a failed save, the target is weakened for 1 minute. On a successful save, the target is weakened until the end of your next turn.

While weakened by this exploit, the target deals only half damage on weapon attacks that use Strength, attack rolls against it have advantage, and you and your allies gain a +1d6 bonus to damage rolls against it. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

Your series of feints and slashes cows your foe, preparing it for your allies.

FETCH

Rank 2 Exploit • Offensive, Pet, Weapon (Short)

When you hit a creature that is within 5 feet of your companion pet with a ranged attack using a thrown weapon, your attack deals an extra 2d10 damage, and your pet can make one melee weapon attack against the target (no action required). On a hit, your pet's attack deals no damage, but it can safely move up to 15 feet and pull the target along with it to a space within 5 feet of it.

After your weapon strikes a foe, your pet grabs the creature and drags it away.

FIERCE REPLY

Rank 2 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 15 feet of you hits one of your allies, you can safely move up to 10 feet and make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 2d10 damage.

You answer an attacker's hit against an ally with a vicious riposte.

FINISHING CUT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage. If the target is bloodied or prone, your attack deals an extra 4d10 damage instead of 3d10.

You execute a swift attack against a foe, attempting to finish off the creature.

FLASHY RIPOSTE

Rank 2 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy hits you with a melee attack, you can make one melee attack using a finesse weapon against the triggering enemy. On a hit, your attack deals an extra 2d10 damage, and all attack rolls against the target have advantage until the end of your next turn.

Under attack, you elegantly whirl and let your blade give a sharp reply, leaving your foe off balance.

FLYING STEEL

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage. Additionally for 1 minute, if the target ends its turn without benefiting from cover against you, you can use your reaction to make a ranged attack using a weapon against the target.

This effect ends early if the target has cover against you at the end of any of your turns.

Your arrows force your opponent to take cover.

FORTUITOUS DODGE

Rank 2 Exploit • Offensive (Long)

As a reaction, when a creature misses you with a melee or ranged attack, choose one creature within 5 feet of you other than the attacker. The chosen creature is also targeted by the triggering attack. You can then safely move up to 5 feet.

You duck out of the way of an incoming attack, and it strikes another target.

FORWARD OBSERVER

Rank 2 Exploit • Utility (Turn)

As a bonus action, choose one enemy you can see. Until the end of your next turn, the target gains no benefits from half or three-quarters cover or being partially obscured against allies who can see or hear you.

Discerning the proper angle of fire, you point out concealed enemies to your allies.

FRENZIED SKIRMISH

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d6 damage, and you can make one additional melee attack using your other weapon against a creature within reach. On a hit, your attack deals an extra 2d6 damage, and if both attacks hit the same target, until the end of your next turn, the target's speed is reduced by 10 feet. Any creature that takes damage from this exploit is dazed until the end of your next turn.

Additionally, before or after your second attack, you can safely move up to your speed.

You leap into the fray and unleash a torrent of steel upon your unsuspecting foes, staggering them with the ferocity of your attacks.

FRIENDLY FIRE

Rank 2 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy misses you or an ally you can see with an attack. The triggering enemy must repeat the attack (no action required) against a creature you choose within 10 feet of the original target. The new target must still be legal for the attack.

Such is your presence that you panic an enemy into accidentally hitting one of its allies.

FROM THE SHADOWS

Rank 2 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 20 feet before one of your attacks using a finesse or ranged weapon. If the target could not see you before safe movement, you gain advantage on the attack roll. On a hit, your attack deals an extra 2d10 damage, and you can safely move up to 20 feet. If you have any cover or are obscured after this movement, you can make a Dexterity (Stealth) check (no action required).

You spring from the shadows to strike, and then you fade away as if you were never there.

GENERAL'S GIFT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 damage. Additionally, until the end of your next turn, whenever an ally who can see or hear you would spend a hit die to regain hit points, you can spend a hit die on that ally's behalf (no action required). You regain no hit points from spending the hit die, and the ally gains the benefit as if they had spent the hit die.

You are generous as well as brave. Your presence alone keeps an ally from surrendering to weariness and wounds.

GET DOWN!

Rank 2 Exploit • Utility (Short)

As a bonus action, choose one ally within 25 feet who can see or hear you. The target can use their reaction to safely move up to their speed to a space where they are obscured or have cover and can make a Dexterity (Stealth) check with a +5 bonus to become hidden.

Your barked order draws attention to you long enough for a concealed ally to hide.

GO FOR THE EYES

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, and the target is blinded and cannot safely move or take the Disengage action until the end of your next turn.

Additionally, for 1 minute, whenever you damage the target, it suffers a -1 penalty to attack rolls and can't safely move or take the Disengage action until the end of your next turn.

You strike at your foe's face, attempting to blind the creature. If you miss, the creature would do well to find you before you repeat your attack.

GRIFFON'S WRATH

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or suffer a -4 penalty to AC until the end of your next turn.

You deliver a heavy blow to your foe, exposing a vulnerable spot in its defenses.

GUIDE THE CHARGE

Rank 2 Exploit • Utility (Short)

As a reaction, when an ally within 50 feet of you who can see or hear you hits a creature with a charging attack, that ally's attack deals an extra 2d10 damage on a hit, and they can push their target up to 10 feet. The ally can then safely move up to 10 feet to a space within 5 feet of their target (no action required).

You direct your ally's charge, allowing them to strike a deadly blow that pushes the foe backward.

GUILEFUL SWITCH

Rank 2 Exploit • Utility (Short)

When you start your turn, you can choose one ally who can see or hear you. You and the chosen ally switch places in the initiative order. Your turn ends when you use this exploit, and the ally takes their next turn immediately, even if they already acted during this round. You then act when your ally would have acted.

You spring a trap on your opponents, surprising them with your clever stratagem.

HAMPERING FLURRY

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, and the target's speed is reduced by 10 feet until the end of your next turn. You can then make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d6 damage.

Using both weapons, you attack your opponent's legs and hinder it with painful wounds.

HARRIED QUARRY

Rank 2 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature that is within 5 feet of your companion pet with a melee attack using a weapon, your attack deals an extra 2d10 damage.

If the target is your quarry, it grants advantage on attack rolls against itself to you and your allies until the end of your next turn.

If your companion pet is a bear, lizard, spider, or snake, your attacks against the target deal an extra 1d6 damage until the end of your next turn, including the triggering attack.

Your attack, coupled with the threat of your beast companion, throws your quarry off balance.

HARRYING HUNTER STANCE

Rank 2 Exploit • Pet, Stance (Long)

As a bonus action, you enter the Harrying Hunter stance. Until the stance ends, you and your companion pet gain advantage on attack rolls against any enemy whom you are both within 5 feet of. Additionally, when you hit a creature with an attack that has advantage granted by this exploit, your attack deals an extra 1d6 damage.

The bonus damage from this exploit increases when you reach 11th level (1d8) and 17th level (1d12).

Through careful positioning and an instinctive connection, you and your companion mercilessly harry the foe.

HAWK'S TALON

Rank 2 Exploit • Offensive, Weapon (Short)

When you make an attack roll against a creature using a weapon, you gain +3 bonus to the attack roll and the target gains no bonus from half cover or being lightly obscured. On a hit, your attack deals an extra 2d10 damage.

Like the hawk, you strike with calculated precision.

HEALING HERBS

Rank 2 Exploit • Utility (Long)

As a bonus action, make a Wisdom (Medicine) check targeting one ally within 5 feet of you. The target regains hit points equal to half the total result of your check. The target can also make a saving throw against one poison effect that a save can end.

You aid a wounded companion by quickly applying a poultice of healing herbs.

HECTORING STRIKE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, you can move the target up to 5 feet, and until the end of your next turn, it suffers a -3 penalty to attack rolls and you gain advantage on attack rolls against it.

You deliver a strong attack, dampening your opponent's fighting spirit.

HIDDEN BLADE

Rank 2 Exploit • Sleight of Hand, Utility (Short)

As a bonus action, you gain advantage on the next attack roll you make with a sheathed finesse weapon before the end of your turn. You can draw the weapon as part of the attack (no action required).

You conceal a small weapon until it's time to strike.

HOBBLE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or be knocked prone, and for 1 minute, its speed is reduced to 0. The target can repeat the saving throw at the end of each of its turns, ending the speed reduction on a success.

You slash at your foe with a brutal attack that briefly cripples it.

HOUNDING LONGARM

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a reach weapon, your attack deals an extra 2d10 damage, and you can push the target up to 5 feet. If you are an eladrin, your attack deals an extra 3d10 damage instead of 2d10.

Additionally, for 1 minute, each time the target safely moves, takes the Disengage action, or makes an attack against a creature other than you, you can safely move up to 5 feet and make an opportunity attack against the target.

With a sharp jab, you shove your enemy backward, continuing to guard against it with your polearm.

HUNTER'S CONFRONTATION

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit your quarry with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and until the target is no longer your quarry, whenever you hit it with a melee attack, you knock it prone.

Each of your attacks tests your foes' defenses until you find where to hit to make it count.

HUNTER'S SHOT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Dexterity saving throw or take an additional 3d10 damage of the same type as your weapon.

You draw a bead on your chosen opponent and take the shot.

HYDRA CHARGE

Rank 2 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target suffers a -3 penalty to attack rolls until the end of your next turn.

When you make a charging attack, you can use this exploit in place of the melee weapon attack, if you do so, you gain advantage on each attack made as part of this exploit.

Your advance seems brash, but it's actually a flurry of perfectly timed strikes that bewilder your foes.

IMPERILING STRIKE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, the target suffers a -3 penalty to AC and a -5 penalty to Dexterity saving throws.

You deal a staggering blow, opening a hole in your enemy's defenses.

INERTIA STRIKE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon wielded with two hands, your attack deals an extra 2d6 damage, and each enemy within 5 feet of you other than the target takes 3d6 damage of the same type as your weapon.

Your tremendous swing carries your weapon through one enemy and into anyone else in your reach.

INSPIRING REACTION

Rank 2 Exploit • Utility (Short)

As a reaction, when you or an ally within 5 feet of you who can see or hear you takes damage, you can allow the triggering creature to spend up to two hit dice to regain hit points plus an extra 1d6.

As soon as an ally is wounded, you spring forward to keep your friend standing.

INTIMIDATING REMINDER

Rank 2 Exploit • Utility (Long)

As a bonus action, you enter the Intimidating Reminder stance. Until the stance ends, while you are wielding a shield, enemies suffer a -4 penalty to Strength and Constitution saving throws while within 5 feet of you.

Just the sight of your shield keeps the memory of its use fresh in the minds of your enemies.

INVIGORATE THE BEAST

Rank 2 Exploit • Pet, Utility (Long)

As a bonus action, you target your companion pet if it's within 5 feet of you. The target regains hit points as if it had spent two hit dice to regain hit points.

If the target is a boar or lizard, it regains 1d10 additional hit points.

Your urging pushes your beast companion onward, despite fatigue and injury.

INVIGORATING SHOUT

Rank 2 Exploit • Utility (Long)

As a bonus action, choose one ally within 25 feet who can see or hear you. The target regains up to two spent hit dice and regains hit points as if they had spent two hit dice to regain hit points.

You call to an ally with words of inspiration, pushing your comrade to fight on.

IRON BULWARK

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, you gain a +3 bonus to AC or a +5 bonus to AC while you are wielding a shield.

You parry one blow after another, denying your foes the satisfaction of getting in a solid hit.

I'VE GOT YOUR BACK

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, your allies gain a +2 bonus to AC and a +4 bonus to Dexterity saving throws while they are within 5 feet of you.

Standing together, you and your comrades form a bastion that can withstand the enemy assault.

KILLER'S AMBUSH

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, and the target suffers a -3 penalty to attack rolls until the end of your next turn. Additionally, you can safely move up to 15 feet and make a Dexterity (Stealth) check to become hidden.

Your enemy doesn't see you until it's too late, and by then, you've left it a gaping wound to remember you by.

LACERATING MAUL

Rank 2 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature with a melee attack using a weapon and your companion pet is within 5 feet of the target, your attack deals an extra 2d10 damage, and the target bleeds for 1d6 necrotic damage. Until the target is no longer bleeding, your pet has advantage on attack rolls against it.

If your companion pet is a bear, boar, or lizard, your attack deals an extra 3d10 damage on a hit instead of 2d10.

Opening your quarry up with a decisive attack, you allow your companion pet to tear a wound. The scent of blood eggs the pet on.

LASHING BLADE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, once per turn, when an enemy enters a space within 5 feet of you or starts its turn there, you can make a melee attack using a finesse weapon against the triggering enemy (no action required). On a hit, your attack deals an extra 1d10 damage, and the target suffers a -5 penalty to attack rolls against you until the end of their turn.

A foe near you feels the sting of your blade as you lash out, but you attack with such agility that this enemy has a problem returning the favor.

LASHING LEAVES

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage and until the end of your next turn, the target suffers a 1d6 susceptibility to all damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d10 damage, and the susceptibility increases to 1d8 instead of 1d6.

Your dancing blades cut your foe deep, leaving wounds that are exacerbated by further attacks.

LEADER'S INTERCESSION

Rank 2 Exploit • Utility (Short)

As a reaction, when an attack hits an ally within 5 feet of you, you can switch places with the triggering ally. If you do so, the attack hits you instead, and you or the triggering ally can spend up to two hit dice to regain hit points.

Brash impulse places you in the attack's path to spare an ally from harm.

LEG-BREAKER

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and until the end of its next turn, the target suffers a -3 penalty to attack rolls, and if it moves more than 10 feet during its next turn, it takes 2d6 necrotic damage.

You deliver a crushing strike to your enemy's limb that causes it to crumple in pain.

LINE IN THE SAND

Rank 2 Exploit • Intimidation, Utility (Long)

As a bonus action, you create a zone in a 5-foot radius circle centered on you. The zone lasts for 1 minute or until you leave the zone. You have advantage on attack rolls against any enemy within the zone.

You trace a line on the ground with your weapon, daring your enemies to cross it.

LION'S ROAR

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. Additionally, you or one ally within 25 feet of you can spend up to two hit dice to regain hit points. If an ally spends the hit dice, they regain an additional 1d6 hit points.

With a bloodcurdling roar, you attack your foe, breaking through its defenses. The ferocity of the attack reinvigorates you or an ally in need.

LURKER'S ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature you are hidden from with an attack using a finesse or ranged weapon, your attack deals an extra 3d10 damage, and you can safely move up to 15 feet. If you are obscured at the end of this movement, you can make a Dexterity (Stealth) check to become hidden (no action required).

Shadows mask your movement, helping you shuffle into position and deliver a wicked attack.

MAKESHIFT SHIELD

Rank 2 Exploit • Utility (Short)

As a reaction, when an enemy hits you with a melee attack and you have a free hand, you gain a +3 bonus to AC until the start of your next turn.

You snatch a piece of furniture, a body, or a discarded item to block an enemy's attack.

MARTIAL EXCITATION

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 damage, and you can safely move up to half your speed. Additionally, until the end of your next turn, whenever an ally that can see you spends an inspiration, they can safely move up to half their speed (no action required) before gaining the benefits of the inspiration.

Your attack's success fills your allies with the urge to push further and fight harder.

MENACING STRIKE

Rank 2 Exploit • Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, enemies cannot enter spaces within 5 feet of the target.

You deliver a brutal blow to one enemy, causing your other foes to recoil in fear whenever you lunge at one.

MOCKING STRIKE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or suffer a -2 penalty to AC and saving throws against your attacks, spells, and abilities, for 1 minute.

You mimic your foe's movements, causing the creature to second-guess itself.

NIMBLE BLADESTORM

Rank 2 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. If you are wielding a finesse weapon, heavy blade, or spear, you gain a +3 bonus to the attack rolls. On a hit, your attack deals an extra 2d6 damage.

Your weapon becomes a whirlwind around you, striking so fast that your enemies have little chance to dodge.

NOT SO FAST

Rank 2 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy leaves a space within 5 feet of you, you can make a melee attack using a weapon against the triggering creature. On a hit, your attack deals an extra 3d10 damage, and its speed is reduced by 10 feet until the end of its next turn.

If you made the attack with a flail or pick, the target's speed is reduced to 0 until the end of its next turn instead by 10 feet.

Your adversary tries to slip away, but you sneak your weapon inside and keep them right where you want them.

OFF-HAND DEFENSE

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Off-Hand Defense stance. Until the stand ends, you gain a +1 bonus to AC while you are conscious and wielding a separate melee weapon in each hand. If you attack with only one of your two weapons on your turn, the bonus is doubled until the start of your next turn.

The AC bonus granted by this exploit increases when you reach 11th level (+2) and 17th level (+3).

You keep your off-hand weapon ready to block enemy attacks.

ON MY MARK

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 damage. Additionally, you can choose one who can see or hear you. That ally can use their reaction to safely move up to 15 feet and make a weapon attack against the target. On a hit, your ally's attack or deals an extra 1d6 damage.

You catch the eye of your comrade and nod toward a foe. Together, you and the ally then strike.

OPPORTUNIST'S REND

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 2d10 damage.

You deliver a series of deadly blows to an enemy that lets its guard down.

PAINFUL SHOT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a sling, your attack deals an extra 3d10 damage, and you gain advantage on attack rolls against the target until the end of your next turn.

You hit your foe in a vital spot, causing it to reel in pain.

PHALANX ASSAULT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a shield, your attack deals an extra 2d10 damage, and until the end of your next turn, your allies gain a +3 bonus to AC and a +5 bonus to Dexterity saving throws while within 5 feet of you.

From behind your ready shield, you pound your foe and bark an order, calling for defensive tactics.

PHALANX FORMATION

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Phalanx Formation stance. Until the stance ends, while you are wielding a shield and within 5 feet of any ally who is using a shield, you and the ally gain a +2 bonus to AC and a +4 bonus to Dexterity saving throws.

The bonuses to AC and Dexterity saving throws granted by this exploit increase when you reach 5th 11th level (+3 AC and +5 Dex saves) and 17th level (+4 AC and +6 Dex saves).

You and your allies link shields for better defense.

PIKE HEDGE

Rank 2 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within your reach, you can make an opportunity attack against the triggering enemy using a reach weapon. On a hit, your attack deals an extra 2d10 damage.

Additionally, for 1 minute, whenever an enemy enters a space within 5 feet of you or an ally, that enemy provokes an opportunity attack from you.

Setting yourself to foil enemy movement, you're ready to strike anyone who comes near.

PINNING BLADE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and the target is restrained until the end of your next turn.

The weapon used in this exploit becomes unavailable until the effect ends.

You jam your weapon into your foe's foot, pinning it to the ground.

PINNING SHOT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and one enemy within 5 feet of the target must make a Dexterity saving throw. On a failed save, both the target's and the chosen enemy's speeds are reduced to 0 until the end of your next turn.

Your arrow passes through one enemy to pin another.

PINNING SMASH

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or its speed is reduced to 0 until you are no longer within 5 feet of it.

If the triggering attack was made with an axe, hammer, or mace, your attack deals an extra 3d10 damage instead of 2d10.

You pummel your opponent, knocking them to their knees. You then hold them down.

PIKE HEDGE

Rank 2 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within your reach while you are wielding a reach weapon, you can make one melee attack using a reach weapon against the triggering creature. On a hit, your attack deals an extra 2d10 damage, and for 1 minute, the first time each turn an enemy enters a space within your reach or starts its turn there, you can deal 1d6 damage of the same type as your reach weapon to that enemy (no action required).

Setting yourself up to foil enemy movement, you're ready to strike anyone who comes near.

POLEARM VAULT

Rank 2 Exploit • Utility (Short)

As a bonus action, while you are wielding a polearm, you can move up to 20 feet, ignoring difficult terrain and moving through other creature's spaces, provoking opportunity attacks as normal.

You fly over the heads of friend or foe with a vault leveraged by your polearm.

PROVOKE OVEREXTENSION

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or be forced to use its reaction, if available to make a melee weapon attack against you with a -3 penalty to the attack roll. After the attack is resolved, an ally of your choice who can see or hear you can make an opportunity attack against the target. On a hit, your ally's attack deals an extra 1d10 damage.

You goad the enemy into pressing too far, setting up your ally's counterstrike.

QUICK STEP

Rank 2 Exploit • Utility (Long)

As a bonus action, choose one ally within 50 feet who can see or hear you. The chosen ally's speed increases by 10 feet for 1 minute.

You spur an ally to move faster.

RAIN OF STEEL

Rank 2 Exploit • Stance, Weapon (Long)

As a bonus action while you are wielding a melee weapon, you enter the Rain of Steel stance. Until the stance ends, any enemy that starts its turn within 5 feet of you takes 1d6 damage of the same type as the weapon you are wielding, but only if you are able to take reactions.

This stance ends if you are not wielding a weapon at the end of your turn.

The damage of this exploit increases when you reach 11th level (1d8) and 17th level (1d12).

You constantly swing your weapon about, slashing and cutting into nearby enemies.

RATTLE THE SENSES

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Additionally, the target loses blindsight and tremorsense until the end of your next turn.

A precise strike makes your enemy reel in disorientation, robbing it of its ability to use its specialized senses.

READY TO RETALIATE

Rank 2 Exploit • Stance, Weapon (Long)

As a bonus action, you enter the Ready to Retaliate stance. Until the stance ends, while you are wielding a melee weapon, you can mark any creature that makes a melee attack against you. The mark lasts until the end of the enemy's next turn.

You hold your weapon high overhead, ready to swing at any foe that attacks you.

REASSURING GESTURE

Rank 2 Exploit • Utility (Short)

When you allow an ally within 5 feet of you to regain hit points, that ally also gains 2d10 + 3 temporary hit points.

Verbal reassurance is good, but a hearty clap on the shoulder is better.

RECKLESS STRIKE

Rank 2 Exploit • Offensive, Weapon (Short)

When you make a melee attack against creature using a weapon, you can take a -3 penalty to the attack roll. If you do so, your attack deals an extra 4d10 damage on a hit.

You trade precision for power.

REJOIN THE FRAY

Rank 2 Exploit • Utility (Short)

As a reaction, when an ally allows you to regain hit points, if you're prone, you can stand up and safely move 5 feet. If you are standing, you can instead safely move up to 15 feet.

Reinvigorated by your ally's healing, you rush back into the fray.

RELENTLESS PRESSURE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are wielding a shield, your attack deals an extra 2d10 damage, and for 1 minute, the target can only use melee weapon attacks while you are within 5 feet of it. The target can make a Strength saving throw at the end of each of its turns, ending the exploit on a success.

Jabbing and pushing with your shield, you force your foe into using rudimentary attacks.

REORIENT THE AXIS

Rank 2 Exploit • Utility (Short)

As a bonus action, choose any number of allies within 25 feet of you who can see or hear you. Each target can use their reaction to safely move up to 15 feet.

You realize that your allies need to adjust their formation, so you order several to move to new locations.

ROCK STEADY

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Rock Steady stance. Until the stance ends, you cannot be knocked prone, and if you are subject to forced movement, you can reduce the distance you move by 5 feet.

The distance reduced by this exploit increases when you reach 11th level (10 feet) and 17th level (15 feet).

You sink your center of gravity into the ground below you and grit your teeth. You are going nowhere.

ROUSING CALL

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each unconscious or dying ally within 25 feet of you make a Constitution saving throw. On a success, an ally wakes up if they are above 0 hit points, or stabilizes if they are dying. Additionally, each prone ally who is conscious within 25 feet of you who can see or hear you can immediately stand up (no action required).

Fallen comrades cannot help but answer your call because your battle cry stirs the most melancholy hearts.

ROUSING WORDS

Rank 2 Exploit • Utility (Short)

As a bonus action, choose yourself or one ally within 25 feet of you who can hear you. The target can spend up to four hit dice to regain hit points plus an extra 2d6.

As your ally's spirit wanes, you manage to pick just the right words to inspire them.

SACRIFICIAL LURE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and one ally within 25 feet of you who can see or hear you gains a +2d10 bonus to their next damage roll against the target before the end of your next turn.

Additionally, you suffer a -3 penalty to your AC until the start of your next turn.

Your wild strike lands solidly and inspires a comrade, but it leaves you vulnerable.

SAND IN THE EYES

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and the target is blinded until the end of your next turn.

You scoop up a handful of sand or dirt or pebbles, strike your foe, and then throw the grit in its face to blind it.

SAVAGE PARRY

Rank 2 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 5 feet of you hits an ally with a melee attack, you can make an opportunity attack against the triggering enemy. On a hit, your attack deals an extra 2d10 damage, and the triggering attack deals only half damage.

If you made the attack with an axe, hammer, or mace, your attack deals an extra 3d10 damage on a hit instead of 2d10.

With predatory speed, you violently parry, exerting pain as the penalty for your foe's impudent attack.

SCENT OF VICTORY

Rank 2 Exploit • Offensive, Weapon (Long)

As an action, choose any number of allies you can see within 25 feet of you who can see or hear you. Each chosen ally can use their reaction to make a melee weapon attack against a bloodied creature within 5 feet of them. On a hit, your ally's attack deals an extra 3d6 damage.

As your enemies stagger from their wounds, you can smell victory. Your allies respond with a furious assault.

SCOUNDREL'S LUCK

Rank 2 Exploit • Offensive, Weapon (Short)

When you miss a creature with an attack using a finesse or ranged weapon, you can reroll the attack against the same target with a +3 bonus to the attack roll. On a hit, your attack deals an extra 2d10 damage.

A gifted scoundrel can turn failure into fortune.

SERPENTINE DODGE

Rank 2 Exploit • Utility (Short)

As a bonus action, when you are within 10 feet of at least two enemies, you can safely move up to 20 feet. Until the end of your next turn, you gain a bonus to AC and saving throws equal to the number of different enemies you were within 5 feet of at any point during this movement.

You snake past your enemies, weaving so that they have a hard time making a follow-up attack against you.

SETTLING THE SCORE

Rank 2 Exploit • Utility (Long)

As a reaction, when an enemy hits you with an attack, you gain a +2 bonus to attack rolls against the triggering enemy for 1 minute.

When the attack hits you, you decide then and there to take your enemy out.

SHADOW BOXER

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, the target grants three-quarters cover to you while you are within 5 feet of it.

After the attack is resolved, you can make a Dexterity (Stealth) check with a +6 bonus to become hidden (no action required and ignoring the normal requirements for becoming hidden).

You attack from your foe's shadow, confounding the creature as you slip in and out of sight.

SITUATIONAL ADVANTAGE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a Strength based ranged attack using a thrown weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, you and each ally within 50 feet of you who can see or hear you gain a +2d6 bonus to damage rolls on attacks that have advantage.

Your attack against an unprepared enemy gives you and your allies a decided advantage.

SKILLED COMPANION

Rank 2 Exploit • Utility (Long)

As a bonus action, choose one ally within 50 feet of you and choose a skill or tool in which you are proficient in but the target is not. For 10 minutes, the target gains a bonus to ability checks using that skill equal to your proficiency bonus. The target must see or hear you to gain this bonus when making a check.

Your allies benefit from the things that you have learned.

SLIP ASIDE

Rank 2 Exploit • Stealth, Utility (Short)

As a reaction, when you take damage, you gain resistance to the damage of the triggering effect.

You distract a foe to diminish the effect of an attack.

SNAP SHOT

Rank 2 Exploit • Offensive, Weapon (Short)

As a bonus action, make a ranged attack using a weapon against one creature within range. On a hit, your attack deals an extra 3d10 damage.

You strike as quickly as a coiled viper.

SNARLING WOLF STANCE

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Snarling Wolf stance. Until the stance ends, whenever an enemy hits or misses you with a melee attack, it provokes an opportunity attack from you. On a hit, the target suffers the attack's normal effects, and you can safely move up to 15 feet but cannot end this movement within 5 feet of any enemy.

Like an animal backed into a corner, you become deadlier in your desperation.

SPINNING RAZOR STRIKE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, and you can safely move up to 5 feet. You can then make one additional melee attack using your other weapon against a creature within reach with a +3 bonus to the attack roll. On a hit, your attack deals an extra 1d10 damage, and you can safely move up to 5 feet and make one additional melee attack using either weapon against a creature within reach with a +3 bonus to the attack roll. On a hit, your attack deals an extra 1d10 damage.

You move with such alacrity that your enemies can't follow your movements: strike step, strike, step, and finally one last strike to end your opponents' threat.

SPITTING COBRA STANCE

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Spitting Cobra stance. Until the stance ends, you can use your reaction to make a ranged weapon attack against any enemy within 25 feet of you that you can see who moves closer to you.

You stand ready to launch a quick attack against any foe that menaces you.

SPRING THE TRAP

Rank 2 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a finesse weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target suffers a -3 penalty to attack rolls until the end of your next turn.

You're surrounded—just as you planned.

SPLINTERING SHOT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Constitution saving throw. On a failed save, the target suffers a -3 penalty to attack rolls for 1 minute. On a successful save, the target suffers a -1 penalty to attack rolls for 1 minute.

Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.

STAGGERING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, and the target's speed is reduced by 10 feet for 1 minute. Additionally, for 1 minute, whenever you hit the target with an attack, its speed is reduced by 10 feet for 1 minute. While suffering any speed reduction from this exploit, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

If the target was not bloodied when you hit with this exploit, your attack deals an extra 3d10 damage instead of 2d10.

You deal a savage strike that staggers your adversary.

STAGGERING SPIN

Rank 2 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet, and if the target was within 5 feet of any of your allies, those allies can make an opportunity attack against it.

With a wild, wheeling attack, you send your foes careening into your allies' waiting weapons.

STAND FAST

Rank 2 Exploit • Utility (Short)

As a bonus action, you can choose yourself and one ally within 15 feet of you who can hear you. Each target cannot be knocked prone or subjected to forced movement until the end of your next turn. Also until the end of your next turn, when you allow an ally to regain hit points, that ally can stand up (no action required).

You and your companions form an immovable wall to withstand the enemy tide.

STAND THE FALLEN

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each ally within 50 feet of you who can see or hear you can spend up to two hit dice to regain hit points plus an additional 1d6.

You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.

STAND TOUGH

Rank 2 Exploit • Utility (Long)

As a bonus action, you can choose yourself and any number of allies within 25 feet of you who can see or hear you. Each target regains 4d6 hit points.

You fortify your allies with a few words of encouragement.

STAY DOWN

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit creature with a melee attack using a weapon, the attack deals an extra 2d10 damage. Additionally, if you hit a prone creature with the triggering attack, your attack deals an extra 3d10 damage instead of 2d10, and the target cannot stand up until the end of your next turn.

You're not above hitting someone who's down.

STIRRING FORCE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each ally within 10 feet of you who can see or hear you can make a saving throw with a +3 bonus against one effect that a save can end.

With a mighty strike, you spur your friends to shake off their hinderances.

STRONG FOCUS

Rank 2 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, you gain a +6 bonus to Strength checks.

Concentration improves your ability to accomplish feats of strength.

SUBTLE CUT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a light blade, the target must make a Constitution saving throw. On a failed save, the target bleeds for 3d6 necrotic damage. Until the bleeding ends, the target's speed is reduced by 10 feet. On a successful save, the target bleeds for 1d6 necrotic damage and its speed is not reduced by the bleeding.

After the exploit is resolved, you can safely move up to 10 feet.

You deftly maneuver to precisely slash your foe, drawing its blood and slowing it with suffering.

SUDDEN MOTIVATION

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each ally within 25 feet of you who can see or hear you can take the Dash action as a bonus action on their next turn.

Your passionate war cry inspires a burst of motivation in your allies, sending them darting across the battlefield.

SUDDEN SURGE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit creature with a melee attack using a weapon, the attack deals an extra 3d10 damage, and you can move up to 15 feet.

You throw your weight into an attack, using the momentum of your swing to surge forward.

SUNDER ARMOR

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, you and your allies can score a critical hit against the target on a roll of 18–20.

You probe the defenses of your foe until you land a blow that momentarily leaves it susceptible to other attacks.

SURGING ASSAULT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can choose any number of allies within 5 feet of you or the target who can see or hear you. Each chosen ally gains a +3 bonus to AC and saving throws until the end of their next turn and can spend up to two hit dice to regain hit points.

Your powerful strike gives an ally the means to recover from their injuries and rejoin the battle.

SURPRISE ATTACK

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and one ally within 25 feet of you who can see or hear you can make an opportunity attack against a creature of their choice with advantage and a +3 bonus to the attack roll.

As you attack amid the chaos of battle, you take an opportunity to direct an ally to attack a distracted foe.

SURPRISING THROW

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 2d10 damage, and you gain advantage on attack rolls against the target until the end of your next turn while it's within 5 feet of one of your allies who can take reactions.

You launch your weapon at your foe while your ally distracts it.

SURROUND FOE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. Additionally, you can move one ally within 5 feet of the target up to 25 feet to a different space within 5 feet of the target. You can move the ally through the target's space.

You contain your foe, enabling one of your allies to move behind it.

SWEEPING WHIRLWIND

Rank 2 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures within 5 feet of you with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet and knocked prone.

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

SWIFT PARRY

Rank 2 Exploit • Utility (Short)

As a reaction, when you are hit by a melee attack while you are wielding a finesse weapon, you gain a +3 bonus to AC against the triggering attack, possibly causing it to miss. Additionally, you gain advantage on attack rolls against the attacker until the start of your next turn.

You deflect your enemy's attack, causing the force behind its blow to send it off balance and leaving it open to your next attack.

TACTICAL SUPERVISION

Rank 2 Exploit • Utility (Short)

As a reaction, when an ally makes a weapon attack, casts an attack cantrip, attempts to shove a target, or makes a charging attack while within 50 feet of you, you grant the triggering ally a +3 bonus on their attack roll or ability check.

You lend your expertise to your ally to help them strike a foe.

TACTICIAN'S FAVOR

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, the next ally that hits the target with an attack can choose one of the following benefits to gain until the end of their next turn:

- +3 bonus to AC and saving throws
- +3 bonus to attack rolls
- +1d6 bonus to damage rolls

Your blow causes an ally's follow-up strike to cement their tactical advantage.

TAG THE PREY

Rank 2 Exploit • Offensive, Quarry, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and you designate the target as your quarry.

If the target was already your quarry, your attack deals an extra 3d10 damage on a hit instead of 2d10.

Your keen hunter's instinct picks out this foe from the rest.

TEMPTING TARGET

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Tempting Target stance. Until the stance ends, your allies gain advantage on attack rolls against any enemy within 5 feet of you, but all enemies have advantage on attack rolls against you. Additionally, until the stance ends, when an enemy within 5 feet of you is bloodied or reduced to 0 hit points, you regain 1d6 hit points.

The hit points regained from this exploit increase when you reach 11th level (1d8) and 17th level (1d12).

You invite attack and distract your foes in the process.

TERRAIN DOMINANCE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, the target must succeed on a Strength saving throw or be pushed up to 10 feet. If the target ends this movement in difficult terrain, it is knocked prone.

Additionally, for 1 minute, you and your allies gain a +1 bonus to attack rolls against targets in difficult terrain.

You drive your foe into hindering terrain, showing your allies how to utilize the battlefield to their advantage.

TOGETHER WE SURVIVE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, whenever an ally who can see or hear you hits the target with an attack, that ally gains 1d6 temporary hit points.

You yell in defiance as you land a solid blow. When your allies follow your example, you can see their confidence grow.

TOPPLING RUSH

Rank 2 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can move up to your speed before one of your melee attacks using a weapon. On a hit, your attack deals an extra 2d10 damage, and you knock the target prone.

You dart forward and slash at your foe's legs, unbalancing the creatures.

TRACING SHOT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, you gain a +1d6 bonus to the damage rolls of melee attacks against the target.

You hit your foe in a weak spot and use that wound to guide your subsequent attacks.

TRIP UP

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target's speed is reduced by 10 feet until the end of your next turn.

If you're wielding a polearm or spear you can knock the target prone instead of reducing its speed.

You tangle your enemy's feet with your weapon.

TURNING POINT

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you or one ally of your choice within 25 feet of you who can see or hear you can make a saving throw against one or two effects that a save can end, with a separate saving throw for each effect.

A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off a hindering effect.

TWO WOLF POUNCE

Rank 2 Exploit • Offensive, Weapon (Long)

When you take the attack action on your turn, you can safely move up to 10 feet before one of your melee attacks using a weapon while you are wielding a separate melee weapon in each hand. On a hit, your attack deals an extra 2d6 damage. Also on a hit, you can safely move up to 10 feet and make one additional melee attack using your other weapon against a different creature within reach. On a hit, your attack deals an extra 2d6 damage.

You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.

TWOFOLD FLINCH

Rank 2 Exploit • Offensive, Weapon (Short)

As a bonus action, while you are wielding a separate melee weapon in each hand, one creature you can see within reach must make two Dexterity saving throws. On one failed save, the target suffers a -3 penalty to attack rolls against you until the start of your next turn. On two failed saves, the penalty is -6 instead of -3.

You feint with both weapons, taking your adversary aback.

TWOFOLD TORMENT

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 2d6 damage, and you can make one additional melee attack using your other weapon against a different creature within reach. On a hit, your attack deals an extra 2d6 damage. When you deal damage to a creature using this exploit, you can also push the target up to 20 feet.

If you have advantage on the attack roll when hit a creature using this exploit, your attack deals an extra 3d6 damage on a hit instead of 2d6.

Your carefully aimed slashes send two foes reeling away in agony.

UNBALANCING DODGE

Rank 2 Exploit • Utility (Short)

As a reaction, when an enemy misses you with a melee attack, until the end of your next turn, you cause the triggering enemy to suffer a -3 penalty to attack rolls, AC, and saving throws.

You duck out of the way of your foe's attack, putting the creature off balance.

UNBREAKABLE

Rank 2 Exploit • Utility (Short)

As a reaction, when you take damage, you reduce that damage by 2d10 + 3.

You steel yourself against a brutal attack.

UNEXPECTED SHIELD BASH

Rank 2 Exploit • Offensive (Long)

As an action, make a melee weapon attack using a shield against one creature within 5 feet with a +3 bonus to the attack roll. The target takes 3d10 bludgeoning damage on a hit, or half as much damage on a miss.

After the attack, you can mark each enemy within 25 feet of you who can see you. This mark lasts until the end of your next turn.

This exploit's bonus to attack increases at 11th level (+4) and 17th level (+6).

As your opponents guard against the relentless fury of your weapon, you surprise them with a shield attack that shows them you mean business.

VEXING FLANKER

Rank 2 Exploit • Utility (Short)

As a reaction, when an ally enters a space within 5 feet of an enemy you are also within 5 feet of, you can safely move to any other space within 5 feet of the triggering enemy. Additionally, you and the triggering ally gain advantage on attack rolls against the triggering enemy until the end of your next turn.

Nimble feet and intense focus keep you on your foe.

VIGILANT PROTECTOR

Rank 2 Exploit • Stance (Long)

As a bonus action, you enter the Vigilant Protector stance. Until the stance ends, while you are wielding a shield, you suffer a -2 penalty to AC and Dexterity saving throws and each ally gains a +2 bonus to AC and Dexterity saving throws while within 5 feet of you.

If you are a dragonborn, your allies gain a +4 bonus to AC and Dexterity saving throws instead of +2.

You sweep your shield out to give your allies protection.

VILLAIN'S NIGHTMARE

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. Additionally, for 1 minute, when you are within 5 feet of the target and it tries to move, you can use your reaction to reduce its speed to 0 until the end of its turn.

You using weapon thrusts, lunges, and parries to hedge in your adversary, preventing it from moving away from you.

WALKING WOUNDED

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 2d10 damage, the target is knocked prone, and it must succeed on a Constitution saving throw or be wounded by this exploit for 1 minute. While wounded by this exploit, if the target moves more than half its speed during its turn, it falls prone at the end of that movement.

You topple your enemy with a crippling blow and force it to stumble around the battlefield.

WAR OF ATTRITION

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. Additionally, until the start of your next turn, your allies gain a +3 bonus to attack rolls and a +1d6 bonus to damage rolls using weapons attacks or cantrips while they can see you.

Little by little, your allies turn the tide against the enemy.

WEAPON MASTER'S GAMBIT

Rank 2 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can sheathe a weapon and draw a different one before one of your melee attacks using a weapon. On a hit, your attack deals an extra 2d10 damage, and you gain an additional effect based on the weapon you made the attack with:

- **Axe:** Up to two creature within 5 feet of the target must succeed on a Dexterity saving throw or take 3d6 damage of your weapon's type.
- **Heavy Blade:** You gain advantage on attack rolls against the target until the end of your next turn.
- **Mace:** The target is knocked prone.
- **Polearm or Spear:** You can move the target up to 10 feet and you can safely move up to 10 feet to a space within 5 feet of the target.

As a master of many weapons, you use this simple attack form as the starting point for expressing your weapon's nature.

WEAVE THROUGH THE FRAY

Rank 2 Exploit • Utility (Short)

As a reaction, when an enemy enters a space within 5 feet of you, you can safely move up to 15 feet.

You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

WILD RUNNER STRIKE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or treat all spaces as difficult terrain until the end of your next turn.

Additionally, until the end of your next turn, you and your allies who can hear you can ignore difficult terrain.

You lash out at your foe, and you exhort your friends to see the advantages in the terrain.

WITHERING COURAGE

Rank 2 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each time one of your allies hits the target with an attack before the end of your next turn the target suffers a cumulative -1 penalty to its attack rolls until the end of your next turn, to a maximum of -6.

Additionally, while within 5 feet of you, your allies gain advantage on attack rolls and a +1d6 bonus to damage rolls against the target while it's suffering a penalty to its attack rolls from this exploit.

One strike from your weapon knocks the enemy off balance; each strike from an ally pushes it farther over the edge.

WOUNDED BEAST

Rank 2 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can spend up to two hit dice to regain hit points.

You can attempt to hit with this exploit as an opportunity attack when an enemy within 5 feet of you bloodies you or scores a critical hit against you. On a miss, the exploit is not expended.

You answer an enemy's strike with a snarl and an attack. The rage inside you provides new vigor.

RANK 3 EXPLOITS

AERIAL ASSAULT

Rank 3 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can move up to your speed before one of your attacks. If you jump during this movement, you gain a +8 bonus to any Strength (Athletics) checks made as part of the jump, and your movement during the jump does not provoke opportunity attacks. On a hit, your attack deals an extra 3d10 damage.

You launch yourself as your foe in a display of aerial finesse. The creature stands awestruck until you sink your weapon into it.

AGONIZING SHOT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 3d10 damage, and the target bleeds for 2d8 necrotic damage. While bleeding from this exploit, the target's speed is reduced by 10 feet.

Your precise aim finds a weak spot.

AGILE ESCAPE

Rank 3 Exploit • Utility (Short)

As a reaction, when you are targeted by an effect that reduces your speed, grapples you, restrains you, or dazes you, you gain a +4 bonus to AC and saving throws against the triggering effect.

Nothing can slow you down.

ANOTHER DAY

Rank 3 Exploit • Utility (Short)

As a reaction, when you are hit by an attack, you can safely move up to your speed plus 20 feet.

After suffering a hit, you leap out of your opponent's reach to escape any subsequent attacks.

ATTACKS ON THE RUN

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, you can move up to your speed. At any point during this movement, you can make two attacks using a weapon against creatures within your weapon's reach or range. On a hit, your attack deals an extra 2d10 damage.

Without breaking stride, you make two attacks against a single foe or two different targets.

AWAKENED WRATH

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when you become bloodied, you can allow one ally within 25 feet of you who can see or hear you to use their reaction to make a melee attack using a weapon against any number of creatures within 5 feet of them, with a separate attack roll for each target. On a hit, your ally's attack deals an extra 3d6 damage.

After the reaction is resolved, the ally can safely move up to 5 feet for each target they hit with their reaction, but the ally must end this movement closer to you.

Seeing you hurts, an ally explodes with unexpected violence.

BEWILDERING ASSAULT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature you are hidden from with an attack using a finesse or ranged weapon, your attack deals an extra 3d10 damage, you can move the target up to 10 feet, and it suffers a 1d8 susceptibility to all damage for 1 minute. While susceptible from this exploit, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

If you were heavily obscured when you made the triggering attack, you remain hidden after the attack.

You attack from the darkness and deliver a blow that unbalances your foe. You then retreat to the shadows.

BLOOD DESIGNATION

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target bleeds for 2d8 necrotic damage. Additionally, the target must make a Constitution saving throw. On a failed save, as long as the target is bleeding from this exploit, it grants advantage on attack rolls against itself to your allies. On a successful save, the target is still bleeding, but it does not grant advantage.

The blood you've drawn acts as a target for your comrades.

BLOOD OF THE FALLEN

Rank 3 Exploit • Quarry, Utility (Long)

When you reduce your quarry to 0 hit points, you regain hit points as if you had spent three hit dice to regain hit points plus an additional 1d8.

Your triumph is like a balm to you.

BLOODSPIKE SWEEP

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage, and the target bleeds for 1d8 necrotic damage.

If you made the attacks with a flail, hammer, or mace, the targets you hit are also knocked prone.

You whip your weapon around in an arc as deadly as the sweep of a bloodspike behemoth's tail.

BODY SHIELD

Rank 3 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy hits you with a weapon attack while you have a free hand, you can choose one creature within 5 feet of you other than the triggering creature. The chosen creature must make a Strength saving throw. On a failed save, the triggering attack deals half damage to you and half damage to the chosen creature.

You yank a foe into the path of an enemy's attack.

BOLSTERING SHOUT

Rank 3 Exploit • Utility (Short)

As a bonus action, you can choose any number of allies you can see within 50 feet of you. During their next turn, each target can use a bonus action to spend up to three hit dice to regain hit points plus an additional 1d8.

Your war cry quickly rallies your allies.

BONE CRUSHER

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or suffer a 2d8 susceptibility to bludgeoning, piercing, and slashing damage from weapons for 1 minute.

Your crushing blow leaves your enemy susceptible to other attacks.

BOUNDING BEAST

Rank 3 Exploit • Offensive, Pet (Long)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make one melee weapon attack against a creature within its reach. On a hit, your pet's attack deals an extra 3d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet. Your pet can then make a charging attack against a different creature (no action required).

Your pet pushes back one foe then charges forth.

BURST FIRE

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, while wielding a ranged weapon, choose any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and each target must make a Dexterity saving throw. Each target takes 6d6 piercing damage on a failed save, or half as much damage on a success.

You loose missiles in an unpredictable pattern.

CAGING GLAIVE

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a polearm, one creature within your weapon's reach must make a Strength saving throw. On a failed save, you can move the target up to 15 feet to a space within 5 feet of you. You can make one melee attack using your reach weapon against the target. On a hit, your attack deals an extra 4d10 damage, and the target must make a Constitution saving throw. On a failed save, the target's speed is reduced by 10 feet and all creatures have advantage on attack rolls against it until it starts its turn outside of your melee reach. On a successful save, the target's speed is reduced by 10 feet and all creatures have advantage on attack rolls against it until the end of your next turn.

You use the advantage of your reach to position your foe and then cage them with a myriad of minor swings.

CAGING STRIKE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 3d10 damage, and the target bleeds for 2d8 necrotic damage. If the target is your quarry, it bleeds for 3d8 damage instead of 2d8.

You box your foe in with one weapon and then open a wound with the other.

CLOSE QUARTERS SHOT

Rank 3 Exploit • Offensive, Weapon (Long)

When you make a ranged attack using a weapon against a creature within 5 feet of you, your attack does not have disadvantage for being in melee, and on a hit, your attack deals an extra 4d10 damage.

Though menaced by fangs and claws, you calmly unload an arrow into the creature's gaping maw—mere inches from your outstretched arm.

COMPANION EMPLACEMENT

Rank 3 Exploit • Pet, Utility (Short)

As a bonus action, you can move up to your speed and your companion pet can safely move up to its speed.

If your companion pet is a raptor or wolf, you can each move an additional 5 feet.

You move into position, and you order your companion pet to warily do the same.

COORDINATED ASSAULT

Rank 3 Exploit • Offensive (Long)

As an action, choose up to two allies within 50 feet of you who can see or hear you. Those allies can use their reaction to safely move up to 15 feet and make one attack using a weapon against a creature within their weapon's reach or range. On a hit, your ally's attack deals an extra 4d6 damage, and their target must succeed on a Strength saving throw or be knocked prone.

By coordinating your efforts, your allies deliver two devastating attacks.

CRIMSON EDGE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and the target bleeds for 2d8 necrotic damage. While bleeding from this exploit, you have advantage on attack rolls against the target.

You deal your enemy a vicious wound that continues to bleed, and like a shark, you circle in for the kill.

DANGEROUS LEADER

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, whenever you hit a creature with a charging attack, each ally within 25 feet of you who can see or hear you regains 1d8 hit points, including the triggering attack if it was a charging attack.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

The most dangerous leader is the one who is able to hurt the enemy through helping comrades.

DANGEROUS THEFT

Rank 3 Exploit • Sleight of Hand, Utility (Short)

When you make a Dexterity (Sleight of Hand) check in combat, you gain advantage and a +6 bonus on the ability check.

You use the chaos of battle to cover your theft.

DARING GAMBLE

Rank 3 Exploit • Utility (Short)

As a bonus action, you grant advantage on attack rolls against yourself until the start of your next turn. If an enemy attacks you while you're granting this advantage, you gain a +2 bonus to attack rolls against that enemy for 1 minute.

Putting yourself at risk gives you the opening you need to bring this battle to its close.

DEADLY POSITIONING

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and you can move the target up to 5 feet to a different space within 5 feet of you.

Additionally, for 1 minute, whenever you make a melee weapon attack against the target, you can move them up to 5 feet to a different space within 5 feet of you before making the attack.

You adroitly outmaneuver your enemy, pushing and baiting him with every stride and strike.

DEADLY SACRIFICE

Rank 3 Exploit • Utility (Long)

As a reaction, when an ally within 5 feet of you is hit by an enemy's melee attack, you and the attacked creature switch places, and the attack hits you instead.

Additionally, for 1 minute, you gain advantage on attack rolls against the triggering enemy and when you deal Sneak Attack damage to that enemy, they take an extra 1d8 damage.

Your threat draws your enemy's attack. If you survive, you can be certain the foe will pay.

DEFENSIVE RALLY

Rank 3 Exploit • Utility (Long)

As an action, choose any number of allies within 25 feet of you who can see or hear you. Each target can spend up to three hit dice to regain hit points and make a saving throw against one effect that a save can end. In addition, each target gains a +4 bonus to AC and saving throws until the end of your next turn.

You address your comrades with instructions to help them prevail.

DEFENSIVE RESURGENCE

Rank 3 Exploit • Utility (Long)

As a bonus action, you can spend up to three hit dice to regain hit points, and until the start of your next turn, you gain a +4 bonus to AC.

You buck up under the pressure and redouble your defensive efforts.

DEFENSIVE VOLLEY

Rank 3 Exploit • Utility, Weapon (Short)

As a reaction, when an ally is hit by an attack while you are wielding a bow or crossbow, you can spend on piece of ammunition to reduce the damage the triggering ally takes by 4 + half your level.

Your swift missile weakens an enemy's attack.

DENYING MARK

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Wisdom saving throw. The target is marked by you for 1 minute on a failed save, or until the end of its next turn on a success. While marked by this exploit, the target cannot recharge any of its abilities, such as a dragon's breath weapon. The target can repeat the saving throw at the end of each of its turns, ending the mark on a success.

Your strike incites your enemy to focus on you, but only with weaker attacks.

DIRE BEAR MAUL

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 2d10 damage, and you grapple the target using your weapons. Until the grapple ends, the target suffers 2d10 piercing damage at the start of each of its turns. You cannot otherwise attack with your weapons while you maintain the grapple. If the target is your quarry, it suffers a -4 penalty to checks to escape the grapple.

You draw your foe into a deadly bear hug with both weapons.

DISHEARTENING FLURRY

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage, and the target must succeed on a Charisma saving throw or suffer a -2 penalty to saving throws for 1 minute.

The skill you show with your series of attacks dismays your enemies.

DRAW THEIR EYES

Rank 3 Exploit • Utility (Short)

As a bonus action, you can move up to your speed. At the end of your movement, you can choose one enemy within 5 feet of you. Until the end of your next turn, you are marked by the target and it has advantage on attack rolls against you. While you are marked by the target, you gain a +1d8 bonus to damage rolls against it.

You fix the enemy in your eyes, devoting yourself to defeating the foe at any cost.

EVISцерATING SHOT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, the target must succeed on a Constitution saving throw or grant advantage on all attack rolls against itself for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You aim for a vulnerable spot that will leave your foe too absorbed with its own suffering to withdraw.

EXPEDITIOUS STRIDE

Rank 3 Exploit • Utility (Short)

As a bonus action, your speed increases by 20 feet until the end of your next turn. Additionally, until the end of your next turn, whenever you safely move, you can safely move an additional 5 feet.

Like a gazelle, you startle allies and enemies alike with your sudden swiftness.

FIST OF LIGHTNING

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Fist of Lightning stance. Until the stance ends, your unarmed strikes deal an extra 1d8 damage.

The extra damage granted by this exploit increases when you reach 17th level (1d12).

You clench your fist and prepare a rapid assault.

FORCE OF FELLOWSHIP

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

Your attack deals an additional 1d10 damage on a hit for each time you've used the *inspiring word* exploit or cast *healing word* this combat, up to 3d10, for a total maximum of 6d10 extra damage.

Additionally, you can regain the use of the *inspiring word* exploit.

Having seen to the needs of your troops, you strike out with a powerful blow, buoyed by the strength of your deeds.

FURIOUS FLING

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 3d10 damage. If the target is your quarry, it also bleeds for 1d8 necrotic damage.

You lob your weapon at your foe, grievously injuring it.

GRAPPLER'S STANCE

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Grappler's stance. Until the stance ends, any creature grappled by you is restrained until the grapple ends.

You wrench the limbs of your enemy, weakening its resolve.

HOBBLING CUT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is hobbled for 1 minute. On a successful save, the target is hobbled until the end of your next turn. While hobbled, the target's speed is reduced by 10 feet and it deals only half damage on weapon attacks using Strength. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You cripple your foe with painful wounds to its leg and its arm.

HUNKER DOWN

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Hunker Down stance. Until the stance ends, while you are wielding a shield, your speed is reduced by 10 feet, but you gain half cover against all attacks. You can end this stance at any time.

The cover granted by this exploit increases when you reach 17th level (three-quarters cover).

You drop into a defensive posture, raising your shield to protect yourself.

HUNTING PARTY

Rank 3 Exploit • Quarry, Stance (Long)

As a bonus action, you enter the Hunting Party stance. Until the stance ends, each time you miss your quarry with an attack, you can choose an ally within 25 feet of your quarry who can see or hear you. If that ally hits your target before the start of your next turn, their attack deals an extra 1d8 damage. This effect stacks with itself.

The extra damage granted by this exploit increases when you reach 17th level (1d12).

You're not about to give up with a simple miss.

INSTANT PLANNING

Rank 3 Exploit • Utility (Long)

As a bonus action, you can choose yourself and any number of allies within 25 feet of you who can see or hear you. Each target gains your choice of the following until the end of your next turn (you can choose a different bonus for each target):

- +4 bonus to attack rolls
- +20 foot bonus to speed
- +4 bonus to AC and saving throws

Your instinctive reactions to the situation turn the tide in your favor.

INTO HARM'S WAY

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and you can move the target up to 10 feet to a space within 5 feet of one of your allies. That ally can then use their reaction to make a melee weapon attack against the target.

You deliver a slashing feint, causing your enemy to stumble into more danger.

INTO THE FRAY

Rank 3 Exploit • Utility (Short)

As a bonus action, you can move up to 15 feet, but only if you can end this movement within 5 feet of an enemy.

You scream a fierce battle cry as you leap boldly into the fray.

INVIGORATING CONFRONTATION

Rank 3 Exploit • Offensive, Quarry, Weapon (Long)

When you hit your quarry with a ranged attack using a weapon, your attack deals an extra 3d10 damage, and until the target is no longer your quarry, whenever you hit the target with a melee attack, you gain 1d8 + 4 temporary hit points.

Each strike you deliver against your quarry bolsters you.

IRON DRAGON CHARGE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a charging attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, whenever you make a charging attack, you can choose one ally within 25 feet of where you start the charge who can see or hear you. That ally can use their reaction to make a charging attack against the same creature. On a hit, your ally's attack deals an extra 1d10 damage.

Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.

JACKAL STRIKE

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy marked by you becomes bloodied, you can make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 4d10 damage. On a miss, this exploit is not expended.

Sensing your opponent's flagging strength, you move in for the kill.

JARRING SALVO

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 3d10 damage, and you can make up to two additional ranged attacks using a weapon against the target.

Each time you hit a target with this exploit, you can push the target up to 5 feet.

Each shot that hits your enemy knocks it backward.

KNOCK THEM DOWN

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target is knocked prone. Additionally, each ally within 50 feet of you who can see or hear you can use their reaction to move up to 15 feet and make a melee weapon attack against a creature within their reach. On a hit, your ally's attack deals no damage, but their target is knocked prone.

Seeing weakness among your foe's defenses, you deliver a low, sweeping blow that knocks your enemy off its feet. Your allies follow your lead.

KNOCKOUT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is knocked unconscious for 1 minute. On a successful save, the target is dazed until the end of your next turn. While unconscious from this exploit, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

The effect also ends if the target takes damage or a creature within 5 feet of it uses an action to wake it up.

A well-placed blow takes your foe out of the fight.

LAST DITCH EVASION

Rank 3 Exploit • Utility (Long)

As a reaction, when you are hit by an attack, you take no damage from the triggering attack, but you are stunned and suffer a -4 penalty to AC and saving throws until the end of your next turn.

Through skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.

MARKED FOR DEATH

Rank 3 Exploit • Offensive, Quarry, Weapon (Long)

When you hit your quarry with an attack using a weapon, your attack deals an extra 3d10 damage, and you mark the target until the end of your next turn. Additionally, for 1 minute, your attacks against your quarry deal an extra 2d8 damage on a hit.

A carefully aimed shot imperils your quarry.

MARKED REVELATION

Rank 3 Exploit • Utility (Short)

As an action, choose any number of creatures within 25 feet of you who are not marked and can see or hear you. Each target is marked by an ally of your choice who can see you until the end of your next turn.

With a fake command and your ally's practiced response, you identify that ally as a danger that your enemies should heed.

MARTIAL REDOUBT

Rank 3 Exploit • Utility (Short)

As a bonus action, you enter the Martial Redoubt stance. Until the stance ends, your allies have half cover while within 5 feet of you. Your enemies gain advantage on attack rolls against you.

The cover granted by this exploit increases when you reach 17th level (three-quarters cover).

You sink into a broad fighting stance, whirling your weapon in an arc that disrupts your foe's line of sight and allows you to knock aside your enemy's attack. While you protect your allies, this stance forces you to compromise your own defenses.

MENACING CRY

Rank 3 Exploit • Fear, Offensive, Pet (Long)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to unleash a terrifying roar. Each enemy within 10 feet of your companion must succeed on a Charisma saving throw or take 6d6 psychic damage and for 1 minute, the target's speed is reduced to 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If your companion is a bear, cat, raptor, or wolf, a creature takes 8d6 psychic damage on a failed save instead of 6d6.

Your companion pet issues a piercing cry, chilling the blood of nearby enemies.

MENACING STANCE

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Menacing stance. Until the stance ends, whenever an enemy marked by you makes an attack against a creature other than you, your allies gain advantage on attack rolls against that target until the start of its next turn.

You seem ready to spring at any moment, forcing marked foes to devote more attention to you.

MIGHTY SURGE

Rank 3 Exploit • Utility (Long)

As a bonus action, you can spend up to three hit dice to regain hit points. If you do so, you gain a +4 bonus to AC, saving throws, and attack rolls until the end of your next turn.

Additionally, for 1 minute, each time you spend a hit die to regain hit points, you gain a +4 bonus to AC, saving throws, and attack rolls until the end of your next turn.

You dig deep to find the strength you need to overcome your foes.

MURDEROUS AIM

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit your quarry with a ranged attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, when you deal damage to the target, you can reroll any of your damage dice that roll a 1 or 2, but must use the second result.

A moment's careful study reveals to you a vast array of weak points to attack.

MURDEROUS ASSAULT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon wielded with two hands, your attack deals an extra 3d10 damage or 4d10 if the triggering attack was made with advantage, and you can make a charging attack against a different creature. On a hit, your charging attack deals an extra 1d10 damage.

You slam your weapon into your foe and surge in one smooth motion to swing again at another foe.

NIMBLE FINGERS

Rank 3 Exploit • Sleight of Hand, Utility (Short)

As a bonus action, choose one creature within 5 feet of you. You can choose to either draw one weapon that is sheathed or worn (but not held) by the target, stow a single item on the target, or retrieve a single item the target has stowed.

If you are hidden from the target, it is not aware that you have used this exploit.

You can snatch or stow an enemy's possessions even in the heat of combat.

NOT IT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 3d10 damage, and one ally of your choice within 5 feet of you or the target marks the target until the start of your next turn.

Your sly attack directs your foe's attention to your ally.

NOT WORTH MY TIME

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and you can push the target up to 5 feet. The target must then make a Wisdom saving throw. The target's speed is reduced to 0 for 1 minute on a failed save, or until the end of its next turn on a success. While suffering a speed reduction from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

With a vicious blow and a callous shove, you judge your foe unworthy of further attention.

ONE AGAINST MANY

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

Additionally, for 1 minute, you gain a +3 bonus to AC and saving throws while two or more enemies are within 5 feet of you. You also gain a +3 bonus to melee weapon attack rolls while no allies are within 5 feet of you.

When your enemies gang up on you, you have the advantage, for it means you have no shortage of targets.

ONE HUNDRED KNIVES

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and you can make up to two additional melee attacks using a finesse weapon against the target.

Your blade blurs as you plunge it into your foe over and over.

OPEN THE RANGE

Rank 3 Exploit • Utility (Long)

As a reaction, when an enemy enters a space within 5 feet of you, you can safely move up to 5 feet and then move up to 25 feet. You cannot end your movement within 5 feet of the triggering enemy.

You keep your distance from an approaching adversary, backpedaling easily away from it.

PASSING AMBUSH

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature who is surprised or you're hidden from with an attack using a weapon, your attack deals an extra 4d10 damage, and you can safely move up to 10 feet. If you were hidden from the target when you made the attack, you remain hidden if you have any cover or obscurity.

You appear as if from nowhere, skewer your adversary, and then fade away.

PERIPHERAL CONCEALMENT

Rank 3 Exploit • Stealth, Utility (Long)

As an action, if no creatures are within 15 feet of you, you become hidden until you attack or until the end of your next turn.

You slip away, and others briefly lose track of where you are.

PESTERING WOUND

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the first time the target moves before the end of your next turn, it takes 1d8 necrotic damage.

If you made the triggering attack using a pick, the damage if it moves is 2d8 necrotic instead of 1d8.

The injury caused by your attack tears open when your foe tries to maneuver.

PHALANX LEADER

Rank 3 Exploit • Utility (Short)

As a bonus action, until the end of your next turn while you are wielding a shield and any ally is within 5 feet of you, that ally gains a +4 bonus to AC and a +6 bonus to Dexterity saving throws, and you gain a +4 bonus to melee attack rolls.

You gather your allies behind your shield's bulwark, and their presence gives you the upper hand.

PIQUING DARE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage or 4d10 if you had advantage on the attack roll.

Additionally, the target is marked by you for 1 minute. If the target does not attack you on its turn while it's marked by this exploit, you can either make one melee weapon attack against it or safely move up to 5 feet closer to it at the end of its turn (no action required). At the end of each of its turns, the target can make a Wisdom saving throw, ending the exploit on a success.

With a precise and provoking blow, you mark your foe and defy them to ignore you on pain of further attack.

PITILESS GRAPPLE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 3d10 damage, and the target must succeed on a Strength saving throw or be grappled by you. Until this grapple ends, your melee weapon attacks against the target can score a critical hit on a roll of 18–20.

You grip your foe mercilessly, striking terrifying blows as it struggles to escape.

PRIME SHIFT

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Prime Shift stance. Until the stance ends, the first time on your turn you hit a creature within 25 feet of you with a ranged attack using a weapon, you can safely move up to 20 feet.

Always in motion, you dart in for the shot before spinning away.

PROFIT FROM WEAKNESS

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when a creature within 5 feet of you hits you with a melee attack while you are wielding a finesse weapon, you gain a +4 bonus to AC against the triggering attack, possibly causing it to miss.

Additionally, the triggering creature must succeed on a Dexterity saving throw or take 5d10 damage of the same type as your weapon and be knocked prone.

You step aside as the enemy's attack sweeps toward you. You then slide your blade into a place where the foe is open.

PUNISHING STORM

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 3d6 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d6 damage, and you can safely move up to 5 feet and make one additional melee attack using either weapon against a different creature within reach. On a hit, the target suffers the attack's normal effects, and you knock the target prone.

You strike twice at the foe, dancing aside, and deliver a sudden strike with your secondary weapon to send the enemy sprawling.

QUICK RECOVERY

Rank 3 Exploit • Pet, Utility (Turn)

As a reaction, when your companion pet suffers an effect that a save can end and is within 100 feet of you, you can command your companion to shake it off, allowing it to make one additional saving throw with a +4 bonus. Ending the effect on a success.

Your quick command allows your companion pet to recover from an ill effect.

RAINING DEATH

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures you are hidden from within 25 feet of you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

From the shadows, you send out a barrage of attacks, raining death upon your foes.

RALLYING DEFLECTION

Rank 3 Exploit • Utility (Short)

As a reaction, when an enemy hits you with a ranged weapon attack while you are wielding a shield, you can reduce the damage by one-half your level. Then one ally within 25 feet of the triggering enemy who can see or hear you can use their reaction to make a charging attack against the triggering enemy. On a hit, your ally's attack deals an extra 1d10 damage.

You catch the arrow on your shield and send your ally forward to meet the shooter.

READY THE CHARGE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Strength saving throw. On a failed save, you can push the target up to 20 feet. On a successful save, you can push the target up to 10 feet.

Additionally, each ally who was within 5 feet of the target before the push can use their reaction to make a charging attack against it.

You push your foe back, clearing the path for your allies to charge the creature.

RESUME THE HUNT

Rank 3 Exploit • Utility (Short)

When you reduce an enemy to 0 hit points, you can move up to your speed. You don't provoke opportunity attacks for leaving the first space of this movement. Additionally, until the end of your next turn, you gain a +4 bonus to AC and saving throws.

You drop a foe and then spring away in search of the next fight.

SHADOW STRIDE

Rank 3 Exploit • Stealth, Utility (Turn)

As a bonus action, while you are hidden, make a Dexterity (Stealth) check and move up to your speed to a space where you are obscured. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you are not obscured.

You silently step from shadow to shadow, slipping past your foes unseen and unheard.

SHED THE MARK

Rank 3 Exploit • Utility (Turn)

As a bonus action, if you are marked, the marked condition ends, and you can safely move up to 5 feet.

Your enemies can't keep track of your fast movements.

SHEPHERDING SLICE

Rank 3 Exploit • Offensive, Pet, Weapon (Long)

As an action, you can safely move up to 20 feet. Make a melee attack using a weapon against up to three creatures you are within 5 feet of during your movement, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage, and you can move the target up to 25 feet to a space within 5 feet of your companion pet. If you targeted only one creature, the extra damage on a hit is 3d10 instead of 3d6.

Additionally, for 1 minute, you can verbally command your companion pet to make an opportunity attack once each turn without using its reaction, and whenever your pet hits a creature with a melee weapon attack, it can move the target up to 5 feet.

In a flurry of movement, you send your enemies careening toward your companion pet, which is unlikely to let them escape.

SHIELD AND A HARD PLACE

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a shield, choose one creature that is either prone, within 5 feet of blocking terrain, or within 5 feet of your ally. The target must make a Strength saving throw with a -4 penalty. On a failed save, the target takes 5d10 bludgeoning damage, and it is grappled. Until the grapple ends, the target takes 1d8 bludgeoning damage at the start of each of its turns. On a successful save, the target takes half as much damage, and you can move it up to 5 feet.

When making a charging attack, you can use this exploit in place of a melee weapon attack.

Having maneuvered your foe into a disadvantageous position, you lunge and trap it with your shield.

SHIELD DEFLECTION

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when an attack misses you while you are wielding a shield, choose a creature within 10 feet of you and within range of the triggering attack, including the triggering attacker. The triggering attacker repeats the attack against that creature.

Attacks rebound from your shield to find new targets.

SHIELD RIPPER

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, the target suffers a -2 penalty to AC and a -4 penalty to Dexterity saving throws. The target can make a Constitution saving throw at the end of each of its turns, ending the exploit on a success.

You strike past your enemy's guard and hew through the foe's defenses.

SHIFT THE BATTLEFIELD

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage, and you can move the target up to 5 feet.

With supreme skill and great resolve, you maneuver your enemies where you want them.

SHIFT THE FIELD

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d6 damage. Additionally, you can choose up to two allies within 25 feet of you who can both see and hear you. Those allies can use their reaction to make a melee weapon attack against different creatures that are not the target of the triggering attack. On a hit, your ally's attack deals an extra 3d6 damage.

Swinging your weapon calls your allies to strike. If the plan works, you all adjust your positions to respond to the battlefield's new developments.

SHOCKING ASSAULT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target's speed is reduced to 0 for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the exploit on a success.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

You rush your opponent, and before it can react, you pin the creature in place with steel.

SHOOTER'S NEMESIS

Rank 3 Exploit • Utility (Long)

As a reaction, when you are hit by a ranged attack, you can spend up to three hit dice to regain hit points plus an additional 1d8.

The fact that your enemy is too cowardly to close to melee swells your confidence.

SPRAY OF ARROWS

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a ranged attack with a weapon against any number of creatures you can see within a 15-foot cone originating from you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

You fire repeatedly with a short draw, showering arrows at each enemy in front of you.

SPRINGBACK SHOT

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within 5 feet of you during its turn, you can safely move up to 20 feet, but cannot end this movement within 5 feet of the triggering enemy. Then make a ranged attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 3d10 damage, and the target must succeed on a Wisdom saving throw or have its speed reduced to 0 for 1 minute. The target can repeat the saving throw at the end of each of its turns.

As an enemy rushes your position, you spring back suddenly and fire an arrow at it, discouraging it from approaching.

STAGGERING BLOW

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 3d10 damage, and the target must make a Strength saving throw. On a failed save, the target is pushed up to 15 feet, and for 1 minute, the target is dazed. On a successful save, you can push the target up to 5 feet, and until the end of your next turn, the target is dazed. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You batter your enemy with a powerful blow and send it stumbling away from you.

STALWART GUARD

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Stalwart Guard stance. Until the stance ends, allies gain a +2 bonus to AC while within 5 feet of you. If you are using a shield, allies instead gain a +3 bonus to AC and +4 bonus to Dexterity saving throws while within 5 feet of you.

The bonuses granted by this exploit increase when you reach 17th level (+3 AC; or +4 AC and +5 Dex saves).

You focus your attention on guarding your allies' backs.

STAY ON TARGET

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within 15 feet of you while you are wielding a strength based thrown weapon, you can make a ranged attack using your thrown weapon against the triggering enemy. On a hit, your attack deals an extra 3d10 damage, and each ally within 10 feet of you who can see or hear you can use their reaction to make a ranged weapon attack against your target. On a hit, your ally's attack deals an extra 1d10 damage.

You and your comrades train your fire on an enemy drawing near.

STEELY PERSUASION

Rank 3 Exploit • Utility (Short)

As a reaction, when you make a Charisma (Intimidation) check while you are wielding a melee weapon, you gain a bonus on the ability check equal to your weapon's total attack bonus.

Your skill with the blade is enough to daunt even stalwart foes.

STOP THRUST

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within 10 feet of you, you can safely move up to 10 feet to a space within 5 feet of the target. Then make a melee attack using a weapon against the target. On a hit, your attack deals an extra 3d10 damage, and the target's speed becomes 0 until the start of your next turn.

If the target moved as part of a charging attack, it can attack you instead of the original target of its charge.

As the enemy moves to attack, you respond by rapidly advancing and striking.

STRENGTH FROM PAIN

Rank 3 Exploit • Utility (Long)

As a bonus action, while you are bloodied, you gain a +1d8 bonus to melee damage rolls, and a +4 bonus to Strength and Constitution ability checks for 1 minute or until you are no longer bloodied.

If you are a dragonborn, you gain a +1d10 bonus to melee damage rolls instead of 1d8, and a +5 bonus to Strength and Constitution ability checks instead of +4.

The pain of your wounds opens the floodgates to your inner strength.

STRENGTH OF CONVICTION

Rank 3 Exploit • Utility (Long)

As a bonus action, choose any number of allies within 25 feet of you who can see or hear you. Each target can spend up to three hit dice to regain hit points. Additionally, for 1 minute, any time you allow a creature to regain hit points, that creature regains the maximum number possible, including the hit dice spent from this exploit.

You create an area of calm even as violence rages around you.

STRIDER STANCE

Rank 3 Exploit • Stance (Long)

As an action, you enter the Strider stance. Until the stance ends, you can use a bonus action to choose yourself or one ally you can see within 25 feet of you who can see or hear you. The target can safely move up to 5 feet and gain a +1d8 bonus to damage rolls until the start of their next turn.

The damage bonus from this exploit increases when you reach 17th level (+1d12)

You stand ready to change position quickly or to point out opportunities for your allies to do so.

SWIFT STRIKE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage. If the target has not yet taken an action during this encounter, your attack deals an extra 5d10 damage on a hit instead of 4d10.

Your brutal efficiency makes your enemy pay for its lack of initiative.

SWIRLING LEAVES OF STEEL

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

You spin around with blades outstretched, using momentum and skill to slice through enemy defenses.

TACTICAL ORDERS

Rank 3 Exploit • Utility (Short)

As a bonus action, you can choose yourself and any number of allies within 25 feet of you who can hear you. Each target can safely move up to their speed (no action required).

You bark orders to your allies, commanding them to move into formation.

TACTICAL SHIFT

Rank 3 Exploit • Utility (Long)

As a reaction, when an ally is hit by an attack roll, you allow the triggering ally to use their reaction to safely move up to 25 feet. If the ally is no longer a valid target after the movement, the triggering attack misses.

Your mastering of battle tactics and stern commands allow you to move an ally out of harm's way, turning a certain hit into a near miss.

TACTICAL WITHDRAWAL

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a melee or ranged weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or be unable to take reactions for 1 minute. The target can repeat this save at the end of each of their turns, ending the effect on a success.

Additionally, each ally within 5 feet of the target can use their reaction to move up to 20 feet, but must end this movement in a space that is not within 5 feet of the target.

You land a final blow on the enemy and then command a temporary retreat.

TEACHABLE MOMENT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a melee weapon, your attack deals an extra 3d10 damage. Additionally, for 1 minute, each time you hit with a melee weapon attack, one ally who can see you gains a +1d8 bonus to their next damage roll. Each time you miss with a melee weapon attack, one ally who can see you gains a +4 bonus to their next attack roll.

Your successes show your allies where the enemy is weak, and your failures show them where it is too strong.

TERRIFYING IMPACT

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage. If you made the triggering attack using an axe, hammer, or mace, your attack deals an extra 4d10 damage on a hit instead of 3d10.

Additionally, choose any number of creatures within 15 feet of the target who can see you. Each chosen creature must succeed on a Wisdom saving throw or be pushed up to 5 feet.

Giving an exultant battle cry, you pulverize an opponent and put the fear of impending doom in nearby foes.

THICKET OF BLADES

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage, and the target's speed is reduced by 10 feet for 1 minute. A target suffering this speed reduction can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

You sting and hinder nearby foes with a savage flurry of strikes aimed at their vulnerable areas.

THOUSAND ARROW AWARENESS

Rank 3 Exploit • Offensive, Weapon (Long)

As an action, you create a 10-foot radius zone centered on a point you can see within 100 feet. Make a ranged attack using a bow or crossbow against any number of creatures within a 10-foot radius of that point. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

For 1 minute, when a creature enters the zone you designated, you can make a ranged weapon attack against it as an opportunity attack. You can move the designated area up to 15 feet on your turn as a bonus action.

You mark an area in your mind and feed arrows into it every time you have a spare moment.

UNDAUNTED STRIDE

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Undaunted Stride stance. Until the stance ends, your movement is not hindered by difficult terrain.

You expertly navigate through difficult terrain.

UNINTENDED FEINT

Rank 3 Exploit • Utility (Long)

As a reaction, when an ally within 25 feet of you who can see or hear you misses with an attack, you allow the target to reroll the triggering attack with advantage.

As your ally misses, you spot an opening that the attack created. You point it out so that your friend can immediately take advantage of it.

UNSTOPPABLE ASSAULT

Rank 3 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy enters a space within 5 feet of you on its turn while you are wielding a shield, you can make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 3d10 damage, and until the end of your next turn, the target cannot grapple you, restrain you, or enter your space.

Additionally, for 1 minute, you can use a bonus action to choose one enemy within 5 feet of you. The chosen enemy cannot grapple you, restrain you, or enter your space until the end of your next turn.

You must concentrate on his exploit as if concentrating on a spell.

You fend off an enemy's advance by striking hard and then jabbing the foe with the edge of your shield.

VEXING ESCAPE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 3d10 damage, and you can safely move up to 20 feet.

Additionally, for 1 minute, each time the target enters a space within 5 feet of you, you can use your reaction to safely move up to 5 feet.

Your timely attack allows you to break away from combat, and you remain one step ahead of your foe thereafter.

VEXING STING

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 3d10 damage, and the target suffers a -3 penalty to attack rolls for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

Despite your foe's armor, you drive your point home, disheartening it.

VICTORIOUS SURGE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you regain hit points as if you had spent three hit dice to regain hit points.

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

WARRIOR'S GRIT

Rank 3 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, you ignores the effects of the dazed condition, any effect that reduces your speed, or any effect that reduces the damage you deal with weapon attacks using Strength.

With pure determination, you ignore weakness and battle on.

WARRIOR'S RECOVERY

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you regain one use of an ability that can recharge on a short rest.

As you swing, you use your momentum to steady and center yourself, gaining vigor for the fight to come.

WEATHERED RESILIENCE

Rank 3 Exploit • Stance (Long)

As a bonus action, you enter the Weathered Resilience stance. Until the stance ends, you gain resistance to all damage while you are bloodied.

Each setback, stumble, or wound bolsters your determination to succeed.

WHITE RAVEN STRIKE

Rank 3 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and up to two allies of your choice within 50 feet of you who can see or hear you gain 3d8 temporary hit points. If you reduce the target to 0 hit points with this exploit, the chosen allies gain 3d8 + 4 temporary hit points instead of 3d8.

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.

RANK 4 EXPLOITS

ALIGNED STRIKE

Rank 4 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and you can command your companion pet to use their reaction to make a melee weapon attack against a different creature. On a hit, your pet's attack deals an extra 4d6 damage.

You and your companion coordinate your strikes to land on two different foes.

ANSWER WITH STEEL

Rank 4 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy enters a space within 5 feet of you during its turn, you can make one melee attack using a weapon against it. On a hit, your attack deals an extra 4d10 damage, and you can safely move up to 5 feet.

You instantly attack when an enemy comes too close. You then quickly step away.

ANTICIPATE ATTACK

Rank 4 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy within 5 feet of you hits you with a melee attack, you can make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 4d10 damage, and you can safely move up to 5 feet.

Additionally, each ally within 5 feet of the triggering enemy can make an opportunity attack against it with advantage. On a hit, your ally's attack deals an extra 1d10 damage.

Maneuvering to make your enemy open itself up to attack, you deliver a passing blow. Your comrades follow up with strikes of their own.

ANVIL OF DOOM

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of your next turn.

If you are wielding a hammer or mace, the target is stunned on a failed save instead of dazed.

Like a smith's hammer striking the anvil, you strike your enemy with a ringing blow that leaves it disoriented.

APPALLING CRUNCH

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and each enemy within 5 feet of the target is marked by you until the end of your next turn.

If you are wielding an axe, hammer, or mace, each enemy within 25 feet of the target are marked by you until the end of your next turn.

Nearby enemies are so aghast at your remorseless attack that they see you as the most dangerous foe on the field.

ARCHERY DUEL

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage. Additionally, for 1 minute, whenever a ranged attack hits an ally you can see and who can see or hear you, that ally can use their reaction to make a ranged weapon attack against the attacker.

You shout words of inspiration to your allies, encouraging them to respond to your enemies' artillery with shots of their own.

ARKHOSIA'S FURY

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, you can safely move up to 10 feet, and you can make one additional melee attack using a weapon against a different creature within reach.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

In a traditional dragonborn maneuver, you storm in, strike an enemy, spin away, and punish yet another foe.

ARMOR-PIERCING SHOT

Rank 4 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn while you are wielding a ranged weapon, you can forgo one of your attacks to choose one creature you can see within your weapon's range. The target must make a Dexterity saving throw. If the target is outside your weapon's short range, it gains advantage on the saving throw. On a failed save, the target takes 8d10 piercing damage. On a successful save, no damage, but this exploit is not expended.

You take careful aim at your target's weak point before unleashing a deadly shot.

ARMOR SPLINTER

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 4d10 damage, and you can make one additional melee attack using your other weapon against the target.

After the attacks are resolved, until the end of your next turn, the target suffers a -5 penalty to AC if only the triggering attack hit. If both attacks hit, the penalty increases to -7.

You attack the weak spots in your opponent's armor, not only dealing damage but also leaving your prey open to later attacks.

ARTERIAL SLICE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, and the target bleeds for 1d10 necrotic damage.

If you dealt Sneak Attack damage with this exploit, the target bleeds for 1d6 necrotic damage per Sneak Attack die instead of 1d10.

You nick one of your enemy's major arteries, creating a wound that spurts blood.

ARTERIAL STRIKE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon, your attack deals an extra 4d10 damage, and the target bleeds for 2d10 necrotic damage. The first time the target would end this bleeding, the bleeding is instead reduced to 1d10 necrotic.

The wound you leave seems small, but it bleeds freely.

ASSURED STRIKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon that has advantage, your attack deals an extra 4d10 damage. If you're a halfling, you don't need advantage on the triggering attack to deal the extra damage.

If you are wielding a heavy blade or light blade, you deal an extra 5d10 damage on a hit instead of 4d10.

You pick out your foe's weak spot and drive your weapon home with surprising force.

BACK ON TARGET

Rank 4 Exploit • Utility, Weapon (Long)

As a reaction, when an ally misses an enemy with a ranged attack while you are wielding a bow or crossbow, you can spend one piece of ammunition to allow the triggering ally to reroll the attack with a +5 bonus.

Your arrow deflects an ally's attack back onto its true course.

BAND OF FELLOWS

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and each of your allies who can see or hear you can use their reaction to make a melee weapon attack against the target.

Your foe is a fool for thinking it escaped the brunt of your attack. You are only setting it up for your allies.

BARRELING THE FISH

Rank 4 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can safely move up to 10 feet before one of your melee attacks using a weapon with the thrown property. Your attack can score a hit on a roll of 16–20. On a hit, your attack deals an extra 4d6 damage, and you can safely move up to 10 feet and make one additional ranged attacking using a thrown weapon against a different creature within reach. This attack can score a critical hit on a roll of 16–20. On a hit, your attack deals an extra 4d6 damage.

Your quick movement exposes your foe to a punishing attack. While the creature is recovering, you launch a weapon at a different enemy.

BASH AND PUMMEL

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can make one additional melee attack using a weapon against a creature within reach. On a hit, your attack deals an extra 1d10 damage. If you hit the same target twice with this exploit, the second attack deals an extra 2d10 damage on a hit instead of 1d10.

You hack down one enemy and then slash at another nearby with your next blow.

BATTLE ACUMEN

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Battle Acumen stance. Until the stance ends, enemies cannot gain advantage on attack rolls against you while you are conscious.

You absorb everything going on around you, and your enemies find it hard to catch you unaware.

BATTLE JUMP

Rank 4 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely jump up to 10 feet either before or after one of your melee attacks using a weapon. On a hit, your attack deals an extra 4d10 damage.

You leap past your foe in a great bound, stabbing above its guard as you go.

BEAT THEM INTO THE GROUND

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be knocked prone. In addition, each ally within 25 feet of you who can see you can make a weapon attack with a +5 bonus to the attack roll. On a hit, your ally's attack deals no damage, but the target is knocked prone.

You sweep the legs out from under your adversary and knock it to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.

BEFUDDLING CRY

Rank 4 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 25 feet of you hits an ally who can hear you with an opportunity attack, you can allow the ally to use their reaction to make a melee weapon attack against the attacking enemy. On a hit, the triggering enemy suffers the attack's normal effects, and it must reroll the opportunity attack against a different creature of your choice within its reach. This rerolled attack gains a +5 bonus to the attack roll and deals an extra 4d10 damage on a hit.

Your warning shout allows your ally to turn an opening into an advantage.

BLADE AND BOW

Rank 4 Exploit • Quarry, Stance (Long)

As a bonus action, you enter the Blade and Bow stance. Until the stance ends, whenever you hit your quarry with a melee attack using a weapon, your next ranged attack using a weapon against your quarry within 1 minute gains a +1d10 bonus to damage. Additionally, whenever you hit your quarry with a ranged attack using a weapon, your next melee attack using a weapon against your quarry within 1 minute gains a +1d10 bonus to damage.

The damage bonus granted by this exploit increases when you reach 17th level (+1d12).

You switch between fighting in melee and at range, confusing your foe and leaving it open to both techniques.

BLADE BURST TRAP

Rank 4 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 25 feet of you hits you or an ally with an attack, you can choose one ally within 5 feet of the triggering enemy who can see or hear you. That ally can use their reaction to make a melee attack using a weapon against any number of creatures within 5 feet of them, with a separate attack roll for each target. On a hit, your ally's attack deals an extra 4d6 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of their next turn.

Your careful preparations allow your comrade to unleash a devastating trap.

BLADE CASCADE

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a separate melee weapon in each hand, make alternating melee attacks using each weapon you are wielding until you miss or you make five attacks. As soon as an attack misses, this exploit ends. Each time you hit with an attack using this exploit, your attack deals an extra 1d6 damage.

Time seems to slow down as your weapons fall upon your hapless foes like rain from an ominous sky.

BLADES FROM ALL ANGLES

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

If you made the triggering attack using a light blade, heavy blade, or spear, your attack deals an extra 5d10 damage on a hit instead of 4d10.

Your weapon appears to come from all angles at once, making escape impossible.

BLEEDING WOUNDS

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, the target bleeds for 1d10 necrotic damage, and you can make two additional ranged attacks using a weapon. On a hit your attacks deals an extra 1d10 damage, and the target bleeds for 1d10 necrotic damage. The bleeding from this exploit stacks with itself if you hit the same target more than once.

Your arrows puncture flesh, and from these wounds blood flows in crimson streams.

BLOOD FRENZY

Rank 4 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and for 1 minute, your companion pet gains a +2 bonus to attack rolls and a +1d10 bonus to damage rolls. In addition, your pet gains 2d10 temporary hit points.

If your companion is a bear, boar, lizard, or spider, it gains 4d10 temporary hit points instead of 2d10.

Your attack unleashes a torrent of blood, and your companion pet goes into a frenzy.

BLOODLUST STRIKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a bloodied creature with an attack using a weapon, your attack deals an extra 6d10 damage.

You aim for where the blood already flows.

BLOODY PATH

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, you can move up to your speed. Any enemy that can make an opportunity attack against you during this movement must succeed on a Wisdom saving throw or attack itself with its opportunity attack, rather than you. On a hit, your enemy's attack deals an extra 4d6 damage.

An enemy cannot refrain from making the opportunity attack to avoid harming itself.

You dash across the battlefield, leaving bewildered and bleeding enemies in your wake.

BOLSTERING BLOW

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and one ally within 25 feet of you who can see or hear you gains 2d10 + 5 temporary hit points.

Your overwhelming attack against your enemy inspires a nearby ally to continue the fight.

BOLSTERING INSIGHT

Rank 4 Exploit • Offensive, Weapon (Short)

As a reaction, when an ally within 25 feet of you who can see or hear you is hit by an enemy's attack, you grant the triggering ally a +5 bonus to AC against the triggering attack. If this causes the attack to miss, the triggering ally can make a melee weapon attack against the triggering enemy (no action required). On a hit, your ally's attack deals an extra 4d10 damage.

You offer your ally a brief insight into a foe's actions, preparing them for the enemy's attack.

BOLSTERING STRIDE

Rank 4 Exploit • Utility (Short)

As a bonus action, you can move up to your speed plus 10 feet, ending in a space within 5 feet of an ally. You then gain 2d10 + 5 temporary hit points.

These temporary hit points fade after 10 minutes, but stack with other temporary hit points.

You rush to your friend's side, ready to stand in their defense.

BOULDER CHARGE

Rank 4 Exploit • Offensive, Weapon (Long)

As an action make a charging attack, you can move through enemies' spaces but must end your movement in an unoccupied space. Make a melee attack using a weapon against the target of the charging attack and each enemy whose space you moved through. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone.

If you hit with this exploit using an axe, hammer, or mace, your attack deals an extra 5d6 damage on a hit instead of 4d6.

You and your sweeping weapon become like a stone rolling down a mountain, crushing anyone foolish enough to stay in your path.

BRAVURA CHARGE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and each ally within 50 feet of you who can see or hear you can spend up to four hit dice to regain hit points.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

Your powerful charge inspires your allies, filling them with vigor and courage.

BRUTAL REBUKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you make a melee attack using a weapon against a creature that attacked one of your allies since the end of your last turn, you gain a +5 bonus to the attack roll. On a hit, your attack deals an extra 4d10 damage.

If you made the triggering attack using a mace or pick, your attack deals an extra 5d10 damage on a hit instead of 4d10.

By attacking your comrade, your adversary has called down your righteous ire.

CALL TO ACTION

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, choose up to 3 allies within 50 feet of you who can see or hear you. Each target can choose to spend up to four hit dice to regain hit points, make a melee weapon attack, or make a charging attack (no action required). Each ally that makes an attack as a result of this exploit must choose a different target and deals an extra 1d10 damage on a hit.

Your shouted command calls your allies to act, helping them to find new reserves or driving them to strike your enemies.

CARVE INITIALS

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a light blade, your attack deals an extra 4d10 damage, and the target becomes marked by you for 1 minute or until you are knocked unconscious. No mark can supersede this one.

You cut deep and leave a meaningful mark.

CHAINS OF SORROW

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Dexterity saving throw or suffer a -5 penalty to AC until the end of your next turn.

If you made the triggering attack using a flail, the target automatically fails the saving throw.

You attack your foe with a ferocious blow, then pivot and pull your weapon back to your body, unbalancing the enemy.

CLEVER MOVE

Rank 4 Exploit • Utility (Short)

As a reaction, when a creature targets you with an effect that targets more than one creature, you can safely move up to 25 feet. You must end this movement in a space where you are at least lightly obscured from the triggering creature. After this movement, you can make a Dexterity (Stealth) check to become hidden.

An explosion momentarily dazzles your opponents so you can make a quick getaway.

COMRADE IN ARMS

Rank 4 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy is hit by your ally, you can make one attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 4d10 damage.

Additionally, for 1 minute, whenever you hit an enemy, the triggering ally gains a +5 bonus to their next attack roll against that enemy made before the end of your next turn.

As you and your ally work together to defeat a foe, you both develop a bond that provides an advantage throughout combat.

CONFOUNDFING ARROWS

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, make up to three ranged attacks using a weapon against creatures within your range. On a hit, your attack deals an extra 4d6 damage, and the target must make a Constitution saving throw. On a failed save, the target is dazed for 1 minute. If a target is already dazed, it is instead stunned for 1 minute on a failed save. If a target is already stunned, it instead takes an additional 1d10 damage on a failed save. A dazed or stunned target can repeat the saving throw at the end of each of its turns, ending either or both conditions on a success.

Your targets won't know what hit them.

COURAGE BREAKER

Rank 4 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, the target suffers a -5 penalty to attack rolls until the end of your next turn, and the target must succeed on a Wisdom saving throw or be frightened of you for 1 minute. While frightened by this exploit, the target's speed is reduced by 10 feet, your enemies suffer a -5 penalty to attack rolls while within 5 feet of the target, and the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You strike a crippling blow to an enemy, inspiring fear in that creature's allies.

CRUMPLING SLAM

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone.

If you made the triggering attack using an axe, hammer, or mace, your attack deals an extra 5d10 damage on a hit instead of 4d10.

With a bellow and a mighty wallop, you hurl your foe backward and off their feet.

CUNNING CYCLONE

Rank 4 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a finesse weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target suffers a -5 penalty to attack rolls until the end of your next turn.

You can deal your Sneak Attack damage to each target you have advantage on attack rolls against. This counts as one use of Sneak Attack this turn regardless of the number of targets.

A series of lightning-fast attacks does devastating work to your opponents.

CURVING SHOT

Rank 4 Exploit • Utility, Weapon (Long)

As a reaction, when you miss with a ranged attack using a weapon, you can reroll the attack.

For a moment, it looked like you were going to miss.

DANCE OF BLADES

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 4d10 damage, the target must succeed on a Strength saving throw or you can move it up to 10 feet. You can then safely move up to 15 feet and make one additional melee attack using your other weapon against a different target. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or you can move it up to 10 feet. If you had advantage on the second attack roll, your attack deals an extra 2d10 damage on a hit instead of 1d10.

You weave between two foes, driving them this way and that with a pair of attacks.

DAUNTING ATTACK

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, and until the end of your next turn, the target suffers a -5 penalty to attack rolls and is dazed.

If the target is already suffering a penalty to attack rolls, instead of being dazed, the target is stunned until the end of your next turn.

Your attack resonates with your cold-blooded intent, overwhelming your enemy's resolve.

DEADLY NIGHTSHADE

Rank 4 Exploit • Offensive, Poisoner's Kit, Weapon (Long)

When you hit a creature with an attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by this exploit, the target deals only half damage with weapon attacks using Strength, and it takes 2d10 poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You apply a dose of poison to your arrow or weapon. When you strike, you temporarily debilitate your foe.

DEATH FROM TWO SIDES

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can choose one ally within 5 feet of the target who can see or hear you. The chosen ally can use their reaction to make one melee weapon attack against the target. On a hit, your ally's attack becomes a critical hit.

You and your ally move into a tactically sound position and attack your foe with a coordinated assault.

DECISIVE TIMING

Rank 4 Exploit • Utility (Short)

When you roll initiative, you can choose up to 3 allied creatures within 25 feet of you who can see or hear you, including yourself. You swap the initiative check results of the targets.

Additionally, until the end of their first turn in combat, the target with the lowest initiative result gains a +1d10 bonus to damage rolls.

Practice has honed your party's maneuvering to near perfection.

DEFENDER'S GAMBIT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make a Wisdom saving throw. On a failed save, you gain a +5 bonus to melee attack rolls and a +1d10 bonus to melee damage rolls against the target until the end of your next turn. The target can then choose to make an opportunity attack against you. If it does, you can make one additional melee weapon attack against the target.

Inviting attack, you lure your enemy into letting its guard down for a counterattack.

DEFENSIVE OFFENSE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a shield, your attack deals an extra 4d10 damage, and until the end of your next turn, you gain a +5 bonus to AC and a +7 bonus to Dexterity saving throws, and your allies gain the same bonuses while within 5 feet of you.

You smash your weapon into your enemy and lock into formation with your allies, using your shield to shelter them.

DEFIANT SHIELD

Rank 4 Exploit • Stance (Short)

As a bonus action, you enter the Defiant Shield stance. Until the stance ends, while you are wielding a shield, you gain a +3 bonus to AC and saving throws, and are immune to forced movement. This stance ends early if you willingly move.

The bonus to AC and saving throws granted by this exploit increases when you reach 17th level (+5).

You twist and move in your current space, your shield held ready, as you prepare to block your foe's attacks.

DENYING STANCE

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Denying stance. Until the stance ends, each time an enemy misses you with a melee or ranged attack, that enemy suffers a -5 penalty to its next attack roll against you.

The penalty to attack rolls from this exploit increases when you reach 17th level (-6).

The attacks of your enemies allow you to better size them up and avoid future blows.

DENYING STRIKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can choose one ally within 25 feet of you. Until the end of your next turn, the target cannot make attack rolls against the chosen ally.

No matter how your enemy maneuvers, something comes between it and its quarry—and that something is you.

DISHONORABLE TACTICS

Rank 4 Exploit • Utility (Short)

When you make an attack roll against an enemy from which you are hidden, you remain hidden from the enemy after the attack if you are still obscured.

After your attack, you duck back under cover and hide.

DRAGON'S FANGS

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you can make one additional melee attack using a weapon against a creature within reach. On a hit, your attack deals an extra 3d10 damage.

Like twin fangs piercing flesh, you deliver two attacks in rapid succession.

DRIVING VOLLEY

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against up to three creatures of your choice within range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 25 feet. If the target ends the push within 5 feet of one of your allies, that ally can make an opportunity attack against the target.

You send multiple shots flying at your enemies. Each missile drives a foe back toward your allies, who seize the opportunity to attack.

DUST STORM ASSAULT

Rank 4 Exploit • Offensive, Stance, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and you enter the Dust Storm Assault stance. Until the stance ends, you can do the following:

- As a reaction, when an enemy willing enters a space within 5 feet of one of your allies or makes an attack against a creature other than you while within 15 feet of you, you can safely move up to 30 feet to a space within 5 feet of the triggering enemy. As part of the same reaction, make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 3d10 damage, and the target is knocked prone.

You become a violent storm, flensing the flesh of all who try to stand up to your attacks.

ENCOURAGING REMARK

Rank 4 Exploit • Utility (Short)

As an action, choose one ally within 5 feet of you who can see or hear you. The target gains 2d10 + 5 temporary hit points, and until the end of your next turn, the target also gains a +1d10 bonus to damage rolls and a +5 bonus to AC and saving throws. The temporary hit points granted by this exploit fade after 10 minutes, but stack with other temporary hit points.

You whisper a few words of support to a comrade heading back into the fray.

ENTRAPPING SHIELD

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a shield, your attack deals an extra 4d10 damage, and until the end of your next turn, each time a different creature attacks you while the target is within 5 feet of you, the target suffers 1d10 damage of the same type as the triggering attack.

You tangle your shield with your foe as you lunge to attack. While it struggles to escape, you use your shield to deflect attacks against you into it.

EVASIVE BLOW

Rank 4 Exploit • Utility (Long)

As a reaction, when an enemy hits you with a melee attack, before damage is dealt, you can safely move up to 5 feet away from the triggering enemy. The attack misses if you are no longer a valid target.

When your enemy launches its attack, you leap out of the way, leaving your foe to hit nothing but air.

EYE GOUGE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 4d10 damage, and the target must make a Dexterity saving throw. The target is blinded for 1 minute on a failed save, or until the end of your next turn on a successful one. While blinded by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You deliver a quick strike to your foe and then go for its eyes, attempting to gouge them out with your free hand.

FEARSOME BEAST

Rank 4 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 4d10 damage, your pet gains 2d10 temporary hit points, and your pet marks the target for 1 minute or until your pet attacks a creature other than the target.

For 1 minute, whenever your companion pet makes an attack rolls against any creature, it marks that creature for 1 minute or until it makes an attack against a different creature.

Your pet savages an enemy, making that creature its prey. When it grows bored, the pet launches itself at a new foe, drawing that creature's attention.

FINISH IT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a bloodied creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, and the target bleeds for 1d10 necrotic damage. This bleeding cannot be stopped until the target is no longer bloodied.

A lethal stab hastens your foe's demise.

FITTING DEMISE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon while you're hidden, your attack deals an extra 4d10 damage, and you can make a Dexterity (Stealth) check to remain hidden after the attack.

You emerge from the shadows to deliver a deadly attack. You then retreat back to the darkness, as if you had been there all along.

FLANKING STANCE

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Flanking stance. Until the stance ends, any enemy within 5 feet of you gains advantage on attack rolls against you but grants advantage on attack rolls against itself to your allies. Additionally, until the stance ends, your allies gain a +1d10 bonus to damage rolls against enemies within 5 feet of you.

The bonus damage granted by this exploit increases when you reach 17th level (+1d12).

You take up a vulnerable position that forces your enemies into disadvantageous positions as well.

FOIL THE LOCK

Rank 4 Exploit • Thieves' Tools, Utility (Long)

You gain a +10 bonus to the next Dexterity (Thieves' Tools) check you make to open a lock within 1 minute. If the check succeeds, the lock immediately opens.

You tug on a lock in a certain way, and just like that, it snaps open.

FOOL'S OPPORTUNITY

Rank 4 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a finesse weapon, choose one creature that can see you within 5 feet of you. The target must succeed on a Wisdom saving throw or be forced to use its reaction, if available, to make a melee weapon attack against itself. On a hit, the target's attack deals an extra 4d10 damage.

If you have advantage on attack rolls against the target, you can add your Sneak Attack damage to the damage roll of the forced attack. This counts as one use of the Sneak Attack ability for this turn.

You bait your foe into attacking you, and then turn its blow straight against it.

FORBIDDEN GROUND

Rank 4 Exploit • Utility (Long)

As an action, you create a zone of forbidden ground in a 15-foot cube originating from you. For 1 minute, whenever any enemy enters the area, you or an ally can use their reaction to make one melee weapon attack or a charging attack against the triggering enemy.

You declare the space in front of you to be forbidden, and any enemy that dares to enter it will suffer consequences.

FORMIDABLE SMASH

Rank 4 Exploit • Fear, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. Additionally, the target must succeed on a Wisdom saving throw or for 1 minute, suffer a -3 penalty to attack rolls against you or any ally who is within 5 feet of you when it attacks.

Your strike leaves your foe hesitant to attack you or anyone near you.

FURY OF THE SIROCCO

Rank 4 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and you can move the target up to 5 feet.

The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.

FURY'S RESURGENCE

Rank 4 Exploit • Utility (Long)

When you score a critical hit or reduce an enemy to 0 hit points, you can spend up to four hit dice to regain hit points plus an additional 1d10. You can also make a saving throw with a +5 bonus against each effect on you that a save can end, with a separate save for each effect.

The thrill of the kill is enough to shake off any ill effects.

GALE OF STEEL

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage. Additionally, you can safely move up to 5 feet and make a melee attack using a weapon against any number of creatures within 5 feet of you that you have not already hit this turn. On a hit, your attack deals an extra 4d6 damage.

You cut through the ranks of your foes like a fierce wind.

GARROTE GRIP

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon while you have a hand free, your attack deals an extra 4d10 damage, and the target is grappled by you. Until the grapple ends, you have half cover, and any melee or ranged attack that misses you hits the target instead.

While you have a target grappled, you can use a bonus action to tighten your grip. The target must succeed on a Constitution saving throw or fall unconscious. If the target takes any damage, it wakes up. A creature can also use an action to wake the target up.

You must concentrate on this exploit as if concentrating on a spell.

You put your foe into a hold that will soon take it out of the fight.

GIANT'S STRIDE

Rank 4 Exploit • Utility (Long)

As a bonus action, you can safely move up to your speed. You ignore difficult terrain during this movement and can move through enemy's spaces, as long as you end in an unoccupied space.

You wade through the chaos of battle like a colossus, heedless of the foes about you.

GIANT'S WAKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and you can make a melee attack using a weapon against any number of creatures within 5 feet of the target who are also within your reach. On a hit, your attack deals an extra 4d6 damage.

If you hit with any part of this exploit using an axe, your attack deals an extra 5d6 damage instead of 4d6.

You make heavy, sweeping blows with your weapon, hewing your enemies left and right.

GLADIATOR'S BATTLE STANCE

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Tyrian Battle stance. Until the stance ends, your movement does not provoke opportunity attacks and you gain a +2 bonus to AC and a +4 bonus to Dexterity saving throws as long as you are able to take reactions.

You have mastered the combat stance used by gladiators in the arenas, which lets you wade among your foes with impunity.

GRIM INSTRUCTION

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or suffer a -2 penalty to attack rolls for 1 minute. While suffering a penalty to attacks from this exploit, attack rolls against the target have advantage, and the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

With a remarkable show of skill, you school your foe, revealing the flaws in its fighting style.

GRIM MARK

Rank 4 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to 10 feet before one of your attacks using a weapon. On a hit, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or be dazed and marked until the end of your next turn. While the target is marked by this exploit, your allies gain a +1d10 bonus to damage rolls against it.

Your sidling approach belies your excruciating follow-up, which opens your opponent to attacks from your allies.

HAMMERING VOLLEY

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 4d6 damage, and you can choose to either deal an extra 5d10 damage to the target instead of 4d6, or you can make one additional attack using a weapon against a different creature within your reach. If you choose to make a second attack, you deal an extra 4d6 damage on a hit.

Pulling back on your bow with great effort, you unleash a pair of arrows that slam your foes into the ground.

HEADSTRONG BRAVERY

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can mark the target until the end of your next turn. Until the start of your next turn, attack rolls against you have advantage, and your allies gain a +2d10 bonus to damage rolls against the target when they hit with an attack.

You strike your enemy without regard for your safety, inciting the enemy against you and your allies against it.

HELP OR HINDER

Rank 4 Exploit • Utility (Short)

As a reaction, when an enemy within 25 feet of you who can hear you succeeds on a saving throw, or when an ally within 25 feet of you who can hear you fails a saving throw, you can force the target to reroll the saving throw, using the new result. If the triggering creature is an enemy, they suffer a -5 penalty to the saving throw. If the triggering creature is an ally, they gain a +5 bonus to the saving throw.

You offer words of encouragement to an ally or shout words of discouragement to an enemy.

HERD THE PREY

Rank 4 Exploit • Offensive, Pet (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 4d10 damage, and the target must make a Strength saving throw. On a failed save, your pet can safely move up to 10 feet and pull the target along with it. Also on a failed save, you gain advantage on attack rolls against the target until the end of your next turn.

If your companion is a lizard, snake, spider, or wolf, its attack deals an extra 5d10 damage on a hit instead of 4d10.

Nipping at an adversary, your pet forces that foe toward your waiting weapon.

HERO'S DEFIANCE

Rank 4 Exploit • Utility (Long)

As an action, you or one ally within 50 feet who can see or hear you can end one effect that a save can end.

You fight off an adverse condition or enable an ally to do the same.

HIDE IN PLAIN SIGHT

Rank 4 Exploit • Stealth, Utility (Short)

As a bonus action, while you are hidden, you can become invisible until you leave your current space.

You stand unseen in the midst of battle, striking from your place of hiding.

HILT SMASH

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 4d10 damage, and you gain advantage on attack rolls against the target until the end of your next turn. You can then make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of your next turn.

After a wide swing, you reverse your weapon and slam its grip against your foe's head.

HOPE'S RENEWAL

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and until the end of your next turn, your *inspiring word* exploit and *healing word* spell restore an additional 1d10 + 5 hit points.

A solid blow against a foe helps you restore your allies' faith.

HUNTER'S PARRY

Rank 4 Exploit • Utility (Short)

As a reaction, when an enemy targets you with an effect while you are wielding a separate melee weapon in each hand, you gain a +5 bonus to AC and a +7 bonus to Dexterity saving throws against the triggering effect, and you gain 2d10 temporary hit points.

You use your off-hand weapon to deflect an enemy's attack.

HURRICANE STRIKE

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon wielded with two hands against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage. Additionally, you can safely move up to 15 feet and make a melee attack using a weapon against any number of creatures within 5 feet of you. On a hit, your attack deals an extra 3d6 damage.

You swing your weapon around you and the momentum carries you forward so you can do it again.

IMMOVABLE MOUNTAIN

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Immovable Mountain stance. Until the stance ends, if you are subject to forced movement and you have moved no more than 10 feet since the start of your last turn, you can reduce the forced movement by 10 feet.

If you are a dwarf, you can reduce the forced movement by 25 feet instead of 10 feet.

You plant your feet firmly, refusing to move.

IMPROMPTU ATTACK

Rank 4 Exploit • Offensive, Weapon (Short)

As a reaction, when an ally within 25 feet who can see or hear you hits an enemy with a melee attack, you grant the triggering ally a +4d10 bonus to their damage roll on a hit.

Additionally, you can choose two allies within 5 feet of the target who can see or hear you. Those allies can use their reaction to make a melee weapon attack against the target.

As one ally's weapon slips past an enemy's guard, you encourage a couple of others to take advantage of the opening.

INFECTIOUS DETERMINATION

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and each ally within 25 feet of you who can see or hear you can make a saving throw with a +5 bonus against one effect that a save can end.

You can then make one additional melee attack using a weapon against the target. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be knocked prone. Also on a failed save, each ally within 25 feet of you who can see or hear you can spend up to four hit dice to regain hit points plus an additional 1d10.

With each strike you deliver, your allies gain more resolve to grab victory from the jaws of defeat.

INTERPOSING SHIELD

Rank 4 Exploit • Utility (Short)

As a reaction, when an ally within 5 feet of you is hit by an attack or fails a Dexterity saving throw, you can interpose yourself. The triggering ally gains a +5 bonus to AC or saving throw against the triggering effect.

If you are wielding a shield, the triggering ally gains a +7 bonus instead of +5.

Seeing a comrade in trouble, you interpose yourself to stop a painful blow.

INVITATIONAL ASSAULT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can move one ally within 25 feet of you who can hear you up to 30 feet to a space within 5 feet of the target. That ally can then use their reaction to make a melee weapon attack against the target. Until the end of your next turn, the chosen ally grants advantage on attack rolls against itself to the target, but the ally gains a +5 bonus to attack rolls and a +1d10 bonus to the damage rolls of melee weapon attacks against the target.

Your attack invites a nearby ally to join your struggle, and those who answer are better for it.

IRON WARRIOR

Rank 4 Exploit • Utility (Long)

As a bonus action, you can spend up to four hit dice to regain hit points plus an additional 3d10, and you can make a saving throw against one effect on you that a save can end.

Like a tankard of bad ale, you don't go down easy.

JARRING ASSAULT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or suffer a -5 penalty to attack rolls until the start of your next turn. Additionally, the first time the target attacks one of your allies, that ally gains 1d10 temporary hit points before the attack hits or misses.

Your fierce strike damages your foe's ability to fight back.

KILLING SHADOW

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature that you are hidden from with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, you can stay hidden after the attack, and can move up to 25 feet.

Springing out from hiding, you deliver a swift attack and move away before your enemy can figure out what just happened.

KNOCKDOWN POUNCE

Rank 4 Exploit • Offensive, Pet, Quarry, Weapon (Short)

When you take the Attack action on your turn, you can command your companion pet to use its reaction to safely move up to its speed to a space within 5 feet of your quarry before one of your melee attacks using a weapon against that quarry. On a hit, your attack deals an extra 4d10 damage, and the target is pushed up to 5 feet and knocked prone.

If your companion is a bear, boar, cat, or raptor, its attack pushes the target is pushed up to 10 on a hit instead of 5 feet.

Your companion pet hurls itself at your quarry as you make a forceful attack. The combination sends your foe sprawling.

KNOCKDOWN SHOT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and the target is knocked prone.

One shot topples your foe.

KYTON'S BATTLEDANCE

Rank 4 Exploit • Stance (Long)

As an action or bonus action, you enter the Kyton's Battledance stance. Until the stance ends, you can take the Disengage action as a bonus action.

Inspired by the weaving tactics of chain devils, this stance has you weaving through the enemy forces with diabolical grace.

LURKER'S THREAT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature you're hidden from with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, you can move the target up to 10 feet, and it's dazed for 1 minute. Then, choose any number of creatures within 5 feet of the target. Each chosen creature must succeed on a Wisdom saving throw or grant advantage on attack rolls against itself until the end of your next turn. While dazed by this exploit, the target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

You emerge from hiding like a ghost. You stab your foe and send it careening toward nearby enemies.

MAGPIE FILCH

Rank 4 Exploit • Offensive, Sleight of Hand, Utility (Long)

When you hit a creature with a melee attack while you have a free hand, you can take a small object from the target as if you had made a successful Dexterity (Sleight of Hand) check.

You covertly snatch something from a foe distracted by your successful attack.

MAKE THEM BLEED

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target bleeds for 1d10 necrotic damage. Until this bleeding ends, once per round when you or an ally hit the target, the bleeding increases by 1d10.

You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.

MALENBRANCHE'S PULL

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a reach weapon, your attack deals an extra 4d10 damage, and the target must make a Constitution saving throw. On a failed save, you can move the target up to 15 feet to a space within 5 feet of you, and knock it prone.

The painful stab puts your foe off balance. The follow-up pull has it groveling in pain.

MASTERFUL PARRY

Rank 4 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy marked by you hits you with a melee attack while you are wielding a separate melee weapon in each hand, you can make a melee attack using a weapon against the triggering enemy with a +5 bonus to the attack roll. On a hit, your attack deals no damage, but you take only half damage from the triggering attack, and you can make one additional melee attack using your other weapon against the triggering enemy with a +5 bonus to the attack roll. On a hit, your attack deals an extra 4d10 damage, you can safely move up to 5 feet, and the target must make a Constitution saving throw. The target is dazed for 1 minute on a failed save, or until the end of your next turn on a successful one. While dazed by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

You catch the enemy's attack with your off-hand weapon and drive your main weapon into your enemy's unprotected body.

MIND-BOGGLING ONSLAUGHT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, and the target suffers a -5 penalty to attack rolls until the end of your next turn.

For 1 minute, as a bonus action, you can extend the attack roll penalty until the end of your next turn, or you can end the penalty and daze the target until the end of your next turn.

Your fearsome attack shakes your enemy to the core – a situation you can later take advantage of.

MIRROR OF STEEL

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Mirror of Steel stance. Until the stance ends, you gain a +2 bonus to AC and a +4 bonus to Dexterity saving throws while you are wielding a separate melee weapon in each hand.

With your glittering play of blades, you deflect attacks.

MOMENTARY RESPITE

Rank 4 Exploit • Utility (Long)

As an action, you can safely move up to 25 feet and make a saving throw against one effect that a save can end.

Amid the chaos of combat, you're able to calm yourself for an instant and recover from a harmful effect.

NIMBLE DEFENSE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 4d10 damage, you gain a +7 bonus to AC until the end of your next turn, and you can make one additional melee attack using your other weapon against the target.

Between strikes, you use both of your weapons to deflect incoming blows.

NO ROOM TO BREATHE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and target deals only half damage with weapon attacks using strength until the end of your next turn.

You press the attack with relentless intensity, leaving your foe no time to launch a proper counterattack.

NUMBING SHOT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a sling, your attack deals an extra 4d10 damage, and you can knock the target prone. Additionally, the target deals only half damage with weapon attacks using Strength until the end of your next turn.

Your sling bullet strikes a nerve, causing your enemy to crumple.

OFF-HAND DIVERSION

Rank 4 Exploit • Offensive, Weapon (Short)

As a bonus action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against one creature within reach. On a hit, your attack deals an extra 4d10 damage, and you and your allies gain advantage on attack rolls against the target until the start of your next turn.

Your quick off-hand strike leaves your foe open to attacks.

OPPORTUNISTIC RELOCATION

Rank 4 Exploit • Utility (Short)

When you reduce an enemy to 0 hit points on your turn, you can safely move up to your speed.

You capitalize on the distraction caused by downing a foe, slyly repositioning for your next maneuver.

OVERWHELMING CONFRONTATION

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit your quarry with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Additionally, the next time you hit the target with a melee attack within 1 minute, the target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

You strike your enemy from afar and leave it reeling. The best is yet to come, though.

PAINFUL DRAG

Rank 4 Exploit • Utility (Short)

As a bonus action when you have a creature grappled, you can move up to your speed. You drag the grappled creature along with you, and until the end of your next turn, attack rolls against the target have advantage.

You stride across the room, dragging an enemy behind you.

PINGER FORMATION

Rank 4 Exploit • Utility (Short)

As a reaction, when an enemy within 5 feet of you moves away from you, you can choose yourself and one ally within 5 feet of the triggering enemy. Each target can safely move up to their speed, ending in a space within 5 feet of the triggering enemy.

Reading your enemy's intent, you increase the pressure so it cannot escape your grasp.

PINGER MANEUVER

Rank 4 Exploit • Offensive (Short)

As an action, choose one or two allies you can see within 25 feet of you who can see or hear you. Your chosen allies can use their reaction to safely move up to 15 feet and make a melee weapon attack against one creature within 5 feet of them with a +5 bonus to the attack roll. On a hit, your ally's attack deals an extra 4d10 damage or an extra 5d10 damage if they both attacked the same target.

At your command, two of your allies move to flank a foe.

PINNING STRIKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon while wielding a separate melee weapon in each hand or a ranged weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Dexterity saving throw or have its speed reduced to 0 until the start of your next turn. You can then make one additional attack using your other weapon or a ranged weapon against the target.

With a well-aimed attack, you pin your foe to the ground or to a nearby wall.

POWERFUL SHOT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, you can push the target up to 5 feet, and until the end of your next turn, its speed is reduced by 10 feet.

The sharp force of your shot causes your foe to stumble.

PRESS ON TOGETHER

Rank 4 Exploit • Utility (Short)

When an ally within 50 feet of you succeeds on a saving throw, you can choose yourself and any number of creatures within 50 feet of you who can hear you. Until the end of your next turn, each target gains a +5 bonus to saving throws.

One of your allies overcomes a debilitating effect, and you shout to your other comrades to do the same.

QUESTING BLADES

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, the target is under your questing blades effect for 1 minute. While under this effect, each time you attack the target using a weapon, you can instead force the target to make a Dexterity or Constitution saving throw (your choice). The target suffers the attack's normal effects on a failed save, or half as much damage and no other effects on a success. The target can make a Wisdom saving throw at the end of each of its turns, ending the questing blades effect on a success.

A vicious series of probes and strikes allows you to strike at your opponent's greatest weaknesses.

QUICK THROW

Rank 4 Exploit • Stance (Short)

As a bonus action, you can safely move up to 5 feet and make a ranged attack using a thrown weapon against one creature you have not yet attacked during this turn. On a hit, your attack deals an extra 4d10 damage.

You sling a weapon at a foe, catching the creature off guard.

QUICKSILVER STANCE

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Quicksilver stance. Until the stance ends, you can use an action to safely move up to half your speed (or your speed if you aren't wearing heavy armor) and make one melee weapon attack against a creature within reach. On a hit, your attack deals an extra 4d10 damage or an extra 5d10 damage if you had advantage on the attack roll.

Like liquid metal, you flow wherever the gravity of battle carries you.

RAVAGING TIDE

Rank 4 Exploit • Offensive, Pet (Short)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 4d6 damage, and each enemy within 5 feet of your pet must succeed on a Dexterity saving throw or take 2d10 damage.

Your enraged beast lashes out at any enemies that are around it.

REACTIVE SHOT

Rank 4 Exploit • Offensive, Weapon (Long)

When you roll initiative, you can make a ranged attack using a thrown weapon against the enemy closest to you. On a hit, your attack deals an extra 4d10 damage.

You quickly fire at the first sign of combat.

REGNANT SHOUT

Rank 4 Exploit • Utility (Long)

As an action, choose any number of creatures within 15 feet of you who can hear you. You mark each target for 1 minute. Until this mark ends, you gain a +2 bonus to attack rolls against the target, and it can make a Wisdom saving throw at the end of each of its turns, ending the mark on itself on a success.

Your battle cry wracks your enemies' nerves and draws their attention to you.

RELENTLESS ADVANCE

Rank 4 Exploit • Utility (Short)

When you reduce an enemy to 0 hit points, you can safely move up to 15 feet.

As you hew down one foe, you move forward to engage the next enemy.

RELENTLESS HEADLOCK

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or become grappled. Until the grapple ends, you have advantage on attack rolls against the target. Whenever the target fails an attempt to break this grapple, you can make an opportunity attack against it.

After a preparatory strike with your weapon, you wrap your arm around your foe, leaving no room for escape.

RENEW THE TROOPS

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and each ally within 50 feet who can see you regains hit points as if they had spent four hit dice to regain hit points plus an additional 1d10.

Seeing your enemy quail before your onslaught gives your allies the courage to fight on.

SCATTERING SWING

Rank 4 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and you can move the target up to 5 feet. On a miss, your attack deals no damage, and you can move the target up to 5 feet.

You whip your weapon in a wide arc, and those enemies you don't send staggering must jump out of the way.

SCENT OF FEAR

Rank 4 Exploit • Offensive, Pet (Long)

When you take the Attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against one creature within its reach. On a hit, your pet's attack deals an extra 4d10 damage.

Additionally, for 1 minute, your companion pet gains advantage on attack rolls against the target, and as a bonus action on each of your turns, you can command your pet to use its reaction to make a melee weapon attack against the initial target.

Once your companion pet senses weakness in an opponent, it attacks with ruthless intensity.

SERPENT DANCE STRIKE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage. You can then safely move up to 15 feet and at any point during your movement, you can make a melee attack using a weapon against one, two, or three different creatures other than the triggering target, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

Any target hit by this exploit that is your size or smaller must succeed on a Dexterity saving throw or be knocked prone.

You weave through the battlefield, striking like a hungry serpent and sweeping the feet out from under your enemies.

SHADOW MASTER

Rank 4 Exploit • Utility (Short)

As a bonus action, you can make a Dexterity (Stealth) check to become hidden if you are obscured or have any cover except that provided by intervening creatures.

Careful movements and deft positioning keep your enemies' attention elsewhere.

SHARE THE WEIGHT

Rank 4 Exploit • Utility (Short)

As a reaction, when an ally within 50 feet of you is hit by an attack, you can choose yourself or one ally within 50 feet of you; the target must be within 5 feet of the triggering ally. The target and the triggering ally swap places, and the attack hits the target and misses the triggering ally.

You foster the spirit of teamwork among your allies and inspire one of them to take a blow meant for another.

SHARED HEALING

Rank 4 Exploit • Pet, Utility (Long)

As a bonus action, if your companion pet is within 25 feet of you and you can see each other, you and your pet can both regain hit points as if spending four hit dice to regain hit points.

You and your companion pet draw strength from each other, restoring your vitality.

SHIELD BEARER'S VENDETTA

Rank 4 Exploit • Offensive (Short)

As a reaction, when an enemy hits you or an ally within 5 feet of you with a melee attack while you are wielding a shield, you can safely move up to 10 feet to a space within 5 feet of the triggering enemy. Then, each enemy you can see within 5 feet of you must succeed on a Dexterity saving throw or take 7d6 bludgeoning damage and be dazed until the end of its next turn.

When an enemy successfully attacks, you and your shield punish the foe – and any other enemies nearby.

SHIELD CLAMOR

Rank 4 Exploit • Utility (Short)

As an action, while you are wielding a shield, choose any number of creatures within 25 feet of you who can hear you. You mark each target until the end of your next turn. In addition, when the target makes an attack against a creature other than you before the end of your next turn, you can make a charging attack against the target as an opportunity attack. On a hit, your attack deals an extra 4d6 damage, and you knock the target prone.

The clanging of your weapon against your shield is a rallying cry for your allies.

SIDE BY SIDE

Rank 4 Exploit • Stance (Long)

As a bonus action, choose one ally within 5 feet of you who can see or hear you, and you enter the Side by Side stance. Until the stance ends, you and the chosen ally both gain a +3 bonus to attack rolls, AC, and saving throws while you are within 5 feet of each other.

You and an ally form a deadly team, fighting in tandem.

SIGNAL THE CHARGE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and you can choose one ally who can see or hear you. The chosen ally can use their reaction to make a melee weapon attack or a charging attack against the target with a +5 bonus to the attack roll.

Your shot signals your comrade to rush the foe.

SILVERSTEP

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can push the target up to 5 feet. You can then make one additional melee attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 1d10 damage, and you can push the target up to 5 feet.

After the attacks are resolved, you can safely move up to 5 feet.

If you hit with any part of this exploit using a spear or polearm, you can push the target up to 25 feet on a hit instead of 5 feet, and you can safely move up to 25 feet instead of 5 feet.

You unbalance your enemies, knocking them back. As they recover, you shift to a more advantageous position.

SKIP SHOT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d6 damage, and you can choose one enemy you can see within 15 feet of the target. The chosen enemy must succeed on a Dexterity saving throw or take 6d6 damage of the same type as your weapon.

Your missile careens off your foe toward another enemy.

SLAYING STRIKE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, you deal an extra 5d10 damage.

If the target was bloodied when you hit it, this exploit does an extra 6d10 damage on a hit instead of 5d10, and can score a critical hit on a roll of 17–20.

A ruthless strike yields great rewards, for after death comes the looting.

SLAYER'S LUNGE

Rank 4 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy within 25 feet of you becomes bloodied, you can move up to your speed and make one melee weapon attack against the triggering enemy. On a hit, your attack deals an extra 4d10 damage or an extra 5d10 damage if you are an elf, and the target is marked by you for 1 minute. If the target was already marked by you when you used this exploit, you deal an additional 1d10 damage on a hit.

Scenting blood, you speed forward to finish your foe.

SLIP FROM THE GRASP

Rank 4 Exploit • Utility (Short)

When your turn starts, you can gain the following effects. If you are grappled, the grapple ends. If you are subject to an effect that is reducing your speed or restraining you, the effect ends. You can also make a saving throw against one effect you are subject to that a save can end.

As a master scoundrel, no chains can hold you, no enemy can corner you. You always have one last gambit.

STALKER'S SENSES

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Stalker's Senses stance. Until the stance ends, your quarry gains no benefits from being obscured from you.

Your prey can't hide from you.

STEELING FLURRY

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage. If you hit with at least two creatures with this exploit, you gain a +5 bonus to AC until the start of your next turn.

You whip your weapons around you before dropping back into a defensive posture.

STORM IN THE TREES

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d6 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 2d6 damage, you can safely move up to 10 feet, and make one additional melee weapon attack against a different creature. On a hit, your attack deals an extra 4d6 damage.

You move like a tempest among the pines, slashing at one for and then leaping at another.

STORM OF BLOWS

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and you can safely move up to 5 feet. You can then make one additional melee attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 4d6 damage, and you can make one additional melee attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 4d6 damage, and you can safely move up to 5 feet.

If you hit with any part of this exploit using a heavy blade or light blade, your attacks deal an extra 5d6 damage on a hit instead of 4d6.

You duck and weave between your enemies while slashing at them ferociously.

STRANGLEHOLD

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be grappled by you. The target is dazed until the grapple ends. The grapple ends automatically at the end of your next turn.

If you used this exploit as part of an opportunity attack, then the grapple does not automatically end.

While your foe is still reeling from your hit, you wrap your arm around its neck and squeeze.

STRIKE OF DANCING SHADOWS

Rank 4 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn and are hidden, you can safely move up to 30 feet before one of your attacks using a finesse or ranged weapon. You remain hidden during the movement. On a hit, your attack deals an extra 4d10 damage, and you can safely move up to 30 feet, remaining hidden during the attack and movement.

The shadows seem to swirl around you as your blades rip through your foes.

STUNNING STEEL

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 4d10 damage, and you can make one additional melee attack using your other weapon against a creature within reach. A target hit by this exploit must succeed on a Constitution saving throw or have its speed reduced to 0 for 1 minute. If you hit the same target twice, it is also stunned while its speed is reduced by this exploit. While its speed is reduced, a target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You fight past your enemies' shields and armor and deal nasty cuts that leave them reeling and unable to act.

STUNNING STRIKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, and the target is stunned until the end of your next turn.

A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.

SUDDEN OPPORTUNITY

Rank 4 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy within 10 feet of you is bloodied by an attack or suffers a critical hit from you or your ally, you can safely move up to 15 feet. As part of the same reaction, you can make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be dazed for 1 minute.

If you made your attack using an axe, hammer, mace, or pick, you can knock the target prone on a hit.

When one of your allies hits an enemy, you take advantage of the foe's distraction to put it on the ground with a quick attack.

SURPRISE STEP

Rank 4 Exploit • Utility (Short)

As a reaction, when an enemy leaves a space within 5 feet of you, you can safely move up to your speed to a space within 5 feet of the triggering enemy, and you gain advantage on attack rolls against that enemy until the end of your next turn.

You dog your enemy's footsteps, refusing to yield.

SWIFTSTRIDER

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Swiftstrider stance. Until the stance ends, your speed increases by 10 feet.

You have an uncanny knack for being in the right place at the right time.

TALON OF THE ROC

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

If you made the triggering attack using a spear, the target also cannot safely move or take the Disengage action until the end of your next turn.

Like the talons of a great raptor, your attacks disable your foe and pins it in place.

TANGLE UP

Rank 4 Exploit • Utility (Short)

When you hit or miss an enemy with an opportunity attack, the target is knocked prone, and for 1 minute, it is marked by you.

When your enemy lowers its guard, you take the opportunity to tangle its feet and send it sprawling.

THREAT THE NEEDLE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and you can safely move up to 25 feet.

Additionally, if the target starts its next turn within 5 feet of you, it provokes an opportunity attack from you.

You take a shot and then dash toward your foe to engage it in melee.

TOPPLING SLASH

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, you can push the target up to 10 feet and knock it prone, and it suffers a -5 penalty to attack rolls until the end of your next turn.

Your decisive cut forces your opponent to stumble and fall.

TORNADO STRIKE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d6 damage, and you can move the target up to 30 feet. You can then make one additional attack using a finesse or ranged weapon against a different creature within reach or range. On a hit, your attack deals an extra 4d6 damage, and you can move the target up to 30 feet.

Additionally, you can move up to 15 feet after the attacks are resolved.

Your weapon becomes a blur as you make swift, sweeping attacks against two foes, then hastily slip away.

TRACKING SHOT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and you gain a +5 bonus on the first attack roll you make against the target each round for 1 minute.

You use this shot to size up your enemy, gaining insight you need for further attacks.

TRACKING THE TARGET

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage. Additionally, for 1 minute, whenever the target enters a space within 5 feet of another enemy, you can make a ranged attack using a weapon against that enemy as a reaction.

Your first target leads you to more.

TRAP MASTER

Rank 4 Exploit • Thieves' Tools, Utility (Turn)

As a bonus action, you can make a Dexterity (Thieves' Tools) check to open a lock or disable a trap.

You have learned the ways of locks and traps, so when presented with one, you can disable it with extraordinary speed.

TREE RUNNER

Rank 4 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, climbing or balancing costs no extra movement, and the distance of your long jump equals your walking speed. Attack rolls against you do not gain advantage while you are climbing or balancing, and you can jump down a distance equal to your walking speed without taking falling damage.

You're accustomed to battling on precarious surfaces, and your sure footing lends you aid as you dart around the terrain.

TRICK SHOT

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, make up to three ranged attacks using a weapon against creatures within range. On a hit, your attack deals an extra 1d10 damage, and roll a d4 to determine the extra effect of the attack, with a separate roll for each attack.

- **1.** The target must succeed on a Strength saving throw or be knocked prone.
- **2.** The target must succeed on a Dexterity saving throw or have its speed reduced by 10 feet for 1 minute.
- **3.** The target must succeed on a Constitution saving throw or be dazed for 1 minute.
- **4.** The target must succeed on a Dexterity saving throw or have its speed become 0 for 1 minute.

A target that fails a saving throw against an effect from this exploit can repeat the save at the end of each of its turns, ending the effect on itself on a success.

You take several chaotic shots, which strike various parts of your foes' bodies, inhibiting the creatures in different ways.

UNBALANCING ATTACK

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, and the target is knocked off balance until the end of your next turn. While off balance, the target cannot take the Disengage action and if the target provokes an opportunity attack from you, you gain a +5 bonus to the attack roll. On a hit, your opportunity attack deals an extra 1d10 damage, and you knock the target prone.

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.

UNIFIED IN BLOOD

Rank 4 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 25 feet of you bloodies an ally, you can move up to your speed and make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 4d10 damage, and the triggering ally can use their reaction to make a weapon attack against the target.

Rushing to defend a friend in trouble, you make a bold attack. Your friend then defends themselves by your example.

UNERRING BLOW

Rank 4 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can gain a +5 bonus to one attack roll using a light blade, heavy blade, or spear before the end of your turn. On a hit, your chosen attack deals an extra 4d10 damage.

You position your attack such that your enemy has no chance to avoid it.

UNSTOPPABLE FORCE

Rank 4 Exploit • Offensive (Long)

As an action, while you are wielding a shield, you can move up to your speed. The first time you enter a space within 5 feet of each enemy during this movement, that enemy must make a Strength saving throw with a -5 penalty. You cannot target the same enemy more than once with this exploit. On a failed save, a target takes 7d6 bludgeoning damage, and you can move it up to 5 feet and knock it prone. On a successful save, a target takes half as much damage.

While you are safely behind your shield, nothing can stand in your way.

UNYIELDING AVALANCHE

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Unyielding Avalanche stance. Until the stance ends, you gain a +2 bonus to AC and saving throws, and if you are bloodied at the start of your turn, you regain 1d10 hit points. In addition, when an enemy starts its turn within 5 feet of you while you are wielding a melee weapon, it takes 1d10 damage of the same type as the weapon you are wielding and its speed is reduced by 10 feet until the end of its turn.

The bonus to AC, healing, and damage dealt by this exploit increase when you reach 17th level (+3 AC, 1d12 hit points, and 1d12 damage).

With unmatched speed, you test the defenses of nearby foes while expertly parrying their blows.

VAULTING CHARGE

Rank 4 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can safely move up to your speed before one of your attacks. You can move through enemy's spaces during this movement. On a hit, your attack deals an extra 4d10 damage, and you gain a +7 bonus to AC until the end of your next turn.

You rush forward and leap into the air, skewing a foe that thought it was safe behind its allies.

VEILED MISSILE

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, and you become lightly obscured from the target until the end of your next turn. Additionally, you can make a Dexterity (Stealth) check against the target to become hidden.

Your weapon flies through the air, catching your foe in the head and causing blood to obscure its vision.

VENGEFUL OATH

Rank 4 Exploit • Utility (Short)

As a reaction, when an enemy bloodies or reduces your ally to 0 hit points, you can spend up to four hit dice to regain hit points and can make a saving throw against one effect that a save can end. You can also use *hunter's quarry* or *hunter's mark* to designate the triggering enemy as your quarry.

Seeing a foe wound one of your allies fills you with vigor and hardens your resolve against the offender.

VENTURED GAINS

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. If this attack bloodies the target, two of your allies within 5 feet of the target can make an opportunity attack against it with a +5 bonus to the attack roll.

Additionally, attack rolls against you have advantage until the start of your next turn.

Rushing to take your adversary down a notch, you ignore your defenses but allow your allies to take advantageous shots.

VICIOUS COOPERATION

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 4d10 damage, and one of your allies within 5 feet of the target can use their reaction to make a melee weapon attack against the target. You can add your Sneak Attack damage to your ally's damage roll. This does not count against your uses of Sneak Attack this turn.

Your attack gives your comrade the perfect opening to thump your opponent.

VICIOUS SLASH

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, and the target bleeds for 2d10 necrotic damage. While bleeding from this exploit, the target suffers a -2 penalty to attack rolls.

Your vicious assault overcomes your foe with pain, leaving it unable to attack accurately.

VIGILANT FOOTWORK

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Vigilant Footwork stance. Until the stance ends, while you are wielding a finesse weapon and able to take reactions, you gain a +2 bonus to AC and a +4 bonus to Dexterity saving throws.

The bonuses granted by this exploit increase when you reach 17th level (+3 AC, and +6 Dex saves).

You parry and dodge attacks with amazing focus, never hampering your offense.

WAR MASTER'S ASSAULT

Rank 4 Exploit • Offensive, Weapon (Long)

As an action, you can choose yourself and any number of allies within 15 feet of you who can see or hear you. Each target can use their reaction to make a charging attack with a +5 bonus to the attack roll. On a hit, the charging attack deals an extra 1d10 damage.

You orchestrate a devastating coordinated attack.

WARDING SHOT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and if the target enters a space within 5 feet of an ally before the start of your next turn, you can make a ranged attack using a weapon against the target as a reaction.

The first hit tells the enemy that you intend to make another if it makes a wrong move.

WARDING STEEL

Rank 4 Exploit • Utility (Long)

As a bonus action, while you are wielding a melee weapon with two hands, you gain a +5 bonus to AC and a +7 bonus to Strength and Constitution saving throws until the start of your next turn.

You whip your weapon up to intercept your enemies' attacks.

WARLORD'S BANNER

Rank 4 Exploit • Utility (Short)

As an action, you can choose any number of creatures within 25 feet of you who can see or hear you. Each target can spend up to four hit dice to regain hit points, and until the end of your next turn, each target gains a +5 bonus to attack rolls.

You rally your comrades before sending them into battle.

WARLORD'S GAMBIT

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make a Wisdom saving throw. On a failed save, for 1 minute, the target gains a +2 bonus to attack rolls and a +1d10 bonus to damage rolls against you, and whenever it attacks you, you can choose an ally within 25 feet of you who can see or hear you. The ally can use their reaction to make a weapon attack against the target.

You provoke your adversary with a bold stroke. Each time it lunges at you, it recklessly sets up your forces for victory.

WARNING SHOUT

Rank 4 Exploit • Utility (Long)

As a reaction, when an ally within 25 feet of you who can hear you is hit by a ranged attack, you can allow the triggering ally to safely move up to 30 feet. If the triggering ally is no longer a valid target after the movement, the triggering attack instead misses.

Hearing your call of alarm, your friend leaps for cover.

WARY SHOOTER

Rank 4 Exploit • Utility (Short)

As a bonus action, until the end of your next turn, you do not suffer disadvantage on ranged attack rolls while in melee.

Your agile shooting style keeps you safe from enemy attacks.

WHIRLWIND BLADES

Rank 4 Exploit • Offensive, Weapon (Long)

When you take the Attack action on your turn, you can safely move up to your speed before one of your melee attacks using a finesse weapon. On a hit, your attack deals an extra 4d10 damage, and you can safely move up to your speed.

You leap and spin past your foe, nicking it with dozens of cuts.

WHITE RAVEN FORMATION

Rank 4 Exploit • Utility (Long)

As an action, choose any number of allies within 25 feet of you who can see or hear you. Each target can use their reaction to move up to their speed.

You forgo attacks to focus on redirecting your allies' positioning.

WICKED REMINDER

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage, and until the end of your next turn, the target suffers a 1d10 susceptibility to bludgeoning, piercing, and slashing damage.

Each time the enemy feels the bite from your allies' attacks, it recalls the injury you dealt it last.

WITHDRAWAL GAMBIT

Rank 4 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and each of your allies within 5 feet of the target who can see or hear you can make a saving throw with a +5 bonus against one effect that a save can end and can use their reaction to safely move up to 30 feet.

With an interposing attack, you give your companions the determination and the space to improve the tactical situation.

WOLFJAW BLOWS

Rank 4 Exploit • Stance (Long)

As a bonus action, you enter the Wolfjaw Blows stance. Until the stance ends, when you hit a creature with a melee attack that has advantage, you also knock the target prone.

Unwary foes fall as you take advantage of their distraction to hook your weapons into their flesh.

WOUNDING STRIKE

Rank 4 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 4d10 damage. If the target was not bloodied before you made this attack, the target also bleeds for 3d10 necrotic damage.

You strike, intending to inflict grave injury.

RANK 5 EXPLOITS

ADAPTABLE MANEUVER

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack either does an extra 2d10 damage, or the target suffers a -3 penalty to attack rolls for 1 minute. While suffering a penalty from this exploit, the target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

A swift attack tests your enemy's defenses and tells you whether you should drop into a defensive posture or strike again.

ANTICIPATE THE TARGET

Rank 5 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy is hit by your ally, you can make a ranged attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 5d10 damage, and the target must succeed on an Intelligence saving throw or become anticipated for 1 minute. While anticipated, whenever the target moves during its turn, one ally you can see and who can see or hear you can use their reaction to make a weapon attack against the target. Until the anticipated effect ends, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Your ally's strike drives a foe forward, and you snap off a shot. You then study the enemy and watch for it to drop its guard again.

ARROW OF VENGEANCE

Rank 5 Exploit • Offensive, Weapon (Short)

As a reaction, when a creature within range of a ranged weapon you are wielding attacks your ally, you can make one ranged attack using that weapon against the triggering creature with a +6 bonus to the attack roll. On a hit, your attack deals an extra 5d10 damage.

You aim your weapon at the villain who just wounded your friend and loose a vengeful missile.

AUDACIOUS STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you take the attack action on your turn, you can move up to 20 feet before one of your melee attacks using a finesse weapon. On a hit, your attack deals an extra 6d10 damage, and you can safely move up to 10 feet.

You lunge forward recklessly, then roll defensively to the side.

BARBED ARROWS

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or deal only half damage with weapons that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns. On a success, the target's damage is no longer reduced, but it bleeds for 2d12 necrotic damage.

When your opponent pulls out your projectile, chunks of flesh come with it.

BATTLE ON

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each ally within 25 feet of you who can see or hear you can make a saving throw with a +6 bonus against one effect that a save can end.

You rally your forces with a battle cry and a calculated blow against the enemy.

BATTLEFIELD CHALLENGE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 6d10 damage. Additionally for 1 minute, whenever an enemy you can see makes an attack against a creature other than you, you can mark that enemy (no action required). The mark takes effect after the attack, and it lasts until the end of your next turn.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

Roaring a war cry, you rush an enemy and prove that it is you that it should be attacking.

BATTERING RAM

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, choose one creature grappled by you. The target must make a Strength saving throw. On a failed save, you can move up to your speed, pulling the target along with you, and at the end of the movement, you can make one melee attack using a weapon against the target. On a hit, your attack deals an extra 5d10 damage, and the target is knocked prone. If the target is within 5 feet of one or more of your enemies, it takes an additional 2d12 damage, and the enemies it is within 5 feet of are also knocked prone.

You pick up the enemy you are grappling and run it headfirst into another foe.

BITTER HARVEST

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a melee weapon with two hands, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Constitution saving throw or take 1d12 damage of the same type as your weapon, be pushed up to 5 feet, and knocked prone.

Additionally, you can safely move up to 5 feet and make a melee weapon attack against one enemy marked by you. On a hit, your attack deals an extra 6d10 damage.

You smash through the pressing host to set your eyes and your weapon on your chosen foe.

BLADE AND FANG

Rank 5 Exploit • Offensive, Pet, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and your companion pet can use its reaction to make one melee weapon attack against the target. On a hit, your pet's attack deals an extra 1d12 damage.

If your companion pet is a bear, boar, lizard, or snake, its attack deals an extra 2d12 damage on a hit instead of 1d12.

Attacking as one, you and your companion pet tear into an opponent.

BLISTERING OUTBURST

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a finesse weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target suffers a -6 penalty to attack rolls until the end of your next turn.

In a flurry of lunges and strikes, you leave nearby foes unable to give decisive counterattacks.

BLOOD SQUALL

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a finesse weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target bleeds for 2d12 necrotic damage.

Your blade flashes like lightning, and fountains of blood erupt from the foes around you.

BLOODBATH ATTACK

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 5d10 damage, the target is knocked prone and bleeds for 1d12 necrotic damage. Until the bleeding from this exploit ends, each time you hit the target with a melee attack using a weapon, the bleeding increases by 1d12.

Your vicious attack leaves the enemy lying in a pool of its own blood.

BLOODLETTER STANCE

Rank 5 Exploit • Offensive, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and bleeds for 2d12 necrotic damage.

After the attack is resolved, you enter the Bloodletter stance. Until the stance ends, whenever you hit a creature with a melee weapon attack, the target bleeds for 1d12 necrotic damage.

You strike at vital spots to draw your foe's blood. With each hit, you aggravate the wounds and slowly destroy your enemy.

BLOODY DETERMINATION

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a bloodied creature with a melee attack using a weapon, your attack deals an extra 6d10 damage. If the attack doesn't reduce the target to 0 hit points, you can make one additional melee weapon attack using a weapon against the target with a +6 bonus to the attack roll. On a hit, your attack deals an extra 1d12 damage.

Your adversary reels from wounds, and you mean to bring that torment to an end.

BLOW-THROUGH ASSAULT

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon while you are either wielding a separate melee weapon in each hand or a ranged weapon, your attack deals an extra 5d10 damage, and each enemy within 5 feet of the target takes 1d12 damage of the same type as your weapon.

Your attack flies through the ranks of closely clustered foes, hurting them all.

BLURRING ASSAULT

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, you can safely move up to half your speed. You can make a melee attack with a finesse weapon against any number of creatures within 5 feet of you during this movement, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target is knocked prone. Whether you hit or miss, you can move the target up to 5 feet after the attack is resolved.

No enemy can be attacked more than once by this exploit.

Your blade lashes out to strike anyone you pass as you dart across the battlefield.

BOGGLING SMASH

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or suffer a -6 penalty to attack rolls until the end of your next turn.

If you made the triggering attack using a hammer or mace, your attack deals an extra 6d10 damage on a hit instead of 5d10, and the target is also dazed until the end of your next turn on a failed saving throw.

Your solid blow momentarily costs your enemy its wits.

BREAK THE TEMPO

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Dexterity saving throw or become unbalanced for 1 minute. While unbalanced, you can use your reaction to move up to 20 feet and make a melee weapon attack against the target when it makes an attack roll. If you deal damage, the target suffers a -6 penalty to the triggering attack.

You must concentrate on this exploit as if concentrating on a spell.

You deliver a punishing blow to your foe and then watch how it reacts, striking it when it leaves itself open and throwing off its balance.

BUFFETING TORQUE

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a weapon you are wielding with two hands against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and until the start of your next turn, while you are wielding a weapon, any enemy that enters a space within 5 feet of you is marked until the end of your next turn and takes 1d12 damage of the same type as your weapon.

If you made the attacks using an axe, a hammer, or a mace, your attack deals an extra 6d6 damage on a hit instead of 5d6.

Your body and weapon spin as one, and jarring hits knock down those foes who fail to throw themselves out of harm's way.

CANOPY OF BLADES

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, you gain a +6 bonus to AC and saving throws until the end of your next turn. You can then make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d12 damage, and the bonus to AC and saving throws increases from +6 to +8.

You whirl your blades ferociously, cutting your foe and warding off attacks.

CHEETAH'S RAKE

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target must succeed on a Constitution saving throw or be knocked prone and until the end of their next turn, their speed is reduced to 0.

You whirl around with blades outstretched, slashing your foes across the legs and causing them to fall to the ground in mewling heaps.

CLAIM THE PRIZE

Rank 5 Exploit • Offensive, Quarry, Weapon (Long)

When you hit your quarry with an attack using a weapon while it is bloodied, your attack deals an extra 8d10 damage.

Taking advantage of your foe's weakness, you try to land a finishing blow.

CONTROLLING THRUST

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a polearm or spear, your attack deals an extra 5d10 damage, and you can mark the target for 1 minute.

Additionally, if the target moves before the end of your next turn, and is within your melee reach, it provokes an opportunity attack from you, even if it took the Disengage action before moving. On a hit, your opportunity attack deals an extra 1d12 damage, and the target's speed is reduced to 0 until the end of its turn.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

After a vicious stab, you expertly corral your opponent with your polearm.

CRIPPLING SPIRAL

Rank 5 Exploit • Offensive, Pet, Weapon (Long)

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Dexterity saving throw or for 1 minute, its speed is reduced to 0. Also on a failed save, the target loses its fly speed for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, with a separate saving throw for each effect. On a success, that effect ends for the target.

Additionally, you can command your companion pet to use its reaction to safely move up to 30 feet and make a melee weapon attack against your target.

Your throw injures your enemy, knocking it to the ground or pinning it in place. Once your foe is hampered, your companion pet leaps into action.

CRUEL CAGE OF STEEL

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, and you can make one additional melee attack using your other weapon against a creature within your reach with a +6 bonus to the attack roll. On a hit, your attack deals an extra 2d10 damage, and you can make one additional melee attack using either weapon against one creature within your reach with a +6 bonus to the attack roll. On a hit, your attack deals an extra 1d12 damage.

A target hit once by this exploit is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is stunned and deals only half damage with weapon attacks using Strength until the end of your next turn.

After the initial attack and after the second attack, you can safely move up to 5 feet.

You move swiftly around your enemies, weaving back and forth and delivering a vicious slash with each soft step.

CRUELEST CHAINS

Rank 5 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy within 20 feet of you makes an attack against a creature other than you, the triggering enemy can move up to 20 feet to a space within 5 feet of you (no action required). If the enemy makes this movement, you can make one melee attack using a weapon against it. On a hit, your attack deals an extra 4d10 damage. If the enemy does not make this movement, you gain a +8d10 bonus to your next damage roll using a melee weapon against the target before the end of your next turn.

Your words or actions cause the enemy to draw close, giving you an opportunity to attack. If your foe ignores your summons, you vow to make it pay.

DANCE ON THEIR GRAVES

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target grants advantage on attack rolls against itself until the end of your next turn.

Additionally, for 1 minute, whenever you hit the target, it grants advantage on attack rolls against itself until the end of your next turn.

Your blow shows your allies how best to attack your enemy, and with each subsequent strike, you adapt your strategy to keep your foe off balance.

DAUNTING BARRAGE

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures you are hidden from within a 25-foot cone originating from you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target is dazed for 1 minute. While dazed by this exploit, a target can make a Constitution saving throw at the end of each of its turns, ending the daze on itself on a success.

A blistering volley of projectiles knocks your enemies for a loop.

DAZING SHOT

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a sling, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of its next turn. If the target moves or attacks while dazed by this exploit, it falls prone at the end of that attack or movement.

Your sling bullet slams into your target's head and leaves the enemy reeling.

DEAD STOP

Rank 5 Exploit • Offensive, Weapon (Long)

As a reaction, when an enemy makes a charging attack against you, you can make a ranged attack using a weapon at any point during its movement. On a hit, your attack deals an extra 5d10 damage, and the target must succeed on a Dexterity saving throw or be knocked prone.

You do not suffer disadvantage on the ranged attack roll for being in melee.

With a well-timed shot, you bring down a charging adversary, which skids to a halt.

DEADLY INSPIRATION

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and choose any number of allies within 25 feet of you who can see or hear you. Until the start of your next turn, those allies deal an extra 1d12 damage when they hit with a weapon attack.

Your bold strike inspires your allies to show off their fighting prowess.

DEMORALIZING SHOT

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage. Additionally, each enemy within 15 feet of the target grant advantage on attack rolls against itself until the end of your next turn and is pushed up to 5 feet away from the target.

Your shot strikes with such potency and accuracy that you daunt foes near the target of your attack.

DEVASTATION'S WAKE

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage.

Additionally, until the start of your next turn, when an enemy starts its turn within 5 feet of you, you can make one melee weapon attack against it (no action required).

You thrash your foes with an array of strikes, and then unleash your fury a second time against any that are left standing.

DISABLING MISSILE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and the target must make a Wisdom saving throw. On a failed save, each ally within 5 feet of the target can safely move up to 5 feet (no action required), and until the end of your next turn, the target provokes opportunity attacks from your allies whenever it makes an attack roll.

Additionally, until the end of your next turn, you and your allies gain a +1d12 bonus to damage rolls when hitting the target with weapon attacks.

Your carefully aimed shot leaves a foe unable to concentrate on defending itself.

DRAGON TAIL STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage. Additionally, if the target attacks you before the start of your next turn, you can use your reaction to make a melee attack using a weapon against the target with a +6 bonus to the attack roll. On a hit, your attack deals an extra 1d12 damage.

First you set them up, and then you knock them down.

DRIVING FLURRY

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet. You can then safely move up to 10 feet.

If you made the triggering attack using a light blade or heavy blade, your attack deals an extra 6d10 damage on a hit instead of 5d10.

You force your opponent back with a sustained series of jabs, then use the break in its defenses to slip away.

DRIVING OFFENSIVE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, and the target must make a Strength saving throw. The target is pushed up to 15 feet on a failed save, or up to 5 feet on a success. You can then make one additional melee attack using your other weapon against the target. On a hit, your attack does an extra 1d12 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. While dazed by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

An initial strike hurls your opponent away from you, and as it stumbles, you heave a sense-rattling chaser after it.

DUCK AND DRAW

Rank 5 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy makes a melee attack against you, you can safely move up to 30 feet and make a ranged attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 5d10 damage.

You duck beneath your enemy's attack and then step away, striking at range.

END TO GAMES

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must make on a Constitution saving throw. The target is stunned for 1 minute on a failed save, or until the end of your next turn on a success. While the target is stunned by this exploit, whenever an ally hits the target, that ally can spend one hit die to regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the stun on a success.

Your strike leaves a foe reeling, and as your allies beat on the creature, their vigor and morale improve.

ENTRAPPING ARROWS

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, make a ranged attack using a bow or crossbow against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and if the target moves before the start of your next turn, you can make a ranged attack using a weapon against that enemy (no action required). On a hit, the enemy suffers the attack's normal effects, and its speed is reduced to 0 until the end of its turn.

If your enemies move too far, you teach them why they shouldn't.

EXCRUCIATING REMINDER

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage. Additionally, if the target attacks you before the start of your next turn, you can use your reaction to make a melee attack using a weapon against the target with a +6 bonus to the attack roll. On a hit, your attack deals an extra 1d12 damage.

You strike your foe, leaving a painful reminder that if it attacks you or an ally again, it will pay the price.

EXHORTED COUNTERATTACK

Rank 5 Exploit • Offensive, Weapon (Long)

As a reaction, when an ally within 100 feet of you who can see or hear you is hit by an enemy, you can allow the triggering ally to regain hit points as if they had spent four hit dice to regain hit points, and they can use their reaction to make two melee weapon attacks against the attacker. On a hit, your ally's attack deals an extra 1d12 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You shout a warning to a comrade under fire, who avoids the brunt of the attack and responds with a vicious counterattack.

EXORCISM OF STEEL

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, while you are wielding a melee weapon, one creature within reach must succeed on a Dexterity saving throw or take 8d10 damage of the same type as your weapon and the target drops one item of your choice that it is holding. You can choose to catch the item (no action required) in a free hand or have it land in your space.

You make a powerful chopping attack against your foe, causing it to drop what it is holding.

EXACTING STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you take the attack action on your turn, you can grant yourself a +6 bonus to the attack roll of one of your melee attacks using a weapon. On a hit, your attack deals an extra 4d10 damage.

You trade damage for accuracy to land a much-needed hit on your opponent.

FEINTING FLURRY

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage, and you gain a +4 bonus to attack rolls against the target for 1 minute.

You must concentrate on this exploit as if concentrating on a spell.

A series of clever feints throws your foe off their game and makes them an easy target.

FEROCIOUS ROAR

Rank 5 Exploit • Fear, Offensive, Pet (Long)

When you take the attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to roar ferociously. Each enemy within 10 feet of your pet must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, is pushed up to 15 feet, and for 1 minute, the target is dazed. On a successful save, the target takes half as much damage, and is pushed up to 5 feet. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

If your companion is a bear, cat, snake, or wolf, a target takes 10d6 psychic damage on a failed save, instead of 8d6.

With a terrifying vocalization, your pet sends nearby enemies lurching in panic.

FLYING FOE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 5d10 damage, and you can move the target up to 30 feet. If the target ends this move within 5 feet of one or more objects or creatures, you can cause both the target and one of those objects or creatures to take 2d12 bludgeoning damage.

As soon as your foe is off-balance, you deliver a powerful strike, then easily shove it where you want it to go.

FRANTIC ASSAULT

Rank 5 Exploit • Offensive, Quarry, Weapon (Long)

When you hit your quarry with a ranged attack using a weapon, your attack deals an extra 5d10 damage.

Additionally, until the target is no longer your quarry, whenever you hit the target with a melee weapon attack, each enemy within 5 feet of you other than the target takes 2d12 damage of the same type as the triggering weapon attack (no action required).

Your shot marks the target you intend to kill. As you confront your foe in melee, your weapons flash in a whirlwind of steel, threatening other enemies as well.

FORCED RESPECT

Rank 5 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy hits your ally with a melee attack, you can make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 5d10 damage, and attack rolls against the target have advantage until the end of its next turn. Also on a hit, one ally who can see or hear you can use their reaction to make a melee weapon attack against the target.

Your strike forces your foe to respect you and your ally, making it think twice before confronting the two of you again.

GIRDING STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each ally within 50 feet of you who can hear you can use a bonus action on their next turn to spend up to four hit dice to regain hit points plus an additional 1d12. If they spend at least one hit die, they also gain a +6 bonus to AC and saving throws until the start of their next turn.

You strike your enemy as you shout encouragement to your allies, imparting the vigor they need to push on.

GNAWING ASSAULT

Rank 5 Exploit • Offensive, Pet (Long)

When you take the attack action on your turn, you can forgo one of your attacks to command your companion pet to use its reaction to make a melee weapon attack against a creature within its reach. On a hit, your pet's attack deals an extra 5d10 damage, and the target must make a Strength saving throw. On a failed save, the target is grappled by your companion. On a successful save, the target's speed is reduced to 0 until the end of its next turn. While grappled by this exploit, the target is also restrained, and the target takes 2d12 necrotic damage at the start of each of its turns until it escapes the grapple.

Until the grapple ends, your companion can only attack the target.

Your companion pet clamps down on a foe and rends its flesh.

GREAT RAM ARROW

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and the target must make a Strength saving throw. The target is pushed up to 30 feet and knocked prone on a failed save, or it's pushed up to 5 feet and knocked prone on a success.

You loose an arrow that pierces your foe, hurls them back, and knocks them off their feet.

GUERRILLA BLITZ

Rank 5 Exploit • Offensive, Weapon (Short)

When you take the attack action on your turn, you can move up to your speed before one of your attacks using a finesse or ranged weapon. On a hit, your attack deals an extra 6d10 damage, and until the start of your next turn, you gain a +1 bonus to AC and a +2 bonus to Dexterity saving throws for every 5 feet you moved as part of this exploit.

The speed and accuracy displayed during your daring assault causes your enemies to momentarily overcompensate when attacking you.

HARRYING ASSAULT

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can move up to 30 feet and make one additional melee weapon attack against a creature within your reach.

You land a calculated blow on your enemy, and then change position to deliver a simple attack on that foe or another.

HAIL OF STEEL

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each ally within 25 feet of you who can see or hear you can use their reaction to make a weapon attack against the target. On a hit, your ally's attack deals an extra 1d12 damage.

You deliver a well-placed strike against your foe and call your comrades to do the same. They pelt the enemy with attacks.

HILT SLAM

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 5d10 damage, and the target must make a Constitution saving throw. On a failed save, you grant advantage on attack rolls against yourself until the end of your next turn, you can push the target up to 25 feet, and for 1 minute, the target is stunned. On a successful save, you can push the target up to 15 feet, and for 1 minute, the target is dazed. While stunned or dazed by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You brutally slam the blunt end of your weapon into your foe's head, sending the creature staggering.

HOUNDING STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage, and until the end of your next turn, you gain advantage on attack rolls against the target and gain a +6 bonus to AC and saving throws against its attack, spells, and abilities.

With snarling ferocity, you attack. Your weapon bites deep into your enemy's flesh, filling its heart with doubt.

INSPIRING CHARGE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can choose any number of allies within 50 feet of you who can see or hear you. Each ally can use their reaction to safely move up to 30 feet and spend up with four hit dice to regain hit points.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

Giving your companion a quick signal, you charge forward to glory, inspiring them.

INTO THE BREACH!

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and one ally within 25 feet of you who can hear you can use their reaction to make a charging attack against the target with a +6 bonus to the attack roll. On a hit, your ally's attack deals an extra 1d12 damage.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

You leap forward boldly, shouting a battle cry that fills your allies with the same courage.

IRON TORNADO

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, while you have a free hand, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target must succeed on a Constitution saving throw or be pushed up to 35 feet, knocked prone, and until the end of your next turn, it is dazed.

You sweep your weapon through nearby enemies. Then, while they're recovering, you seize a foe and hurl it away from you.

LEADER OF THE BOWMEN

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and for 1 minute, you and your allies gain a +3 bonus to ranged attack rolls and do not suffer disadvantage on ranged attack rolls for being in melee.

Your shot signals the beginning of a barrage. Your leadership guides your allies' fire and helps alert them to nearby foes.

LEAPING DAGGER KICK

Rank 5 Exploit • Offensive, Weapon (Short)

When you take the attack action on your turn, before one of your melee attacks using a finesse weapon, the target to succeed on a Dexterity saving throw or be knocked prone. On a hit, your attack deals an extra 5d10 damage.

When making a charging attack, you can use this exploit in the place of the melee weapon attack. In addition, on a failed save, the target is knocked prone and until the then of its next turn, it's also dazed.

You leap through the air, crashing into your foe and slashing at it.

LIGHTS OUT

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d6 damage, and the target must succeed on a Dexterity saving throw or be blinded until the end of your next turn. Additionally, you can command your companion pet to use its reaction to make a melee weapon attack against one creature other than your target. On a hit, your pet's attack deals an extra 5d6 damage, and the target must succeed on a Dexterity saving throw or be blinded until the end of your next turn.

In a sudden move, you and your companion attack the eyes of your foes, making them easy prey.

LUNGING DERVISH

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, while wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures within 10 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and you can move the target up to 5 feet.

Then, make a melee attack with your other weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target.

You take a long step forward, bending low as your leading arm delivers an arcing slash. You follow the attack with a quick cut from your off-hand weapon.

MAIMING STRIKE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage, the target is knocked prone, and for 1 minute, its speed is reduced by 10 feet. While its speed is reduced by this exploit, it cannot dash or make charging attacks. The target can make a Constitution saving throw at the end of each of its turns, ending the exploit on a success.

You deliver a crippling strike that promises to leave your opponent hampered for a while.

MARKED BEATING

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature marked by an ally with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage, and the target is dazed for 1 minute. While dazed by this exploit, the target suffers a -3 penalty to AC and saving throws, and it can make a Constitution saving throw at the end of each of its turns, ending the exploit on a success.

Using the distraction caused by an ally, you brutalize your foe, leaving it off kilter.

MERCILESS CUT

Rank 5 Exploit • Offensive, Weapon (Long)

When you take the attack action on your turn, you can safely move up to your speed before one of your melee attacks using a finesse weapon. On a hit, your attack deals an extra 5d10 damage, and the target bleeds for 2d12 necrotic damage.

You slip up behind your enemy and slash it across its back.

MIGHTY SHIELD SLAM

Rank 5 Exploit • Offensive (Long)

As a bonus action, while you are wielding a shield, choose one creature you can see within 5 feet. The target must succeed on a Constitution saving throw with a -6 penalty, or take 8d6 bludgeoning damage, be pushed up to 10 feet, and until the end of your next turn, it is dazed.

You slam your shield into your foe with a quick, powerful thrust.

MINOTAUR CHARGE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you gain 1d12 temporary hit points. Also on a hit, you can push the target up to 5 feet and safely move up to 5 feet to the space the target vacated, and the target must succeed on a Strength saving throw or be pushed up to an additional 15 feet and knocked prone.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

You lower your head and charge your foe, sending it sprawling.

MOUNTAIN BREAKING BLOW

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet. After the attack, you can safely move up to the same distance you pushed the target. You must end this movement within 5 feet of the target.

You land a crushing blow, pushing your foe back, and press your advantage before any other enemies can retaliate.

NO ESCAPE

Rank 5 Exploit • Offensive, Weapon (Short)

As a reaction, when an enemy tries to leave a space within 5 feet of you or tries to enter a space where it has cover or obscurement, you can make a ranged attack using a weapon against the target. On a hit, your attack, deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

You do suffer disadvantage on the ranged attack roll for being in melee.

Your enemy tries to escape, but you leave it lying in its tracks.

PATH OF THE BLADE

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, you can safely move up to 40 feet. You can make a melee attack using a finesse weapon against one or two enemies within 5 feet of you at any point during this movement, with a separate attack roll for each target. On a hit, your attack deals an extra 6d6 damage, and you can move the target up to 5 feet.

You slash at your enemies, forcing them to part before you as you rush your intended enemy.

PERSISTENCE OF BLADES

Rank 5 Exploit • Stance (Long)

As a bonus action, you enter the Persistence of Blades stance. Until the stance ends, once per turn when you miss with a melee attack, you can reroll the attack, using the second result.

You are a whirl of steel and resolve. Nothing can deter you from striking your foe.

PINGER SHOT

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 30 feet. Also on a failed save, after the push, one of your allies within 5 feet of the target can use their reaction to make a melee weapon attack against the target. On a hit, your ally's attack deals an extra 1d12 damage.

Your arrow drives a foe backward onto the blade of your ally.

POUNDING BARRAGE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and you can up to two additional ranged attack using a weapon against the target. On a hit, your attack deals an extra 1d12 damage, the target's speed is reduced to 0 until the end of your next turn.

You pepper your enemy with a flurry of projectiles, leaving it tottering and unable to move.

PROTECTIVE SWEEP

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage.

If you made the attacks using a flail or heavy blade, your attacks deal an extra 6d6 damage instead of 5d6.

Additionally, you gain a +6 bonus to AC until the start of your next turn.

You swing your weapon around with care, and then take up a defensive posture.

PUGILIST'S RESOLVE

Rank 5 Exploit • Stance (Long)

As a bonus action while you have a free hand, you enter the Pugilist's Resolve stance. Until the stance ends, when an enemy within 5 feet of you misses you with a melee attack while you have a free hand, you can use a reaction to make an unarmed strike against the triggering enemy. On a hit, your attack deals an extra 1d2 damage, and the target must succeed on a Strength saving throw or be knocked prone.

Your enemies leave themselves open to your powerful punches when they attack you but fail to hit.

PUNISHING SHIELD BLOCK

Rank 5 Exploit • Offensive (Short)

As a reaction, when an enemy hits or misses you with a melee attack while you are wielding a shield, you can make the target to suffer a -6 penalty to the triggering attack roll, potentially causing it to miss. Additionally, the target must succeed on a Constitution saving throw with a -6 penalty, or take 8d10 bludgeoning damage and be knocked prone.

You catch your enemy's attack with your shield and then slam the shield back into your foe, knocking it down.

REAVING STRIKE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 7d10 damage, and you can push the target up to 5 feet.

You make a powerful overhand strike, hitting your foe with such force that it stumbles backward.

RELENTLESS ASSAILANT

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can spend up to five hit dice to regain hit points.

You get a boost out of pummeling your opponent.

REPROVING STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a melee or thrown weapon, your attack deals an extra 5d10 damage, and if a bloodied ally is within 5 feet of the target, you can push the target up to 5 feet and knock it prone.

Your attack brings vengeance to enemies that have hurt your friends.

RINGING THE BELL

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target bleeds for 1d12 necrotic damage. If you had advantage on the triggering attack roll, the target is also dazed for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the daze on a success.

You come up behind your enemy and drive your weapon against its head, leaving it senseless.

SHIFTING BLADE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or you gain advantage on attack rolls against it until the end of your next turn.

You switch your weapon to your empty hand, catching your enemy completely off guard.

SKIRMISHING POUNCE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d6 damage, and you can safely move up to 10 feet. You can then make one additional melee weapon attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 5d6 damage.

If you had advantage on any attack roll as part of this exploit, your attack deals an additional 1d6 damage on a hit.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

You leap forward, skewering one for and using your momentum to harry another.

SMASH AND GRAB

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be grappled by you. While you have the target grappled and you are wielding a melee weapon, you can choose to automatically deal 2d12 damage of your weapon's type to the target at the start of each of your turns.

If you made the triggering attack using an axe, hammer, or mace, your attack deals an extra 6d10 damage on a hit instead of 5d10.

Your hammering blow distracts your enemy long enough for you to obtain a crushing hold.

SNAKE'S RETREAT

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage. Additionally, for 1 minute, whenever the target makes a weapon attack against you, you can safely move up to 5 feet after the attack is resolved (no action required).

After striking boldly, you frustrate your foe by shifting away just as he's about to attack you.

STAB AND GRAB

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a finesse weapon while you have a free hand, your attack deals an extra 5d10 damage, and the target must succeed on a Dexterity saving throw or be grappled by you. If you already had the target grappled, it is instead restrained until the grapple ends.

You grab your foe with one hand and deliver a quick, deadly jab with the other.

STINGING SQUALL

Rank 5 Exploit • Fear, Offensive, Weapon (Short)

As an action, make a melee attack using a finesse weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and until the end of your next turn, the target suffers a -6 penalty to attack rolls, and deals only half damage against you with weapon attacks using Strength.

Spooked by your flurry of jabs, nearby adversaries are unable to make anything but feeble retaliatory strikes against you.

STOLEN VITALITY

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a finesse weapon, your attack deals an extra 5d10 damage, you gain 2d12 + 6 temporary hit points, and for 1 minute, the target's speed is reduced by 10 feet. The target can make a Constitution saving throw at the end of each of its turns, ending the speed reduction on a success.

Your vicious assault leaves your enemy unable to move quickly, and you gain a burst of confidence from the deed.

STORM OF CARNAGE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. Additionally, once per turn for 1 minute, when you or an ally misses with an attack roll while within 5 feet of you, the attacker can reroll the attack, but must use the second result.

For you and your comrades, every miss is just a new opportunity.

STRIKE THE WATCHFUL GUARD

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. Additionally, once per turn for 1 minute, you can make a melee weapon attack against the target (no action required) if you are within 5 feet of it and it either moves or attacks one of your allies.

After landing a tremendous blow, you trail your enemy and make it think twice about turning its back on you.

SUPPRESSING SHOTS

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, make a ranged attack using a weapon against any number of creatures within 10 feet of a point you can see within 100 feet of you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target must succeed on a Dexterity saving throw or until the end of your next turn, the target's speed is reduced to 0.

Additionally, until the end of your next turn, you can make a ranged weapon attack as an opportunity attack against any enemy that enters a space within 10 feet of the point you chose.

You shower enemies with arrows, pinning them down. Any foes that try to move through the area you threaten will suffer the consequences.

SURPRISING ARROW STANCE

Rank 5 Exploit • Stance (Long)

As a bonus action, you enter the Surprising Arrow stance. Until the stance ends, you can use your reaction to make a ranged attack using a weapon against an enemy that moves while within 25 feet of you. On a hit, your attack deals an extra 3d10 damage, and the target must succeed on a Dexterity saving throw or until the end of its turn, its speed is reduced to 0.

Your arrows pin down everything you see.

SURPRISING ASSAULT

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with an attack using a finesse or ranged weapon, your attack deals an extra 5d10 damage, and the target is dazed until the end of your next turn.

If you were hidden from the target when you made the triggering attack, it is stunned on a hit instead of dazed.

You deliver a swift smash to your opponent's head, surprising the foe with the brutality of your attack.

SWOOPING RAPTOR

Rank 5 Exploit • Offensive, Pet, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and you can command your companion pet to use its reaction to make a melee weapon attack against the target. On a hit, your pet's attack deals an extra 1d12 damage.

If your companion pet is a bear, raptor, or wolf, the pet can make a charging attack in place of a melee weapon attack.

Death falls from above in the form of both arrow and talon.

TAP AND COUNTERSTRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 1d12 damage. Additionally, if the target makes an attack against a creature other than you before the start of your next turn, you can use your reaction to safely move up to 5 feet and make a melee weapon attack with a +6 bonus to the attack roll using your other weapon against the target. On a hit, your attack deals an extra 5d10 damage.

You tap your foe, holding back your full strength to keep its attention fixed squarely on you.

THREEFOLD ASSAULT

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with an attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, and you can make one additional attack using your other weapon against the target. On a hit, your attack deals an extra 1d12 damage, the target must succeed on a Strength saving throw or be pushed up to 30 feet, and you can make one additional attack using either weapon against the target. On a hit, your attack deals an extra 2d12 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of your next turn.

If you make a ranged attack using this exploit, you don't suffer disadvantage on the attack roll for being in melee.

In a wild onslaught, you unleash three attacks with escalating potential.

THUNDEROUS FURY

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of your next turn. Also on a failed save, your allies gain a +6 bonus to attack rolls against the target until the end of your next turn.

You strike your enemy with a furious blow that creates a momentary lull in the fighting, giving you a chance to direct your allies to victory.

TOPPLING FINISH

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon you are wielding with two hands, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be knocked prone. Also on a failed save, you can make one additional melee attack using a weapon against the target. On a hit, your attack deals an extra 7d10 damage.

In one smooth stroke, you topple the enemy and bring your weapon back to plunge it down into its struggling body.

TWO-IN-ONE SHOT

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and you can make one additional ranged attack using a weapon against the target with a +6 bonus to the attack roll. On a hit, your attack deals an extra 3d10 damage.

The first shot is always the toughest.

TWO-WEAPON EVISCERATE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, it deals only half damage with weapon attacks using Strength.

You swing your blades in lethal arcs, dousing the battlefield in your enemy's blood.

UNLEASH HELL

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a thrown weapon using Strength, your attack deals an extra 5d10 damage. Each ally within 25 feet of you who can see or hear you can then use their reaction to make a ranged weapon attack against a creature within their range with a +6 bonus to the attack roll. On a hit, your ally's attack deals an extra 1d12 damage.

Additionally, until the end of your next turn, any ranged attack made by you or your allies can score a critical hit on a roll of 18–20, including the attack used to trigger this exploit.

On your command, you and your allies unleash a ranged barrage upon your enemies.

UNRESTRAINED AGGRESSION

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures within 20 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. Using a quarry feature, you can designate one target as your quarry before making your attack rolls. On a hit, your attack deals an extra 5d6 damage.

Your volley of arrows rains down across your enemies. Among the targets, you pick out a single opponent to kill.

UNTAMED OUTBURST

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d10 damage, and you can make one additional melee attack using your other weapon against the target. On a hit, your attack deals an extra 1d12 damage, and the target is dazed until the end of your next turn.

You lash out with your weapons, surprising your enemy with your wildness.

VANISHING FORCES

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target is marked by you until the end of your next turn.

Additionally, each ally you can see within 25 feet of you who can see or hear you can use their reaction to safely move up to 30 feet to a space where they are at least partially obscured, and make a Dexterity (Stealth) check to become hidden. Before the start of your next turn, each of those allies gains a +5d6 bonus to their next damage roll made against an enemy from which they are hidden.

An aggressive attack draws attention away from your allies so they can move into position while remaining unseen.

VICIOUS UPPERCUT

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you have a free hand, your attack deals an extra 1d12 damage, and the target must succeed on a Constitution saving throw or take 7d10 bludgeoning damage and be stunned until the end of your next turn.

You make a diversionary attack with your weapon to hide the real threat – an uppercut from your free hand.

VICTORY SURGE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and for 1 minute, each ally within 50 feet of you who can see or hear you at the start of their turn can make one additional weapon attack the first time they hit with a weapon attack on their turn.

With a triumphant roar, you urge your allies to seize every opportunity and fight like never before.

VORPAL TORNADO

Rank 5 Exploit • Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet and knocked prone.

Like a whirling cyclone of death, you spin and strike one foe after another, driving each one back and knocking it to the ground.

WAR DANCE

Rank 5 Exploit • Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. Additionally, each ally within 25 feet of you who can see or hear you at the start of their turn can use their reaction to safely move up to their speed. Each of these allies gains 2d12 temporary hit points the first time they hit with a melee attack before the end of their next turn.

One attack from you sees each ally moving into planned positions and striking with speed and force.

WARRIOR'S CHALLENGE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet.

Additionally, after the saving throw is resolved, you can mark each enemy within 10 feet of the target until the end of your next turn.

You land a mighty blow that staggers your foe to send it backward. With a wicked grin, you hoist your weapon and challenge the other enemies nearby.

WARLORD'S RUSH

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each ally who can see or hear you can use their reaction to move up to 30 feet.

Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along by the force of your wrath.

WE WILL NOT FAIL

Rank 5 Exploit • Offensive, Weapon (Short)

As a reaction, when you miss an enemy with an attack, one ally within 50 feet of you who can see or hear you can use their reaction to make a weapon attack against the triggering enemy. On a hit, your ally's attack deals an extra 6d10 damage.

Your wild strike distracts your foe, giving an ally the chance to strike the creature.

WEAPON MASTER'S TACTICS

Rank 5 Exploit • Offensive, Weapon (Short)

When you take the Attack action on your turn, you can sheathe a weapon and draw a different one before one of your attacks. On a hit, your attack deals an extra 5d10 damage, and you gain an additional effect based on the weapon you made the attack with:

- **Axe:** Each enemy within 5 feet of you and the target must succeed on a Dexterity saving throw or take 8d6 damage of your weapon's type.
- **Heavy Blade:** The target suffers a -6 penalty to attack rolls against any creature that isn't you.
- **Mace:** The target is dazed until the end of your next turn.
- **Polearm or Spear:** You can move the target to any other space within 5 feet of you.

You shift to a new weapon, catching your enemy off guard as your tactics make a dramatic transformation.

WILD STRIKE

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 7d10 damage, and you grant advantage on attack rolls against yourself until the end of your next turn.

If you are a human, your attack deals an extra 8d10 damage on a hit instead of 7d10.

Throwing caution to the wind, you lash out desperately at your foe.

WINDMILL OF DOOM

Rank 5 Exploit • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must make an Intelligence saving throw. On a failed save, each ally within 5 feet of the target can make a melee weapon attack against it. On a hit, your ally's attack deals an extra 1d12 damage.

You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.

WOLVERINE CLAW STRIKE

Rank 5 Exploit • Offensive, Weapon (Long)

When you take the attack action on your turn, you can safely move up to 10 feet before one of your attacks. On a hit, your attack deals an extra 5d6 damage, you can safely move up to 5 feet and make one additional melee attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 5d6 damage, and you gain a +6 bonus to AC until the end of your next turn.

You dart among your foes in a low crouch, striking out on both sides.

WOUNDING WHIRLWIND

Rank 5 Exploit • Offensive, Weapon (Long)

As an action, while you are wielding a separate melee weapon in each hand, make two melee attacks (one using each weapon) against any number of creatures within 5 feet of you, with two separate attack rolls for each target. On a hit, your attack deals an extra 3d6 damage, and the target bleeds for 1d12 necrotic damage. This bleeding stacks with itself.

Crimson droplets splatter as you slash into all nearby foes.

CHANGE LOG

VERSION 2.0

- Rebalanced the damage, buffs, and debuff numbers based on feedback and playtesting
- Brought the wording more in line with Divine Prayers, again, based on feedback and playtesting
- Added close to 400 new exploits that were skipped over the first time

POWER CONVERSION HOMEBREW

This is part of a larger collection of Power
Conversions available on the DM's Guild:

- [Arcane Incantations](#)
- [Divine Prayers](#)
- [Martial Exploits](#)
- Primal Rites
- Psionic Disciplines

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