

# Maneuvers

A character who has trained in combat has expertise that no common militia member or pickpocket can match. A swashbuckling duelist knows feats of swordplay that are practically unmatched, and a sniping archer can bring down several enemies at once. These characters draw on maneuvers that reflect the expertise they have acquired.

When you use a maneuver, you spend martial damage dice (granted by your class) to perform the maneuver. You make a devastating or uncannily accurate attack, perform an awesome acrobatic stunt, or block an opponent's blow. Each maneuver tells you when you can use it, how many martial damage dice you can spend on it, and what happens as a result.

**Gaining Maneuvers:** Characters typically gain maneuvers from class features such as Fighting Style and Rogue Scheme. These class features specify the maneuvers that you gain at certain levels.

**Spending Martial Damage Dice:** A maneuver lets you spend one or more martial damage dice to do something beyond what you could normally do. When you use a maneuver, you decide how many martial damage dice you spend on that maneuver. Then, you resolve the maneuver's effects. Some maneuvers let you roll one or more martial damage dice and add the results, and others let you roll multiple dice and use only the highest result. Unless a maneuver specifies otherwise, any dice you spend on a maneuver cannot be rolled and added to the damage of an attack.

## General Maneuvers

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Trip

## Fighter Maneuvers

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Defensive Roll  
Disarm  
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## Monk Maneuvers

Controlled Fall  
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Flurry of Blows  
Hurricane Strike  
Iron Root Defense  
Step of the Wind  
Whirlwind Attack

## Maneuver Descriptions

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The following maneuvers are presented in alphabetical order.

### Bull Rush

You throw yourself into a full-fledged shove, driving your opponent across the battlefield.

**Effect:** As an action, you can spend martial damage dice to push a creature that is your size or smaller away from you. Choose a creature within 5 feet of you. For each martial damage die you spend, you push the creature 5 feet away from you, and you move along with the creature along the same path.

### Composed Attack

You calm your mind and focus your effort on overcoming whatever disadvantages would cause your attack to miss.

**Effect:** When you make an attack with disadvantage, you can spend a martial damage die to offset the disadvantage. Roll that die, and add the result to the lower d20 roll. This total cannot exceed the higher die roll.

If you spend two martial damage dice, you don't suffer disadvantage on the attack.

### Controlled Fall

You contort your body when you fall, which reduces or negates the injuries you would have sustained on impact.

**Effect:** When you fall but before you take damage from the fall, you can spend martial damage dice to reduce the damage. On landing, roll all the martial damage dice you spent, add up their results, and reduce the damage by that total.

### Defensive Roll

Whenever your quickness and reflexes would save you, you push yourself, twisting and rolling to escape the danger.

**Effect:** When you make a Dexterity saving throw and take damage as a result, you can use your reaction to spend martial damage dice to reduce the damage. Roll all the martial damage dice you spend, add up their results, and reduce the damage by that total.

If you reduce the damage from an area effect to 0, you can move up to your speed as part of the same reaction.

### Deflect Missiles

Your keen reflexes allow you to pluck arrows, javelins, and other missiles from the air and hurl them back at your foes.

**Effect:** You can use your reaction to deflect missiles. When you are hit by a ranged weapon attack, you can use your reaction to spend martial damage dice to deflect or catch the missile with a free hand. Roll all the martial damage dice you spend, add up their results, and reduce the damage by that total.

If you reduce the damage to 0, you can catch the missile, provided it is small enough for you to hold in one hand.

If you catch the missile, you can spend a single martial damage die as part of the same reaction to make a ranged attack with the missile against your attacker (you make this attack as if you had proficiency with the weapon). If the missile is a piece of ammunition, such as an arrow, halve your attack's range and damage.

### Disarm

You strike a blow that also batters at your opponent's weapon.

**Effect:** As an action, you can spend one or two martial damage dice to make a disarming attack. Make a melee attack. If the attack hits, deal damage as normal, and the target suffers an additional effect based on the number of dice you spent.

If you spent one die, you cause the creature to drop one object that it is holding in one hand.

If you spent two dice, you cause the creature to drop one object it is holding with both hands.

### Flurry of Blows

You unleash a flurry of unarmed attacks, striking several foes at once or one foe multiple times.

**Effect:** As an action, you can make a flurry of blows. Spend one or two martial damage dice, and make an unarmed melee attack.

If you spent one die, you make a second unarmed melee attack as part of the same action.

If you spent two dice, you make two additional unarmed melee attacks as a part of the same action.

## Glancing Blow

Even when you miss with an attack, you can manipulate your weapon to deliver a glancing blow.

**Effect:** When you miss a target with a melee weapon attack but your attack result is a 10 or higher, you can spend martial damage dice to turn the miss into a glancing blow, which is not treated as a hit. Roll all the martial damage dice you spend. The target takes damage equal to the highest die result alone. The damage is of the weapon's damage type, but it delivers no additional effect associated with the weapon or the attack.

## Hurricane Strike

Your extensive training in the martial arts allows you to hurl your enemy away from you.

**Effect:** As an action, you can spend one, two or three martial damage dice to hurl an enemy your size or smaller away from you. Make an unarmed melee attack. If the attack hits, it deals damage as normal, and the target must succeed on a Strength saving throw. If the creature fails its save, the effect depends on the number of dice you spend.

If you spent one die, the creature is knocked prone and pushed up to 10 feet in a straight line away from you.

If you spent two dice, you can magically push a creature that is up to one size larger than you, and the push distance can be up to 30 feet.

If you spent three dice, you can magically push a creature that is up to two sizes larger than you, and the push distance can be up to 60 feet.

## Iron Root Defense

Through a trained peace of mind, you tap into the strength of the earth and become a living statue, which barely feels pain.

**Effect:** As an action, you can spend martial damage dice to reduce the damage you take for the next round, provided you haven't moved during this turn. Roll all the martial damage dice you spend and add up their results. Until the

start of your next turn, the damage you take from any source is reduced by that total.

You cannot move while this benefit is in effect. If you are somehow moved, the benefit immediately ends.

## Lunge

You stretch out to strike at an enemy just out of your normal reach.

**Effect:** When you make a melee weapon attack, you can spend a single martial damage die to increase your reach for that attack by 5 feet.

## Opportunist

When you spot an opening in your opponent's defenses, you strike with uncanny accuracy.

**Effect:** When you make an opportunity attack, you can spend any number of martial damage dice to improve your accuracy. Roll all the martial damage dice you spend, but add only the highest die result to the attack roll.

## Precise Shot

Cover is not an obstacle for you when you make ranged attacks. You line up your shot with amazing accuracy.

**Effect:** When you make a ranged attack against a target that has half cover, you can spend a single martial damage die to ignore the cover. If you spend two martial damage dice instead, you can ignore three-quarters cover.

## Protect

When an ally comes under attack, you can position your shield to block the strike.

**Effect:** You can use your reaction to protect an ally. When a target within 5 feet of you is hit by a weapon attack while you are wielding a shield, you can use a reaction to spend martial damage dice to reduce the attack's damage against the target. Roll all the martial damage dice you spend, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

## Rapid Shot

You can loose two shots with a ranged weapon in quick succession.

**Effect:** As an action, you can spend a single martial damage die to make a ranged attack with a shortbow or a longbow against two targets that are within 10 feet of each other (one attack per target).

## Shove Away

Your attack drives your opponent away from you, sending them reeling.

**Effect:** When you hit a creature that is your size or smaller with a melee weapon attack, you can spend one martial damage die to push that creature 5 feet away from you.

If you instead spend two martial damage dice, you can use this maneuver when attacking a creature that is one size larger than you.

## Spring Attack

You make sudden, rapid movements to catch your enemy off guard.

**Effect:** As an action, you can spend a single martial damage die to make a melee or ranged attack and then move up to 10 feet. This movement does not provoke opportunity attacks.

## Step of the Wind

Your extraordinary focus allows you to move with incredible speed. As you attain supernatural mastery of this maneuver, you learn to move with such speed that you can walk across water and up walls.

**Effect:** When you start a move, you can spend martial damage dice to increase your speed. Roll all the martial damage dice you spend, but take only the highest die result and multiply it by 5. Increase your speed for that move by a number of feet equal to the total.

If you spend at least two dice, you can magically walk along vertical surfaces as part of the move.

If you spend at least three dice, you can magically walk across any liquid as part of the move.

## Trip

You use your attack to drive your enemy to the ground.

**Effect:** When you hit a creature that is your size or smaller with a melee weapon attack, you

can spend one martial damage die to knock that creature prone.

If you instead spend two dice, you can use this maneuver when attacking a creature that is one size larger than you.

If you instead spend three dice, you can use this maneuver when attacking a creature that is up to one size larger than you, and standing up requires the creature to use all of its movement for the turn.

## Volley

You loose a barrage of missiles to bring down several enemies at once.

**Effect:** As an action, choose any number of targets within a 10-foot-radius area to attack with the ranged weapon you're wielding. For each target you choose, you must spend one martial damage die.

Then make a ranged attack against each target. Use the same attack roll for all the targets, but roll damage against each of them separately.

## Whirlwind Attack

You bring your weapon around in a sweeping arc to strike at multiple foes simultaneously.

**Effect:** As an action, choose any number of targets within 5 feet of you to attack in melee. For each target you choose, you must spend one martial damage die.

Then make a melee attack against each target. Use the same attack roll for all the targets, but roll damage against each of them separately.