

Расширение возможностей для воинских (мартиальных) классов

Версия 0.8, английская

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FOREWORD

1. VARIANT RULES

FIGHTING WITH TWO WEAPONS (VARIANT)

Standard rules for fighting with two weapons make it useless for ranger (which must use bonus action to get benefits of Hunter's Mark) and fighter after 11 level. So this variant rule fixes this problem – freeing bonus action and creating synergy effect of Action Surge for fighter.

When you take the Attack action and attack with a melee weapon, that hasn't heavy property, or light ranged weapon that you're holding in one hand¹, you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

If later you receive ability to make Extra attacks, then you make first attack with off-hand weapon as part of Attack action and still can make second attack with off-hand weapon as a bonus action.

EXTRA ATTACK IN MULTICLASSING (VARIANT)

Sometimes I and my players wanted to create "strange multi-class characters – with several martial classes.. So this rule

will give such characters Extra Attack 1 or two levels earlier and if character have two sources of Extra Attack then he will get some little compensation.

If you have two or more classes (or archetypes) with class feature Extra Attack then you can gain benefit of this class feature even if any one of your classes hasn't enough levels to get it. If your total levels of classes with class feature Extra Attack is more than 7 then you can use Extra Attack.

Also, the only one way to get second feature Extra Attack (to make 3 weapon attacks as action) is to get eleven levels of Fighter. If you have two sources of Extra Attack class feature – you can take another fighting style

ROGUE SNEAK ATTACK (VARIANT)

More classical sneak attack – to attack with club or similar effect

Rogue can make sneak attacks with ranged, finesse or light weapons.

FALLING TO 0 HP

If you fall to 0 hp and receive healing in combat you have 1 level of exhaustion. These levels of exhaustion fade away after short rest.

FLANKING (VARIANT)

If you and your ally are flanking target (as described in Flanking optional rule) you and

¹ Изменения направлены на отражение школы испанского фехтования, увеличения полезности двуручного боя в 3-4 тире

your ally gain bonus +2 to attack rolls versus this target.

LETHAL ATTACKS

During first round of combat if creature is hit with weapon attack and creature not acted in this combat this successful hit can be lethal. Targeted creature must succeed on Wisdom Saving Throw versus DC 10+ Proficiency modifier of attacker or be vulnerable to lethal attack. If targeted creature is vulnerable then it must succeed on Constitution Saving Throw or fall to 0 hp. DC of this Saving throw is equal to 10 + damage dealt but no more then 25.

2. NEW ACTIONS

CHARGE

Action

This option makes it easier for combatants to close the distance before attacking.

As an action, a creature chooses another hostile creature that it can see, and to whom it has a straight path clear of obstacles and difficult terrain (including other creatures) The charging creature gains extra movement for the current turn, equal to half of its movement speed. However, it can only use its movement To move toward the chosen creature, and must move in a straight line. If the charging creature ends its movement in a space adjacent to the creature it chose, it can use its bonus action to make a melee weapon attack against the creature. As soon as it makes this attack, its speed is reduced to 0 until the end of the current turn.

COUP DE GRACE

Action

You make one finishing blow against helpless target. Make melee weapon attack with advantage against target, if attack hits then target creature immediately falls to 0 hp and have two death save failures.

Also you can make Coup de Grace action versus creature which is grappled or restrained by you.

3. FIGHTING STYLES

ADDITIONAL FIGHTING STYLES

CANNY DEFENSE²

While not wearing armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use shields and still gain this benefit.

BLIND FIGHTING

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier.

As long as you have a free hand, any time you take the Attack action, you can make an unarmed strike as a bonus action. When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

BLESSED WARRIOR

Paladin only

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

PRIMAL WARRIOR

Ranger only

You learn two cantrips of your choice from the druid spell list. They count as druid spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

POINT BLANK SHOT

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with one-handed weapons, and your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you.

SPEAR FIGHTER

While wielding a spear, you may treat it as though it had the Finesse property. If you wield a spear two handed, you may treat it as though it had the Reach property.

CHANGED FIGHTING STYLES

Опыт пяти лет в Лиге Авантюристов показывает что эти стили не выгодны для персонажа поэтому их редко используют. Мы попробовали исправить их

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit. Also you gain bonus +1 to attack rolls with such weapon³.

TWO-WEAPON FIGHTING⁴

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you can draw

² Не стакается с mage armor, monk unarmored defense

³ Небольшое усиление боя с тяжёлым двуручным оружием.

⁴ Требует переделки с учетом хоумрула по бою двумя оружиями

or stow two one-handed weapons when you would normally be able to draw or stow one.⁵

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield. Also on your turn you can use bonus action to grant your ally that is within 5 feet of you bonus+2 to AC until it moves from 5ft zone of you or beginning of your next turn.⁶

Interception (Alternative use). When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

NOT CHANGED FIGHTING STYLES

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

⁵ Добавка из Dual Wielder в виду его отмены.

⁶ Усиление протекшна – самого слабого стиля из всех имеющихся в наличии.

4. FEATS

NEW FEATS

MARTIAL ARTIST

You have training in one of the martial arts traditions of Carao (or Kara-Tur, or Rokugan or whatever your Fantasy Japan analogy is). You gain the following benefits.

- You are proficient with unarmed strikes and they use a d4 for damage. If you have Unarmed Fighting style you also gain +1 bonus to attack rolls with unarmed strikes.
- Unarmed strikes become finesse weapons for you. However, you may always use Strength instead of Dexterity depending on the martial art style and circumstances.
- You learn two maneuvers of your choice from among those available to the Martial Artist (see Martial Artist Maneuver List). If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). These maneuvers may only be used with unarmed strikes. And you gain two martial dice, which are a d6. This die is used to fuel your maneuvers. A martial die is expended when you use it. You regain your expended martial dice when you finish a short rest.
- You may take this feat to learn more maneuvers and gain additional martial dice multiple times. You may also spend downtime once you have taken this feat to learn a new maneuver. It takes 50 days of non-consecutive training (downtime) to learn a new manoeuvre.

MARTIAL ARTIST MANOEUVRE LIST

Beauty Looks At Mirror. You can use your opponent's weight, strength, and momentum against it, deflecting its attack and throwing it to the ground. When another creature misses

you with a melee attack, you can use your reaction and expend one martial die to perform a Trip Attack maneuver. You may add the Crab Fling die as well as the die from the Trip Attack to the DC of the trip.

Black Tiger Steals Heart. You cause intense pain in an opponent with a successful stunning attack. After successfully making an unarmed melee attack you can spend a martial die to cause such debilitating pain that the target creature is nauseated for 1 round. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action for that round. You may also add the martial die to the damage of the Paint Touch attack.

Bull Charges Leopard. When you make an unarmed attack on your turn, you can expend one martial die to increase your reach for that attack by 5 feet. If you hit, you add the martial die to the attack's damage roll.

Carrying The Sun And Moon. You can turn a strong defence into a powerful offence. If an opponent attacks you and misses while you are using the total defence action, you can attack that opponent by spending a martial die on your next turn with a bonus on your unarmed attack roll of your spent martial die.

Double Dragons Emerge From Sea. You can strike a humanoid opponent's joints to knock your target off balance. Against a humanoid opponent, after landing an unarmed attack you can use a martial die to force the target creature to make a Dexterity saving throw. On a failure, the target is thrown so off-balance that they grant advantage to all attackers. You may add the martial die to the DC of the Dexterity saving throw. Characters with the stunning strike ability can add this as a rider to the attack without expending a martial die to trigger the effect. However, they do expend a the die to increase the save DC.

Dragon And Tiger Appear. When you hit a creature with an unarmed attack, you can expend one martial die to attempt to drive the

target back. You add the martial die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Drunken Dance. You attack from a prone position with advantage. You can expend a martial die to make an unarmed attack from the prone position and suffer no penalty on your attack roll (advantage cancels disadvantage). You add the martial die to the attack's damage or to-hit roll. If your attack roll is successful, you may regain your feet immediately as a reaction.

Eagle Claw. Your unarmed attacks shatter objects. You may use an attack action to make an unarmed attack against an object. You may spend your martial die to nullify the object's damage resistance to bludgeoning and bypass its damage threshold (if any). You may roll your martial die and add it to the damage done.

Earth's Embrace. You can crush opponents when you grapple them. If a grappled creature fails to escape your grip you may spend a martial die to cause critical damage during the hold. You may roll your martial die and add it to the damage done.

Falling Star Strike. You have mastered the art of striking a nerve that blinds a humanoid opponent. You may spend a martial die to force the target to make a Constitution save or become blinded for 1 minute. You can add the martial die to the DC of the Constitution DC.

False Leg Hand Sweep. When a creature misses you with a melee attack, you can use your reaction and expend one martial die to make an unarmed attack against the creature, if you hit, you add the martial die to the attack's damage roll.

Fierce Tiger Pushes Mountain. When you hit a creature with an unarmed attack, you can expend one martial die to attempt to damage another creature with the same attack, Choose another creature within 5 feet of the original target and within your reach, if the original

attack roll would hit the second creature, it takes damage equal to the number you roll on your martial die. The damage is of the same type dealt by the original attack.

Fists of Iron. You have learned the secrets of imbuing your unarmed attacks with extra force. When you make an unarmed attack roll against a creature, you can expend one martial die to add it to the damage roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Gold Dragon Sweeps The Sky With Its Tail. If you move at least 30 feet towards an enemy you can use your bonus action to make an unarmed attack. If you hit, you add the martial die to the attack's damage roll.

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

Great Snake Takes Hold. You have learned the correct way to apply pressure to render an opponent unconscious. If a grappled humanoid creature fails to escape your grip you may spend a martial die to force the target to make a Constitution save or fall unconscious for 1 minute. You can add the martial die to the DC of the Constitution DC.

Lion Roar's At Purple Dragon. You can bellow forth a ki-empowered shout that strikes terror into your enemies. When you hit a creature with a weapon attack, you can expend one martial die to attempt to frighten the target. You add the martial die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn. You can expend two martial die to turn it into a Great Ki Shout which causes fear instead of just frightening.

Mongoose Strike. When you make an unarmed attack roll against a creature, you can expend one martial die to add it to the roll.

You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Rising Sun Meets The Lady Sky. When you score a critical hit with an unarmed attack, you can use your reaction and expend one martial die to make another unarmed attack against the creature, if you hit, you add the martial die to the attack's damage roll.

Single Whip Saves the Emperor. When you move, you can expend one martial die, rolling the die and adding the number rolled to your AC until you stop moving.

Unicorn Embraces Moon. When you hit a creature with an unarmed strike on your turn, you can use a martial die to attempt to grapple the target. You can add the martial die to your grapple attempt.

White Crane Chases Jade Tiger. When you hit a creature with an unarmed attack, you can expend one martial die to attempt to knock the target down. You add the martial die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

White Horse Presents Hoof. When you hit a creature with an unarmed attack, you can expend one martial die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the martial die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose, the object lands at its feet.

White Snake Shoots Venom. You can expend one martial die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature, if that attack hits, add the martial die to the attack's damage roll.

MARTIAL ARTS MASTERY

The monks described in the Player's Handbook are the principal practitioners of unarmed

martial arts in the DUNGEONS & DRAGONS game, while fighters (and, to an extent, samurai) are the experts in armed martial arts. Characters of all classes, however, can learn at least some of the techniques of martial arts—and in an Oriental Adventures campaign, they do so in the context of well-defined schools and traditions. Learning a martial art is more than selecting a couple of interesting maneuvers. It involves a commitment to a particular style of fighting—one that emphasises kicks over blows with the hand, for example, or one that teaches throws rather than strikes. A martial arts style is a collection of manoeuvres that practitioners of that style learn to enhance their prowess in combat. Similarly, schools of unarmed combat have certain styles reflected in the specific maneuvers they teach. One fundamental difference between styles is the distinction between hard forms and soft forms.

Hard forms emphasise the use of muscles and bones for power, relying on direct movements and offensive focus. Hard styles often build off of Strength.

Soft forms rely more on inner power, utilizing fluid and circular motions and redirecting an attacker's movements with a more defensive approach. Soft styles often build from Dexterity.

Within each form, styles make use of certain methods of attack and defence. These methods and the feats associated with them are listed below. No style makes use of only one method. The manoeuvres of a style can be learned in any order.

Following the path of a martial arts style has benefits. A character who masters the maneuvers within a style gains mastery of that style and you may increase your martial dice for martial arts from a d6 to a d8.

MARTIAL ARTS STYLES

STYLE	MANUEVER
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Empty Hand Hard Form	Mongoose Strike
	Fists of Iron
	Eagle Claw
	Rising Sun Meets The Lady Sky
	White Horse Presents Hoof
Mighty Works Hard Form	White Snake Shoots Venom
	Great Snake Takes Hold
	Earths Embrace
	Fists of Iron
	Eagle Claw
Foot and Fist Soft Form	Gold Dragon Sweeps The Sky With Its Tail
	Dragon And Tiger Appear
	Rising Sun Meets The Lady Sky
	Gold Dragon Sweeps The Sky With Its Tail
	Fists of Iron
The Gentle Way Soft Form	Beauty Looks at Mirror
	False Leg Hand Sweep
	Fierce Tiger Pushes Mountain
	White Crane Chases Jade Tiger
	Carrying The Sun And Moon
Meditation on War Hard/Soft Form	Beauty Looks at Mirror
	Big Boss' Drunken Dance.
	Black Tiger Steals Heart.
	Mongoose Strike
	Mongoose Strike
	Bull Charges Leopard
	Fists of Iron
	Black Tiger Steals Heart.
	Double Dragons Emerge From Sea
	Falling star strike

WEAPON SPECIALIZATION

Prerequisites:

Your focused training in the use of certain weapons allows you to strike more precisely with them. When you hit with an attack roll using weapons from selected weapons group you deal an extra 1d4 damage on a hit. If the target is within 5 feet of you, the extra damage increases to 1d6 instead of 1d4.

The extra damage is the same type as the weapon's damage. However, attacks made as part of a bonus action only inflict this extra damage if they are melee attacks.

Also you gain bonus +1 to attack rolls with weapons from selected weapon groups.

WEAPON GROUPS

- Long Blades
- Short Blades
- Axes
- Polearms
- Bows
- Crossbows
- Bludgeoning weapons

STUDENT OF COMBAT SCHOOL

Prerequisites: Character hasn't Personal Combat Style Beginner feat.

Weapons and combinations of weapons: you gain benefits of this combat school only when you use specific weapons of combination of weapons.

You learned style of combat techniques from one of many combat schools in the world.

You gain next benefits:

- Bonus +1 to Basic Ability Score
- You learn 2 combat techniques and 1 maneuver
- You gain 2 superiority dice which are d6. When you take Master of Combat School feat these dice will became d8.

MASTER OF COMBAT SCHOOL

Prerequisite: 6 level

You gain next benefits:

- Additional dice of superiority
- You learn 2 combat techniques

- You learn 1 maneuver
- Now you can take other Combat School Feats
- You gain bonus +1 to attack rolls with school weapons

Deprecated feats

Combat school and Personal style feats replace many of feats which are used at this momen.

Next feats are not used anymore – their benefits included in new feats.: Great weapon Master, Charger, Dual Wielder, Shield Master, Martial Adept, Sentinel, Savage Attacker, Polearm Master, Mounted Combatant, Defensive Duelist, Sharpshooter

Насколько изменяется баланс между классами при использовании этих черт?

Боевые школы явно персонажу эффект в виде +1 к характеристике, +1 к попаданию, 4 техники, 3 куба маневров, что явно больше сравнимого эффекта от черты и повышения характеристики. С другой стороны, персонаж получает эти преимущества только при использовании определенных оружий, что будет создавать ему проблемы при получении хорошего оружия другого типа.

С третьей стороны, увеличение эффективности у мартиал классов идет не настолько большое, чтобы заклинатели почувствовали себя в опасности, а между мартиал классами паритет сохраняется.

Дополнительные требования описаны в каждой школе. После взятия данной черты первый раз (на уровне «Ученик»), вы

можете взять ее второй раз на уровне «Мастер», после чего вы вновь можете изучать другие школы боевых стилей.

Training to gain benefit of Master of Combat School

You can receive Master of Combat School after training during 500 downtime days. If you are trained by Master of this school time needed is decreased by 200 days%. Additionally, characters of 9 or higher level also spent less time to training –needed time is decreased by 50 days.

Каждая боевая школа дает на уровне Ученик: +1 к характеристике, 2 боевых техники, 1 маневр, 2 кости превосходства кб. Каждая боевая школа дает на уровне Мастер: увеличение размера кости превосходства до к8, 1 дополнительную кость превосходства, 2 боевых техники, 1 маневр.

Оptionальное правило.

Используя концепцию вторичных навыков игрок может заменить получение черты уровня «Мастер» на тренировку в школе или додзё двух вторичных навыков (500 дней простоя). Тренировка с участием Мастера в данной школе уменьшает время тренировки на 40%. Персонажи 9ого и выше уровня также уменьшают длительность тренировки на 10%.

PERSONAL COMBAT STYLE (BEGINNER, MASTER)

Личный боевой стиль позволяет самому определить набор техник и маневров, жертвуя при этом физической тренировкой и одной техникой. При этом Личный боевой стиль должен быть определен для пяти единиц инвентаря, где оружие считается

как одна единица, а дополнительные требования снижают количество использованных единиц. Т.е. если личный боевой стиль будет ограничен пятью оружиеми при использовании тяжелой брони, то можно взять еще одно оружие⁷. Разные виды доспехов нельзя брать в качестве ограничения.

Combat School Training Benefits:	Personal Style Training Benefits
1. Student Physical training , 2 superiority dice, 1 maneuver, 2 techniques 2. Master Increasing of superiority die (d6->d8), 1 additional superiority die, 1 maneuver, 2 techniques , bonus +1 to hit You regain all expended superiority dice after finishing short or long rest	1. Student 2 superiority dice, 1 maneuver, 2 techniques 2. Master Increasing of superiority die (d6->d8), 1 additional superiority die, 1 maneuver, 2 technique, bonus +1 to hit You regain all expended superiority dice after finishing short or long rest

Формат описания

School Name – имя школы

Description – описание, когда будет

Prerequisites: backgrounds, weapon proficiencies, armor proficiencies, ability score or special . – требования к персонажу, который хочет взять эту черту- предыстории, навыки с оружием, доспехами, значения характеристик или иное.

Weapons, armor and their using: - с каким оружием или доспехами эта школа или стиль используются.

Primary ability: define which ability will be used for Weapon Maneuvers and Combat techniques DC. DC = 8 + modifier of primary ability + proficiency bonus. – Основная характеристика которая определяет УС проверок маневров и техник.

Primary ability: primary ability is prerequisite for training in this school. You must have ability score for primary ability minimum 14/

Physical Training: when you take first feat (Student of Combat school) you increase this ability by 1, to a maximum of 20. – Физическая тренировка позволяет повысить один из указанных здесь характеристик.

All combat schools grant a mixture of maneuvers and techniques, as well as some physical training. Combat schools require specific weapons or combinations of weapons. You cannot use the maneuvers or techniques from a combat school unless you are both proficient in and wielding the school's specified weapons.

Боевые маневры это сложные в выполнении приемы из Боевой школы и требуют расхода костей превосходства. **Активный навык.**

Боевые техники – это качественные особенности использования оружия данной школы. **Пассивный навык.** Не требует действий на активацию / деактивацию

Student maneuvers: - маневры полученные на уровне черты студент.

Student techniques: - техники полученные на уровне черты студент.

Master maneuvers: - маневры полученные на уровне черты студент.

Master techniques: : - техники полученные на уровне черты мастер

Названия боевых техник используют форму множественного числа, а названия боевых маневров – используют форму единственного числа.

MARTIAL COMBAT SCHOOLS AND FIGHTING STYLES

1. Twin Sword Style

Description: Most people who live along the Sword Coast know of Drizzt Do'Urden, master of the two scimitars. The foolish and ignorant might assume that his style of fighting is the

⁷ Текст надо переписать

most common style among drow of the Underdark. But drow come from many different cities, worship many different gods, and have just as many varied influences in their lives as humans, surface elves, or dwarves. As such, their fighting styles vary from city to city and from individual to individual. Since most drow cities have a martial academy that all warriors must attend, all drow gain a basic familiarity with many styles of combat, from subtle twists of a blade to disarm a foe to overpowering strikes made to bite deep into enemy flesh. Here's an overview of the most common fighting styles used by the dark elves. Most drow focus on one particular style in their studies, but more experienced fighters often dabble in other styles so that they are more versatile.

Weapons: Twin Sword Style style utilizes twin daggers, short swords, scimitars or any combination of two light, finesse weapons (rapier and dagger as example)

Primary ability: Dexterity

Physical Training: Dexterity

Student maneuvers: *Riposte*

Student techniques: Unfettered Defense, Fancy Footwork

Master maneuvers: Redirect Attack

Master techniques: Blood for Steel

2. Spear & Shield

Description:

Prerequisites: shield proficiency,

Weapons: Spear and shield

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Pushing Attack

Student techniques: Shield Defense, Distracting Strike

Master maneuvers: Precision Attack

Master techniques: Polearm Expertise, Shield Bash

3. Heavy striker

Weapons: heavy or versatile melee weapon in two hands

Primary ability: Strength

Physical Training: Strength

Student maneuvers: %% INSERT HERE%%

Student techniques: Charge, Deadly Strikes

Master maneuvers: Pressing Attack

Master techniques: Cleave, Threatening stance

4. North Shield - Shield & Blade

Prerequisites: shield proficiency

Weapons: shield, long sword, short sword, gladius

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Unbalancing Attack
INSERT HERE%%

Student techniques: Reactive Strike, Shield Bash

Master maneuvers: Blinding Strike

Master techniques: Distracting Strike, Shield Defense

5. Single Blade

Prerequisites: short sword proficiency, Strength 13

Weapons: one weapon (usually shortsword, scimitar or rapier) and other hand must be free

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Disarming Attack

Student techniques: Defensive Stance, Distracting Strike

Master maneuvers: Riposte

Master techniques: Deadly Strikes, Defensive Duelist

6. Two Swords

Prerequisites: Strength 13, Dexterity 13

Weapons: The Two Blades style uses two edged weapons of equal length, usually combining twin longswords or small swords.

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Pressing Attack

Student techniques: Balanced Hands, Charge

Master maneuvers: Crippling Strike

Master techniques: Deadly Strikes, Threatening Stance

7. Military Shield – Shield & Short Sword

Prerequisites: Proficiency with the gladius or short sword, Strength 13 or higher

Weapons: Primary Shield utilizes the shield and gladius, exploiting the shield's superior cover and the gladius' speed.

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Crippling Strike

Student techniques: Shield Defense, Shield Bash

Master maneuvers: Precision Strike

Master techniques: Distracting Strikes, Threatening Stance

8. Dance of Blades – Any sword

Prerequisites: proficiency with swords

Weapons: Dance of Blades specializes in the use of the short sword, scimitar, gladius, long sword, and great sword.

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Riposte

Student techniques: Blade Step, Cleave

Master maneuvers: Precision Attack

Master techniques: Deadly Strikes, Reactive Strike

9. Arrow storm – Master Archer

Requirements: Proficiency with either longbow or shortbow, Dexterity of 13 or higher.

Weapons: Longbow and shortbow

Primary ability: Dexterity

Physical Training: Dexterity

Student maneuvers: Ranged Disarm

Student techniques: Always armed, Snap shot

Master maneuvers: Rapid Shot

Master techniques: Quick reactions, Close Quarters Archery

10. Trident & Net

Requirements: Strength (Athletics) and proficiency with trident and net.

Weapons: Net and trident

Primary ability: Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Disarming Strike

Student techniques: Shielding Net, Netting

Master maneuvers: Entangling Defense

Master techniques: Cleave, Deadly Strikes

11. Tuigan archery - Mounted Archer

Requirements: Proficiency with shortbow, Dexterity of 13 or higher.

Weapons: Shortbow

Primary ability: Dexterity

Physical Training: Dexterity

Student maneuvers: Galloping Shot

Student techniques: Shifting saddle, Fancy riding

Master maneuvers: Crippling Shot

Master techniques: Distracting Shot, Nimble Horsemanship

12. Finesse staff and twin maces

Requirements: Proficiency with quarterstaff, mace, and Dexterity (Acrobatics).

Weapons: Quarterstaff or twin "iron rods" (maces).

Primary ability: Dexterity

Physical Training: Dexterity

Student maneuvers: Pushing Attack

Student techniques: Defensive Stance, Flexible as a Reed⁸

Master maneuvers: Stunning Blow

Master techniques: Mother's Reach⁹, Fancy Footwork

13. Bludgeoning weapons - Hammers, Clubs, Maul

Requirements: Strength 13,

Weapons: hammer, Warhammer, mace, Morningstar or maul

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Trip Attack

Student techniques: Force the Opening, Savage Attacks

Master maneuvers: Stunning Blow

Master techniques: Deadly Strikes, Distracting Strikes

⁸ Техника уникальная для этой школы

⁹ Техника уникальная для этой школы

14. Solo Polearm

Requirements: Strength 13, glaive or halberd proficiency

Weapons: glaive or halberd

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Trip Attack

Student techniques: Polearm expertise, Deadly Strikes

Master maneuvers: Precision Attack

Master techniques: Threatening Strikes, Polearm Mastery¹⁰

15. Master Axeman

Requirements: Strength 13, battleaxe or greataxe proficiency

Weapons: battleaxe or greataxe

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Pushing Attack

Student techniques: Savage Attacks, Force the Opening

Master maneuvers: Menacing Attack

Master techniques: Charge, Deadly Strikes

16. Ride and Strike

Requirements: Strength 13, proficiency in Animal Handling

Weapons: any melee weapon while mounted

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Trip Attack

Student techniques: Rider's Evasion, Ride by Attack

Master maneuvers: Precision Attack

Master techniques: Nimble Horsemanship, Galloping Charge

17. Master Crossbowman

Requirements: Proficiency with either hand crossbow, light crossbow or heavy crossbow, Dexterity of 13 or higher.

Weapons: Any crossbow

Primary ability: Dexterity

Physical Training: Dexterity

Student maneuvers: Precise Attack

Student techniques: Close Quarters Archery, Fast loading

Master maneuvers: Distracting Shot

Master techniques: Rapid Crossbow

18. Raptor School

Requirements: Wisdom 13, Athletics proficiency

Weapons: heavy or versatile non-reach

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Eagle's Swoop

Student techniques: Falcon's Feathers

Master maneuvers:

Master techniques: Hawk's Eye

¹⁰ Техника уникальная для этой школы

WEAPON MANEUVERS

CONFIRMED WEAPON MANEUVERS

LIST

- Blinding Strike
- Crippling Shot (ranged)
- Crippling Strike
- Cunning Feint
- Disarm Foe
- Entangling Defense (reaction)
- Galloping Shot (ranged, mounted)
- Lunging Attack
- Menacing Attack
- Precision Attack
- **Pressing attack**
- Ranged Disarm (ranged)
- Rapid Shot
- Riposte
- Stunning Blow (bludgeoning weapon)
- Stunning Blow (bludgeoning)
- Trip Attack
- Unbalancing Attack

Blinding Strike

When you successfully hit a creature with a melee weapon attack you may spend 1 superiority die as a bonus action. Roll the superiority die you spent and add the result to the damage dealt. Your target must also make a successful Constitution saving throw or be blinded until the end of their next turn.

Crippling Strike

When you successfully hit a creature with a weapon attack you may spend 1 superiority die. Roll it and add the result to your weapon damage. Your target must also make a Dexterity saving throw. On a failed save, one of the creature's speed is reduced by half (max 20 ft), until they complete a short rest or receive magical healing.

¹¹ Используется Disarm Foe как маневр, который можно использовать только в ближнем бою

Disarm Foe

When you hit a creature with a melee¹¹ weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Grasp the Blade (reaction)¹²
Any time you are the target of a melee weapon attack, as a reaction you may spend 1 superiority die to grasp your foe's weapon. Roll the superiority die you spent and add the result to a grapple check you make to seize your target and to your Armor Class against the triggering attack. If you successfully grapple your target and their attack misses, they cannot make attacks with the weapon they used for the triggering attack. On their turn, your target can drop the weapon they used for the triggering attack, ending the grapple. You must have a free hand to use this maneuver and it is ineffective against unarmed strikes or natural attacks.

Precision Attack

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

Pressing attack
When you successfully hit a creature with a melee weapon attack you may spend 1 superiority die. Roll the superiority die you spent and add the result to the damage dealt. Your target must also make a successful Strength or Dexterity saving throw or be moved back 10 feet. If you choose you may move with your target.

Pressing Attack

¹³

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the

¹² Не будем использовать в виду изменения школы Iron Hand на более универсальную

¹³ Используем Pressing Attack как более балансную

Pushing Attack

PHB
When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
Source: PHB, page 74

superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength or Dexterity (target choice) saving throw.. On a failed save, you push the target up to 10 feet away from you. Also you can spend your reaction to move with your target.

Redirect Attack (reaction)¹⁴
When you are missed with a melee attack, as a reaction you may spend 1 superiority die to redirect that attack to another creature adjacent to you. Roll the superiority die you spent and add your result to the creature's original attack roll and damage rolls against your chosen target.

Riposte¹⁵

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

UNBALANCING ATTACK¹⁶

When you successfully hit a creature with a weapon attack, you can spend 1 superiority die to force your target to make a Wisdom saving throw. If they fail, a friendly creature adjacent to your target can make opportunity attack against them. Your ally rolls the superiority die you spent and adds it to the attack roll and damage roll of the opportunity attack.

Double Arrow

ranged

As a bonus action you may spend 1 superiority die to notch two arrows for a single ranged weapon attack. You roll a single attack roll against one target or two different targets which must be within 10 feet of each other.

Rapid Shot

Ranged

You can use your bonus action and expend one superiority die to make a ranged weapon attack. If you hit, you add the superiority die to the attack's damage roll.

Entangling Defense

reaction

Anytime you are the *target* of a melee weapon attack, as a reaction you may spend 1 superiority die to entangle your opponent in your net. This reaction is resolved prior to the triggering attack. The attacker must make a Dexterity saving throw or become restrained.

Galloping Shot

ranged, mounted

While on horseback, when you successfully hit an opponent with a ranged weapon attack after riding your mount 20 feet or more, you may spend a superiority die, adding the result to your attack's damage. Additionally, add that same result to your mount's armor class until the beginning of your next turn.

Stunning Blow

bludgeoning weapon

When you successfully hit a creature with a melee weapon attack, you can expend one superiority die to attempt to stun target. You add the superiority die to the attack's damage roll, and the target must make a Constitution saving throw. On a failed save, the target is stunned until the beginning of your next turn.

Cunning Feint¹⁷

When you successfully hit a creature with a melee weapon attack, you can spend 1 superiority die to force your target to make a Wisdom saving throw. If they fail their saving throw you gain advantage on all subsequent melee attacks against that creature until the end of your turn.

¹⁴ Не будем использовать. Надо придумать замену

¹⁵ Используем РНВ вариант

¹⁶ Чем-то похоже на Commander's Strike, но слабее так как требует провала спас-броска, и сильнее за счет прибавки броска к атаке и урону.

¹⁷ Основная проблема – с атаками до 5 уровня.

Trip Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Menacing Attack

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

Lunging Attack

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Bait and Switch

When you're within 5 feet of an ally on your turn, you can expend one superiority die and switch places with that ally, provided you spend at least 5 feet of movement. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, the ally gains a bonus to AC equal to the number rolled.

Brace

When an enemy you can see moves within 5 feet of you, you can use your reaction to expend one superiority die and make one weapon attack against that creature. If the attack hits, add the superiority die to the attack's damage roll.

Ambush
When you make a Dexterity (Stealth) check or an initiative

Прикрыть телом

Brace
When an enemy you can see moves within 5 feet of you, you can use your reaction to expend one superiority die and make one weapon attack against that creature. If the attack hits, add the superiority die to the attack's damage roll.
Restraining Attack

Rapid Shot

roll, you can expend one superiority die and add the die to the roll.

Restraining Strike
Immediately after you hit a creature with a melee weapon attack on your turn, you can expend one superiority die and use a bonus action to grapple the target (see chapter 9 in the Player's Handbook for rules on grappling). Add the superiority die to your Strength (Athletics) check. The target is also restrained while grappled in this way.
Silver Tongue
When you make a Charisma (Deception) check or a Charisma (Persuasion) check, you can expend one superiority die, and add the superiority die to the ability check.

Snipe
As a bonus action, you can expend one superiority die and make a ranged weapon attack. You can draw a thrown weapon as part of making this attack. If you hit, add the superiority die to the attack's damage roll.
Stodious Eye
When you make a Wisdom (Insight) check or an Intelligence (Investigation) check, you can expend one superiority die, and add the superiority die to the ability check.

Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Ranged Disarm

ranged

When you successfully hit a creature with a ranged weapon attack you may spend 1

superiority die as a reaction. Roll the superiority die you spent and add the result to the damage dealt. Your target must make a successful Dexterity saving throw or drop an object they are holding, which falls at their feet. If your target is holding one or more items, you choose which one they drop. You cannot disarm shields, worn weapon

Crippling Shot

Ranged

As a bonus action, upon making a successful hit with a ranged weapon attack, you may spend a superiority die to force your target of Large or smaller size to make a Constitution saving throw. On a failed save, the arrow becomes deeply embedded, imposing a 1d4 penalty on all attack rolls until they spend an action to remove the arrow. Multiple crippling shots upon one target do not stack.

Quick Reactions

Ranged

You may take opportunity attacks with your bow as if you had a reach of 10 feet.

Blade High, Beast Low

melee, trigger, animal companion

When you successfully attack a creature with a melee weapon attack, you may spend 1 superiority die to have your animal companion attack the same creature as a reaction.,

Shield Faint

Unique

At the beginning of your turn, when taking the attack action, you may spend 1 superiority die and forgo the benefits of your shield until the beginning of your next turn. If you choose to do so roll your superiority die and add its result to all attack and damage rolls until the end of your turn.

Moment of Prescience

Secret

You may spend 1 superiority die before you make a weapon attack roll to gain advantage on that attack roll.

Side Step

When you successfully hit with a melee attack you may roll 1 superiority die, adding the result to your weapon damage. After this successful hit, you must move at least 5 feet. This movement does not provoke opportunity attacks from the creature you damaged.

Strike Without Thought

Secret

Whenever a creature enters or leaves your reach, even if invisible, as a reaction you may take an opportunity strike.. You can choose to add superiority die to attack roll or to damage roll. This maneuver can be used even if you are surprised.

Eagle s Swoop

To use this maneuver, you must charge a foe or jump down on your enemy from at least 10 feet. Make a Strength (Athletics) check as a free action immediately before your next attack. Prior to making the roll, determine the DC of the check: either DC 15 for a chance to deal 1d6 extra points of damage or DC 20 for a chance to deal 1d8 extra points of damage. if you fail this Strength (Athletics) check by 5 or more, you fall prone in an adjacent square.

Falcon s Feathers

To use this maneuver, you must be wearing a cloak. As a action, you can whip the cloak around you in a distracting fashion. Make an attempt to feint, using your attack bonus instead of your Charisma (Deception) modifier. If you succeed, your target is treated as surprised for the next melee attack you make against it.

Hawk s Eye

To use this maneuver, you must spend action to observing your foe. In next round melee attacks you make against your foe gains a bonus +2 to hit and bonus +1d6 on damage rolls for every round you have just spent observing the foe, to a maximum bonus of +6 (for 3 consecutive full rounds of observation). If the target of your observation attacks you

while you're observing, or if you don't make the melee attack within 3 rounds of the end of your observation, you don't get the benefit of the technique.

COMBAT TECHNIQUES

COMBAT TECHNIQUES LIST

Ambidexterity (two weapon fighting, stance)
 Blade Step (trigger)
 Blood for Steel (stance)
 Charging Strike (bonus)
 Cleave (trigger, bonus)
 Close Quarters Archery
 Deadly Strikes (stance)
 Defensive Duelis (reaction)
 Defensive Stance (no shield, stance)
 Distracting Shot (ranged)
 Distracting Strikes (stance)
 Fancy Footwork
 Fancy Riding (mounted)
 Fast loading (crossbows)
 Flexible as a Reed (staffs, maces, unique)
 Force the Opening
 Galloping Assault (mounted)
 Mother's Reach (staff)
 Netting (net)
 Nimble Horsemanship (mounted)
 Polearm expertise (spear, polearm).
 Polearm Mastery
 Rapid Crossbow (hand crossbow)
 Reactive Strike (trigger, reaction)
 Rider's Evasion (mounted)
 Savage attacks (trigger)
 Shield Bash (shield, bonus)
 Shield Defense (shield, reaction)
 Shielding Net (net)
 Shifting Saddle (mounted)
 Snap Shot (bow)
 Threatening Strikes

Stance – benefit of this technique is active till another stance is activated.

Trigger – after specified action you gain some new reaction.

Bonus – this technique is activated as bonus action.

Unique – only one school has this technique and it can't be chosen for Personal Combat Style.

Ambidexterity

two weapon fighting, stance

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

Blade Step(trigger)

When you make an opportunity attack you may move up to 10 feet as part of that attack. This movement does not provoke an opportunity attack from the creature that triggered the opportunity attack.

Blood for Steel (stance)

When you take the Attack action, you can choose to lower your AC by 2 to gain a +2 bonus to all your attack and damage rolls until the beginning of your next turn.

Charging Strike (bonus, trigger)

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature, if creature is larger for one size category.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a bonus to the attack's damage roll equal double of your proficiency bonus (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Defensive Stance (no shield, bonus, stance)

If you are not wielding a shield, as a bonus action you can increase your AC by 2 until the end of your next turn.

Deadly strikes (stance)¹⁸

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to to not apply your proficiency bonus to your attack roll. If the attack hits, you add double proficiency bonus to the attack's damage.

Distracting strikes

When you successfully strike an opponent with an opportunity attack they may not take reactions until the beginning of their next turn.

Fancy Footwork (trigger, reaction)

Any time you score a critical hit or reduce a creature to 0 hit points, as a reaction you can take the Dash or Disengage action.

Cleave (trigger, bonus)

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action and move up to 10 feet.

Force the Opening (trigger)

When you score a critical hit with a melee attack against a creature, you gain advantage to all subsequent melee attacks against that creature until the end of your turn.

Polearm expertise (spear, polearm).

When you wield a spear, it gains the reach property. In addition, when a creature enters your reach you can make an opportunity attack against that creature

Reactive Strikes (trigger, reaction)

When a creature within 5 feet of you makes an attack against a target other than you (and that target don't know this technique), you can use your reaction to make a melee weapon attack against the attacking creature.

Shield Bash (shield, bonus)

you can use a bonus action to try to shove a creature within 5 feet of you with your shield.

If you use this benefit before Attack action you must take Attack action on this your turn or lose action.

Shield Defense (shield, reaction)

If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Threatening Stance (stance)

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

Unfetterd Defense (passive, light or no armor)

If you are wearing light or no armor, and not wielding a shield, you gain a +1 bonus to your AC¹⁹

Flexible as a Reed (staves, maces, unique)²⁰

You treat staves and maces as finesse weapons.

Mother's Reach (staff)²¹

While wielding a staff, your reach increases by 5 feet, and creatures within your reach provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. While wielding twin maces, if a creature moves into an area within 10' of you, you may use your reaction to move 10' and perform a single melee attack against that creature.

¹⁸ В отличие от ГВМ нет ограничения на heavy weapon, поэтому для одноручного оружия должно быть размещено в фите уровня Master.

¹⁹ Похоже на элемент Dual Wielder.

²⁰ Не удаляю потому что уникальный стиль. Пусть полегит.

²¹ Аналогично

Snap Shot (bow)²²

If you start the combat with an arrow nocked and are not surprised you may take an attack with your bow against one target within 30 feet as a reaction. You may not apply sneak attack dice, smites, or maneuvers to this attack.

Close Quarters Archery (ranged)

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Netting (net)

You do not suffer disadvantage for throwing a net while in melee combat. Additionally, if you miss with your attack you may reset the net as a bonus action, allowing you to attack with it a second time during the same attack action.

Shielding Net (net)

While wielding a net in your off hand, you increase your AC by +2.

Shifting Saddle (mounted)

When your mount is successfully attacked or forced to make a saving throw, you may spend a reaction to replace your mount's AC against that attack or replace your mount's saving throw with your passive Wisdom (Animal Handling).

Fancy Riding (mounted)

You gain proficiency in Animal Handling. If you are already proficient with that skill, you gain advantage on all Wisdom (Animal Handling) checks involving riding or maintaining control of your mount.

Nimble Horsemanship (mounted)

Mounting your horse only costs you 5 feet of your movement, you gain advantage on all Dexterity saving throws to remain in the saddle and may dismount as a free action any time your mount is knocked prone.

Ride by Attack (mounted)

You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

Rider's Evasion (mounted)

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Defensive Duelist (reaction)

While using a one-handed weapon while leaving your off hand completely free (including not holding a shield), any time you are the target of a melee attack you may use your reaction to gain a +2 bonus to your AC until the beginning of your next turn.

Savage attacks (trigger)

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Polearm Mastery (polearms)

When you take the Attack action and attack with only a glaive, halberd, quarterstaff, or spear, you can use a bonus action to make a melee attack with the opposite end of the weapon; this attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.

Fast Shield

Снимать / одевать щит бонус экшеном

Fast Loading (crossbows)

You ignore the loading quality of crossbows with which you are proficient.

Rapid Crossbow (hand crossbow)²³

When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Distracting Shot (ranged)

When you successfully hit an opponent with a ranged weapon attack, they may not take reactions until the beginning of their next turn.

²² уточнить формулировку

²³ По уму надо переделать

Додано примітку [ПА1]: Необходимо переделати

Galloping Assault (mounted)

If your mount moves in a straight line for 30 feet you get additional bonus to damage roll of your first weapon attack equal to maximum of damage dice of your weapon

The Perfect Cut (Technique)

When you score a critical strike with a melee attack you deal an additional 1d8 damage of the same damage type as the weapon you are wielding.

Arrow Cutting (Technique,secret)

When you are successfully hit by a ranged attack from any ranged weapon except for a firearm, as a reaction you may reduce the damage you take by 1d10 + your Dexterity modifier + your proficiency bonus.

If the damage is reduced to 0 or less, the attack is considered to have missed as you have knock the projectile out of the air.

The Sword that Believes (Technique, secret)

While your melee weapon is drawn, as a bonus action on your turn you can gain Blindsight of 20 feet until the beginning of your next turn. You cannot see anything beyond the 20-foot distance, even if you normally could before.

Duelist's Stare

When fighting against a single creature only as part of a duel, you may force that creature to make a Wisdom saving throw. If they fail this saving throw, you gain a +2 bonus to your Armor Class against that creature for the next 1 minute or until anyone other than you attack them. If that creature succeed on this saving throw – you can not use this technique versus this creature again before next dawn.

Lightning Draw

As long as you are not surprised, you may draw your weapon as part of making an opportunity attack.

Измененные черты

Фиты Lightly Armored, Moderately Armored, Heavily Armored заменены на следующую:

Armor Training - заменяет Lightly Armored, Moderately Armored, Heavily Armored

ARMOR TRAINING

You have learned the proper use of armor. You gain the following benefits:

- Your Dexterity, Constitution, or Strength score increases by 1, to a maximum of 20.
- You gain proficiency with shields.
- When you take this feat, you gain proficiency with light armor. If you are already proficient with light armor, you gain proficiency with medium armor. If you are already proficient with medium armor, you gain proficiency with heavy armor. You can take this feat two times and if you take this feat twice, you gain proficiency with all types of armor.

Фиты Medium Armor Master, Heavy Armor Master заменяются на следующую фиту
Armor Expert – заменяет Medium Armor Master, Heavy Armor Master

ARMOR EXPERT

You have spent countless hours conditioning your body to the needs of wearing armor. You gain the following benefits:

- Your Dexterity, Constitution, or Strength score increases by 1, to a maximum of 20.
- When you first take this feat, choose either light, medium, or heavy armor. You must be proficient in the type of armor you choose. While wearing your chosen armor, you gain the listed benefits:
- Light Armor: Your AC is increased by 1.

- Medium Armor: You can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

- Heavy Armor: Bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

You may choose this feat more than once, selecting a different type or armor each time. You gain the benefits of each of your chosen types of armor.

Фита Sharpshooter заменена на следующую
Hawkeye – заменяет Sharpshooter

HAWKEYE

Prerequisite: Dexterity 13 or higher You have spent countless hours training with a single ranged weapon, learning how to place the arrow or bullet exactly where you want it. You gain the following benefits when making attacks with a ranged weapon:

- You suffer no penalties for attacking at long range.
- You ignore penalties for firing at targets behind three-quarter or half cover.
- Before making an attack, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus.

TACTICAL LEADERSHIP²⁴

Prerequisite: Intelligence or Charisma 13 or higher

You have been trained in tactics and have experience with leading warriors into battle. You gain the following benefits:

- You learn two tactics of your choice from the Tactician martial archetype of the fighter class. If a tactic requires your target to make a saving throw to resist the tactic's effects, the saving throw DC equals 8 + your proficiency bonus + your Intelligence bonus.

²⁴ Tactical Leadership – просто добавлена для совместимости с Tactician (Arcanis)

- If you have tactical points, you gain one more; otherwise, you gain 1 tactical point. Tactical points are used to fuel your tactics. You regain your expended tactical points after completing a short or long rest.

HANDGONNEUR

You have practiced extensively with firearms of various sorts, gaining the following benefits:

- You are proficient with all firearms, and with tinker's tools.
 - Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with any firearm.
 - Reduce the misfire rating of the firearm you are using by 1.
 - You may reload one firearm as a free action.
- In the Realms, true gunpowder has no explosive capacity due to the influence of Kossuth, the Lord of Flames. Firearms are rare and use smokepowder, an alchemical explosive substance. It is different from, but on par with, gunpowder. Firearms are most common among the Lantaneese, who originally learned this secret alchemy and engineering of firearms from Gond, the god of crafts and invention. They are still quite rare, however.

Черта War Caster заменена на две следующие черты: Combat Caster – предназначенная для заклинателей, для которых важно сохранять концентрацию на заклинаниях и Battle Caster – для тех заклинателей, которые в первую очередь используют сталь в качестве своего оружия.

COMBAT CASTER

Prerequisite: ability to cast spells with Concentration

You can concentrate on spells in dangerous situations.

You gain next benefits:

You gain bonus +5 to Concentration saving throws

You can gain additional bonus +5 to Concentration saving throw as reaction after knowing result of your roll.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

You automatically succeed on Concentration saving throw if damage dealt not reduce your current hit points below your normal maximum hit points

BATTLE CASTER

Prerequisite: ability to cast spells

You can spent 1 hour to enhance your weapon to serve your spellcasting focus.

You gain bonus +5 to Concentration saving throws

You can channel your spells with melee weapon which are used as spellcasting bonus using it's reach and attack bonus.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

5. NEW CONDITIONS

DETACHED

A creature suffering the detached condition has disadvantage on Intelligence, Wisdom, and Charisma saving throws and ability checks.

All Charisma checks against a detached creature have advantage.

When a successful Charisma check suggests a course of action to the creature, the creature pursues it as if it were under the effects of a *suggestion* spell, even if it is immune to being charmed. This is not a magical effect. Depending on the course of action, it may choose to stop pursuing it as soon as it is no longer detached. When suggested courses of action conflict, the creature chooses which to pursue.

STRESSED

A variety of effects, from horrifying sights to attempts at influence, can inflict the stress condition. Stress is measured in seven levels. An effect can give a creature one or more levels of stress, as specified in the effect's description.

If an already stressed creature suffers another effect that causes stress, its current level of stress increases by the amount specified in that effect's description, but inflicting more stress levels does not increase a creature's stress beyond the seventh level.

BLEEDING

Blood runs out from your wounds. At the beginning of your turn you lose 1dX hit points.

To stop bleeding your wounds must be cared with healer's kit,

STRESS LEVEL	EFFECT
1	-1 penalty on Intelligence, Wisdom, and Charisma saving throws
2	-2 penalty on Intelligence, Wisdom, and Charisma saving throws
3	-3 penalty on Intelligence, Wisdom, and Charisma saving throws
4	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence checks
5	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence and Charisma checks
6	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence, Wisdom, and Charisma checks.
7	Detached condition

WEAPON DAMAGE

d20	Damage Sustained
1	Broken. The weapon is destroyed beyond repair. A sword's blade might shatter, a spear's shaft might splinter, or a warhammer might split asunder.
2	Bent Blade. A weapon with a bent blade imposes disadvantage on attack rolls made with it. Bending the blade back without using smith's tools takes an action and has a 50% chance of breaking it (see Broken above). If it doesn't break, there is a 50% chance that bending it back creates an Integral Flaw (see Integral Flaw below). The blade can be repaired

	with no chance of breaking it with smith's tools and 1 hour of work. If the weapon doesn't have a blade that can bend, it instead suffers a Large Notch (see below).
3-5	Integral Flaw. The weapon acquires a hairline crack or another flaw, which might not be immediately noticeable. Each time the weapon is used to make an attack roll and the attack hits, there is a 20% chance that the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is Broken (see above).
6-7	Large Notch. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is unusable and beyond repair.
8-10	Chipped Blade. The weapon acquires a large chip, and takes a -1 penalty to damage rolls while the chip is present. The chip can be ground out with 1d4 hours of work using smith's tools.
11-13	Loose Part. A part is jarred loose on the weapon. The part could be a guard or pommel, the wrapping of the hilt or handle, or even the attachment of the blade itself. The weapon can be repaired with 2d 10 minutes of work using smith's tools.
14-15	Major Flaw. The weapon acquires a large scratch or dent, or a very small chip, which doesn't have any adverse effect. It can be polished or ground out of the weapon with 4d20 minutes of work using smith's tools.
16-18	Minor Flaw. The weapon acquires a small scratch or dent, which doesn't have any adverse effect. It can be polished or ground out of the weapon with 4d10 minutes of work using smith's tools.
19-20	Dull Blade. The weapon needs sharpening, which can be done with

2d10 minutes of work using a whetstone. If the weapon deals piercing or slashing damage, it imposes a -1 penalty on attack rolls made with it. If the weapon deals bludgeoning damage, the weapon is undamaged.

ARMOR DAMAGE

d20	Damage Sustained
1	Compromised. The armor is destroyed beyond repair. Mail might be ripped to shreds, leather armor could be torn apart, or plate armor could be sundered in multiple places.
2	Sundered. Part of the armor is split open, and it suffers a permanent and cumulative -2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10 or lower.
3-4	Cut Strap. One of the straps that keeps your armor on or together is cut, and part of the set falls off. The armor suffers a permanent and cumulative -2 penalty to the AC it offers, but isn't destroyed by this penalty. After the strap is replaced and repaired, which requires 10 gp and 1 hour of work, the -2 penalty disappears.
5-7	Bent Part. A connecting rivet might bend out of place, or perhaps an entire section of plate could bend inward. The bent part makes it difficult or painful to maneuver. While you wear the armor, you suffer a -2 penalty on weapon attack rolls.
8-9	Large Crack or Tear. The armor suffers a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. Each time you are hit by an attack while wearing the armor, there is a 10% chance that the large crack or tear widens, and the armor becomes Sundered (see above).

10-11	Small Crack or Tear. The armor's integrity is beginning to fail. Every time you are hit by an attack while wearing the armor, there is a 10% chance that the small crack or tear becomes a Large Crack or Tear (see above). This can be repaired with 10 gp worth of materials and 1 hour of work using smith's tools.
12-13	Loose Part A part of the armor is knocked loose. A pauldron could hang low, the straps might keep coming undone and flailing about, or perhaps a loose stud rattles incessantly. The distraction imposes a -1 penalty on weapon attack rolls made while you wear the armor.
14-16	Major Flaw. The armor acquires a large scratch or dent, which doesn't have any adverse effect. It can be polished or pounded out of the armor with 4d20 minutes of work using smith's tools.
17-20	Minor Flaw. The armor acquires a small scratch or dent, which doesn't have any adverse effect. It can be polished or pounded out of the armor with 4d10 minutes of work using smith's tools.

SHIELD DAMAGE

d10	Damage Sustained
1	Destroyed. The shield is destroyed beyond repair. Hide and thin metal might rip, bone and wood could shatter, and thick metal might warp or crunch.
2	Sundered. The shield is heavily damaged, and it suffers a permanent and cumulative -1 penalty to the AC it offers. The shield is destroyed if the penalty reduces its AC bonus to 0.
3-4	Loose Straps The straps used to hold the shield have come loose, which makes it distractingly difficult to handle. While you wield the shield,

	you suffer a -1 penalty to attack rolls. If the shield doesn't have straps, the shield instead acquires a Major Flaw (see below).
5-6	Major Flaw. The shield acquires a large scratch or dent, which doesn't have any adverse effect. It can be polished or ground out with 4d20 minutes of work using smith's tools.
7-10	Minor Flaw. The shield acquires a small scratch or dent, which doesn't have any adverse effect. It can be polished or ground out with 4d10 minutes of work using smith's tools.

INJURIES

This section expands on the optional rules for injuries on page 272 of the 5th Edition Dungeon Master's Guide.

It's up to the DM to decide when to check for a lingering injury. A creature might sustain a lingering injury under the following circumstances:

- When it takes a critical hit
- When it drops to 0 hit points but isn't killed outright
- When it fails a death saving throw by 5 or more
- When it falls more than 50 feet and takes damage from the fall

To determine the nature of the injury, roll on one of the following Lingering Injuries tables. Each table is associated with a different damage type, so roll on the table that corresponds to the damage type that caused the damage. The Lingering Injuries (Generic) table is designed to work for most situations; use it by default or for force damage. These tables assume a typical humanoid physiology,

but you can adapt the results for creatures with different body types.

Each Lingering Injuries (Damage Type) table references at least one injury from another table. Rather than explain it again, each duplicate injury includes a reference to that injury.

If you get a result that doesn't make sense with the situation, roll again.

If you are using the Equipment Durability rules, it is possible for a creature to suffer an injury in addition to incurring weapon damage at the same time.

Instead of using the effect described in the table, you can put the responsibility of representing the character's lingering injury in the hands of the player. Roll on one of the Lingering Injuries tables as usual, but instead of suffering the effect described for that result, that character gains a new flaw with the same name. It's up to the player to express the lingering injury during play, just like any other flaw, through roleplay.

6. ИЗМЕНЕННЫЕ АРХЕТИПЫ

FIGHTER

ELDRITCH KNIGHT

War Magic.

Beginning at 7th level, you can use your weapon as spellcasting focus spending 1 hour and special ingredients with cost of 50 gp to enhance bonded weapon.

Additionally you can use bonded melee weapon to channel spells through it – using weapon attack bonus to determine hit of spell attack.

Достаточно бесполезное свойство заменено на более полезное.

Improved War Magic (variant)

Your master channeling spells through your weapon – now you can cast any melee attacking cantrip as bonus action – making a weapon attack as part of this bonus action to deliver spell.

Соответствующая замена

MONK

KENSEI

Agile Parry. If you make an unarmed strike on your turn and are wielding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.

Кенсей – монах использующий оружие, поэтому мне было непонятно дизайнерское решение, которое

заставляло его не бить оружием. Небольшая поправка приводит как помне к более стильному персонажу.

WARLOCK

HEXBLADE

Не используется. Вместо этого вносятся изменения в Pact of Blade и соответствующие инвокации.

Кратко – хексблейд стал пищей для мультиклассов и убил возможность играть блейдлокам других патронов. Исходя из этого предлагаем следующий фикс

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon

ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Also when you made pact you acquired the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. This benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Also, starting on 5th level when you attack with your pact weapon or with weapon you enchanted using pact feature you attack twice.

Also, you can learn additional spells.

Pact of Blade additional spells

Spell Level	Spells
1st	shield, wrathful smite
2nd	blur, branding smite
3rd	blink, elemental weapon
4th	phantasmal killer, staggering smite
5th	banishing smite, cone of cold

INVOCATIONS

Hexblade's Curse

Prerequisite: 5th level, Pact of the Blade feature

You gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.

Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.

If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

Eldritch Smite

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

Improved Pact Weapon

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

Lifedrinker

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1) and you gain temporary hit points equal to your Charisma modifier. These temporary hit-points stacks with temporary hit points received from Armor of Agathys, False Life spell.

Shielding steel

Prerequisite: Pact of the Blade feature

You can cast shield without components number of times equal to your proficiency modifier. You regain all uses of this feature after short rest.

Axe – if you use one battleaxe you can treat it as if it has finesse property

WIZARD

BLADESINGER

Bladesong clarification.

Basic effects of bladesong received on 2nd level is not magical so basic effects work in antimagical field.

Also you must select one of six school you are practicing to receive different benefits.

Red Tiger school – if you use one scimitar you can use your Intelligence modifier to attack and damage rolls with it, if you use two scimitars treat them as if you have Two Weapon Fighting Style

Whip – you can deliver touch spells with it

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