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PALANT GUIDE TO COMBAT

EXPANDED FIFTH EDITION

By Палихов Антон

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A NOTE FROM THE DESIGNER

I have an idea of such template from beginning of creating materials for DMGUILD but I finally I decided to make it after seeing amazing Simple Word Template designed by Laura Hirsbrunner.

Laura – you are amazing. Thank you very much for your template and inspiration you gave to me.

I was inspired to create this template by amazing works of Laura and Nat.

If you want to use complete simple and not complex Word template – I Can recommend to use Laura's.

My template, from other side, has:

- More styles
- Hotkeys to applying them
- Additional samples of tables, sidebars and other elements.

- Different variation of Statblocks learn about this product and support my work.

Best Regards, Anton Palikhov

SUPPLEMENTAL FILES

In Appendix: Supplemental Files you will find links to my designs of statblocks and useful graphical elements – you can freely use them to your own work, but you can't use them for any commercial product.



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EQUIPMENT

ABOUT EQUIPMENT

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ADVENTURING GEAR

ADDITIONAL ADVENTURING GEAR

Name	Cost
Smoke Pellet	15 gp
Smokestick	25 gp
Tanglefoot bag	50 gp
Thunderstone	30 gp
Tindertwig	15 gp
Arrow, Barbed	1 gp
Arrow, Smoldering	2 gp
Arrow, Smoking	3 gp
Arrow, Splintering	2 gp
Blunt Tip Arrow (5)	2 gP
Blunt Tip Bolt (5)	2 gP
Blunt Tip Needle (20)	2 gP
Hollow Tip Arrow (5)	2 gP
Hollow Tip Bolt (5)	2 gP
Hollow Tip Needle (20)	2 gP
Hollow Tip Sling Bullet (20)	1 gP
Serrated Tip Arrow (5)	2 gP
Serrated Tip Bolt (5)	2 gP
Serrated Tip Needle (20)	2 gP
Serrated Tip Sling Bullet (20)	1 gP
Musical Instruments -	
Harp	25 gP
Violin	20 gp
Tools and Kits	-
Falconry Kit	5 gP
Farming Tools	5 gP
Prospector's Kit	10gp
Taxidermist's Kit	10gp
Parachute	25 gp
Spice Pouch	5 gp
Stabilized Crossbow Bolts(20)	2 gp

Smoke pellet. As an action or bonus action, you can throw a smoke pellet at a point within 10 feet of you. The smoke pellet then detonates and is destroyed, creating a 10-foot cube filled with smoke. This area is heavily obscured until the end of your next turn. Smokestick. As an action, you can ignite a smokestick using a torch, tinderbox, or other source of fire or intense heat. Once ignited, the smokestick continually fills the area within 5 feet of it with thick, black smoke. An area filled with the smoke is heavily obscured. This smoke disperses at the end of your next turn, but the smokestick continues to burn for 1 minute, allowing it to be thrown or moved around with to form large areas of smoke. Tanglefoot bag. As an action, you can throw this bag of alchemic goo at a creature within 30 feet of you. Make a ranged attack against a creature, treating the bag as an improvised weapon. On a hit, the creature is restrained for 1 minute if

it is Large or smaller. Hit or miss, the tanglefoot bag is then destroyed. A creature restrained by the goo can free itself by using its action to make a DC 13 Strength check or by dealing 10 points of slashing damage to the goo. The goo has an AC of 13. In either case, the effect ends early. Thunderstone. As an action, you can throw a thunderstone up to 30 feet. When it strikes a hard surface or is struck hard, it creates a deafening bang and is destroyed. Creatures within 10 feet of the stone must make a DC 11 Constitution saving throw or be deafened for 1 hour. If a creature deafened in this way casts a spell with verbal components, it must make a DC 11 Charisma saving throw or fail to cast the spell. Tindertwig. You can strike the end of this small, wooden stick on a flammable object, requiring no action. The object immediately ignites and the tindertwig is destroyed.

Clothes, Cold Weather. These clothes provide protection from harsh winter weather and cold environments. The wearer can typically operate unhindered in cold climes for longer and with less environmental detriments than someone could while wearing lighter clothing. These clothes provide the benefits of cold weather gear, as mentioned on page 110 of the Dungeon Master's Guide. Other benefits of cold weather clothes are left to the Dungeon Master's discretion.

Clothes, Common. A set of common clothes includes simple garments like a tunic or shift, trousers, leggings, a cloak, a belt, simple shoes or boots, and various accessories. Common clothes have no fancy stitching or ornamentation.

Clothes, Costume. A costume is a flamboyant set of clothes, typically used in acting productions to portray certain characters. Simple costumes can be interchangeable for various roles, but some costumes are so specific to a character that they cannot be used for any other role. If the role of the costume suits, it can also serve as a disguise when impersonating someone of a specific position like a member of the city watch.

Clothes, Disguise. This set of loose clothing is made to be worn over other clothes as a generic disguise. It usually includes clothing that conceals the wearer's features, like a low-brimmed hat or a hood. A disguise is typically reversible, with one side mimicking the clothing of a beggar and the other appearing to be the clothes of a person from a middling social class, like a modest merchant. To help in evading pursuers, the disguise can be torn away with a single action and either stowed in a pack or abandoned somewhere out of sight.

Clothes, Fine. This set of clothing is crafted with exceptional quality and is probably well-tailored. Fine clothes can be simple and elegant or flashy and ornamental. Fine clothes are the type typically worn by the wealthy class: nobles, prosperous merchants, and important clergy.

Clothes, Peasant. These garments might once have been common clothes, but they are now old, threadbare, and out of style. Alternately, peasant clothes can be newly-made of poor materials using crude techniques. Whatever their makeup, peasant clothes mark the wearer as a person of little means.

Clothes, Traveler's. Traveler's clothes are like common clothes but made for traveling; cloaks are warmer and hooded, boots are higher and water-resistant, and mittens or gloves are included.

Acid. A glass vial of acid holds 4 ounces. As an action, you can splash the contents of the vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature or object. On a hit, the target takes 1d4 acid damage. If poured on metal, the metal takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

Adventurer's Kit. This pack has the basics that an adventurer needs to get along in the wilderness. The kit includes a backpack loaded with a healer's kit, a mess kit, a tinderbox, ten torches, ten days of rations, and a waterskin. In addition, 50 feet of hempen rope are strapped to the pack.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. A clay flask of alchemist's fire contains 1 pint. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

Holy Water. A clay flask of holy water contains 1 pint. As an action, you can splash the contents of the flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case,



make a ranged attack against a target creature. On a hit against a fiend or evil undead creature, the target takes 1d4 radiant damage. Horse. A typical riding horse can carry one rider and most of the typical adventurer's supplies at a speed of 60 feet. If you have proficiency with land mounts, you can add your proficiency bonus to ability checks you make to control a horse under difficult circumstances.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with thieves' tools allows you to use them to attempt the following tasks.

Disable a Trap: You can use your action to make a Dexterity check to attempt to disable a trap, applying your proficiency bonus to the check. You must have physical access to the trap's mechanisms. If you succeed, you disable the trap and can bypass it safely. If you fail your Dexterity check by 5 or more, you trigger the trap.

Open a Lock: You can use your action to make a Dexterity check to attempt to open a lock, applying your proficiency bonus to the check. If you succeed, you open the lock.

Tinderbox. This small container holds flint, firesteel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Lighting a torch with the flint and steel takes an action, and lighting any other fire takes at least that long.

Falconry Kit. In this bag is a single leather bracer, a leather cowl, a whistle, a set of small bells, and leather strips. A Wisdom Check may come when training a small bird of prey, where as a Charism check might be useful when taming the bird **Farming Tools.** In this bag is a collapsible hoe, a collapsible rake, a book of known herbs and their farming techniques, and a small satchel of seeds worth 3 gp. If a character wishes to tend to their own garden or plant seeds, it would be appropriate to ask for a Wisdom check, where as trying to identify a plant with their book may use an Intelligence check. If a character would try to gather leaves in a pile quickly, it wouldn't be uncommon to ask for a Dexterity check, while trying to clear thick roots might be a Strength check. **Prospector's Kit.** In this metal box is a collapsible hammer used to breaking small rocks, a gold pan, a tiny magnifying glass, a handful of brushes, and a scraping tool. It would be common to ask for a Dexterity check when trying to properly scrap clay or rock off of a surface, whereas it might be suitable for a Wisdom check to pick out the fine flakes of gold An Intelligence check might be called for identifying the difference between silver and Sham Silver. **Taxidermist's Kit.** This container holds a set of leather punches, a fine knife for scraping, a pair of small shears, and needles. A Strength check would be suitable for attempting to gather the tough scales of a dragon, where as a Dexterity check might be more preferable for softer hides. A Charisma check might be asked in order to make a beautiful taxidermized creature for a patron.

Parachute. This parachute is more of a small glider, rather than a widespread cloth. The frame is made of a sturdy metal, which has loops that hold the fabric. The parachute takes 1 minute to unfold and set up. A creature can use this to move at a rate of their long jump speed per round when in the air, while descending at a slowed rate of 30 feet per round **Spice Rack.** A small assortment of spices and containers are stored in a wooden box. Using a spice rack allows food past its prime to be consumed without ill effects. If the spice rack is used for cooking food during a short rest, a character regains 1 additional hit point for every hit die they expend

TOOLS AND KITS

Tools and kits allow your character to perform tasks that would otherwise seem impossible. Some of these kits relate to backgrounds that your character may have had before they started adventuring. Proficiency with a tool allows you to add your proficiency bonus to the check. Tools do not have a mandatory ability score associated with them. Instead, this book will suggest a certain ability score to use with it, depending on the task you are trying to do. The Dungeon Master may ask of a certain ability score to be used. When doing so, you may apply your ability score modifier to the roll. **Falconry Kit.** In this bag is a single leather bracer, a leather cowl, a whistle, a set of small bells, and leather strips. A Wisdom Check may come when training a small bird of prey, where as a Charism check might be useful when taming the bird. **Farming Tools.** In this bag is a collapsible hoe, a collapsible rake, a book of known herbs and their farming techniques, and a small satchel of seeds worth 3 gp. If a character wishes to tend to their own

garden or plant seeds, it would be appropriate to ask for a Wisdom check, where as trying to identify a plant with their book may use an Intelligence check. If a character would try to gather leaves in a pile quickly, it wouldn't be uncommon to ask for a Dexterity check, while trying to clear thick roots might be a Strength check. **Prospector's Kit.** In this metal box is a collapsible hammer used to breaking small rocks, a gold pan, a tiny magnifying glass, a handful of brushes, and a scraping tool. It would be common to ask for a Dexterity check when trying to properly scrap clay or rock off of a surface, whereas it might be suitable for a Wisdom check to pick out the fine flakes of gold. An Intelligence check might be called for identifying the difference between silver and Sham Silver. **Taxidermist's Kit.** This container holds a set of leather punches, a fine knife for scraping, a pair of small shears, and needles. A Strength check would be suitable for attempting to gather the tough scales of a dragon, where as a Dexterity check might be more preferable for softer hides. A Charisma check might be asked in order to make a beautiful taxidermized creature for a patron.

ADDITIONAL ITEMS

These items are still considered adventuring gear, but doesn't fall into another category. **Parachute.** This parachute is more of a small glider, rather than a widespread cloth. The frame is made of a sturdy metal, which has loops that hold the fabric. The parachute takes 1 minute to unfold and set up. A creature can use this to move at a rate of their long jump speed per round when in the air, while descending at a slowed rate of 30 feet per round. **Spice Rack.** A small assortment of spices and containers are stored in a wooden box. Using a spice rack allows food past its prime to be consumed without ill effects. If the spice rack is used for cooking food during a short rest, a character regains 1 additional hit point for every hit die they expend.

Optional Rule: Large Weapons and Armor

There are some Heroes who are naturally Large size, or who have the ability to increase their size and become Large.

If this occurs, you may be required to purchase weapons and armor sized for a Large creature.

Finding someone with the skill to forge Large-sized equipment is no easy task, and the equipment itself costs double its listed price. Large weapons deal an extra die of damage, so a Large longsword deals 2d8 damage. You cannot wear armor that is too small for you.

If you try to wield a weapon too big for you, you suffer disadvantage on all attack rolls with that weapon, even if you are proficient with it. If you wear armor that is too big for you, you suffer disadvantage on all Dexterity (Stealth) checks and your speed is reduced by 10, no matter your Strength.

This section describes the special properties of this document's new adventuring gear.

Blanket, Winter. A heavy blanket perfect for keep-ing warm or to deaden the sound of breaking glass.

Pick, Miner's. Good for breaking apart stone or hard-packed earth, a miner's pick can be used as an improvised weapon that deals piercing damage.

Smoke pellet. As an action or bonus action, you can throw a smoke pellet at a point within 10 feet of you. The smoke pellet then detonates and is destroyed, creating a 10-foot cube filled with smoke. This area is heavily obscured until the end of your next turn.

Smokestick. As an action, you can ignite a smokestick using a torch, tinderbox, or other source of fire or intense heat. Once ignited, the smokestick continually fills the area within 5 feet of it with thick, black smoke. An area filled with the smoke is heavily obscured. This smoke disperses at the end of your next turn, but the smokestick continues to burn for 1 minute, allowing it to be thrown or moved around with to form large areas of smoke.

Tanglefoot bag. As an action, you can throw this bag of alchemic goo at a creature within 30 feet of you. Make a ranged attack against a creature, treating the bag as an improvised weapon. On a hit, the creature is restrained for 1 minute if it is Large or smaller. Hit or miss, the tanglefoot bag is then destroyed. A creature restrained by the goo can free itself by using its action to make a DC 13 Strength check or



by dealing 10 points of slashing damage to the goo. The goo has an AC of 13. In either case, the effect ends early.

Thunderstone. As an action, you can throw a thunderstone up to 30 feet. When it strikes a hard surface or is struck hard, it creates a deafening bang and is destroyed. Creatures within 10 feet of the stone must make a DC 11 Constitution saving throw or be deafened for 1 hour. If a creature deafened in this way casts a spell with verbal components, it must make a DC 11 Charisma saving throw or fail to cast the spell.

Tindertwig. You can strike the end of this small, wooden stick on a flammable object, requiring no action. The object immediately ignites and the tindertwig is destroyed.

Acid. A glass vial of acid holds 4 ounces. As an action, you can splash the contents of the vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature or object. On a hit, the target takes 1d4 acid damage. If poured on metal, the metal takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

Adventurer's Kit. This pack has the basics that an adventurer needs to get along in the wilderness. The kit includes a backpack loaded with a healer's kit, a mess kit, a tinderbox, ten torches, ten days of rations, and a waterskin. In addition, 50 feet of hempen rope are strapped to the pack.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. A clay flask of alchemist's fire contains 1 pint. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

Holy Water. A clay flask of holy water contains 1 pint. As an action, you can splash the contents of the flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature. On a hit against a fiend or evil undead creature, the target takes 1d4 radiant damage. Horse. A typical riding horse can carry one rider and most of the typical adventurer's supplies at a speed of 60 feet. If you have proficiency with land mounts, you can add your proficiency bonus to ability checks you make to control a horse under difficult circumstances.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with thieves' tools allows you to use them to attempt the following tasks.

Disable a Trap: You can use your action to make a Dexterity check to attempt to disable a trap, applying your proficiency bonus to the check. You must have physical access to the trap's mechanisms. If you succeed, you disable the trap and can bypass it safely. If you fail your Dexterity check by 5 or more, you trigger the trap.

Open a Lock: You can use your action to make a Dexterity check to attempt to open a lock, applying your proficiency bonus to the check. If you succeed, you open the lock.

Tinderbox. This small container holds flint, firesteel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Lighting a torch with the flint and steel takes an action, and lighting any other fire takes at least that long.

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Aba. This desert robe is made of lightweight fabric and covers the entire body. Typical colors include brown, gold, black, and white. Elaborate embroidery, made of brightly colored cloth strips or gold thread, often decorates the hem. A silken or cotton sash ties the aba at the waist. In deserts and other dry climates, such garments help prevent evaporation, allowing the wearer to retain more moisture and function more comfortably. Assuming adequate water, a character wearing a desert robe is no more likely to suffer heat exhaustion on days of extreme heat than a normal person would on days of moderate temperatures. Note that desert robes don't help in areas of high humidity; in humid environments, as much skin should be exposed as possible to encourage cooling from the evaporation of perspiration.

Arctic Coat. Designed for protection against extreme cold, the arctic coat is a knee-length single-piece garment with a billowing hood. The long sleeves allow the wearer to warm his hands by drawing them inside and holding them against his chest. Arctic coats are usually made of thick bear fur, lined with seal skin for comfort. An arctic coat keeps the wearer comfortable in temperatures well below zero degrees F.

Rain Poncho. A one-piece garment resembling a large cloak with a head-sized hole in the center, a poncho helps keep the wearer dry during rain storms. Ponchos are made of canvas or similar material, often treated with a waterproofing oil. A poncho can double as ground cover and can also be used as an emergency tent. Crude ponchos are sometimes woven from grass or reeds. Snowshoes. Each about three feet long, these oval-shaped wooden frames are laced with leather webbing to allow the wearer to walk across snow without sinking. A character newly introduced to wearing snowshoes moves at half his normal rate until he gets used to them. After a day or so of practice, he moves at his normal rate. A character wearing snowshoes receives no bonuses for charging.

Terrain Suit. Made of lightweight material, usually fine linen or silk, the terrain suit consists of a long-sleeved shirt or blouse and long trousers, dyed in various colors to help the wearer blend in with his surroundings. Styles include arctic (colored solid white), sand (mottled patches of various shades of brown, for desert and similarly sandy terrain), woodland (patterns of green and brown, for forests and jungles), and urban (black). A terrain suit must be precisely made and fitted to the person to wear it. It is worn most commonly by Stalkers, though some individual tribes and groups of warriors, woodsmen, or thieves use them, too. (As a rule of thumb, terrain suits should be slightly more common than elven chain mail.) A terrain suit gives the same advantages as the camouflage proficiency when worn in the appropriate terrain, using a base Wisdom rating of 14. A character wearing a terrain suit with the camouflage proficiency uses his Wisdom (or 14, whichever is higher) with an additional +1 bonus.

Waterproof Boots. These thick boots are made of tough, water-resistant hide (such as alligator or caribou) treated with a waterproofing oil (typically derived from seals or minks). The wearer tucks his trousers inside the boots, then ties them near the knees with a leather drawstring. The boots keep the feet dry, even when wading in water.

Wilderness Harness. This device resembles a thick leather belt with straps that cross over the wearer's back. Both the belt and the



straps contain a series of small pouches, useful for storing supplies, ammunition for missile weapons, and other materials. A secret compartment in the back section of the belt conceals a 6-inch-long flat knife (the knife comes with the harness; see Table 58 for statistics).

First Aid Equipment

Unless characters expect to go through an adventure unscathed (and what adventurer in his right mind expects that?), it is a good idea for the party to include in its gear some of the necessary materials for administering aid to those who are injured in the line of duty. Brief descriptions of some of the essentials are given below.

Bandages At least one person's backpack should contain several swatches of clean fabric for covering and binding wounds and burns. In a pinch, some article of clothing can be torn into strips and used for bandages, but an adventurer's clothing is usually not clean (so that there is a possibility of infection even if the wound is bandaged) — and what will you wear after you use the shirt off your back to cover and protect your wounds?

Splints If characters know they are going to be traveling through a wooded area during at least part of their journey through the wilderness, it may not be necessary to set out with splints among their gear. But if they have to climb a mountain or cross a desert, it is wise to pack at least a couple of straight, short (2-3 feet long) pieces of wood or some other rigid material that can be bound along the sides of a broken limb to keep the bones properly aligned. A large piece of thick leather or untanned hide (perhaps acquired along the way) can be used as a splint, as long as it is large enough and rigid enough to keep the limb and the joints on both sides of the limb immobilized, in the same manner that a plaster cast is used in present-day medicine.

Stretcher Although a stretcher can be fashioned from its component parts before it is needed and then transported as part of a party's gear, most groups of adventurers will prefer to carry the parts separately and assemble a stretcher if and when it is needed. The necessary parts are a pair of poles at least as long as the injured character's height, one or more pieces of sturdy cloth or leather large enough to offer a surface upon which the victim can recline, and some means (rope or cord of sufficient length) of binding the poles to the edges of the cloth or leather. Two comrades can carry an injured character on a stretcher, as long as each of them is able to support half of the victim's weight without being too encumbered to move.

Utter This piece of equipment is essentially the same as a stretcher, except that extra rope or cord is required to bind the victim to the frame. One character (or one mount or beast of burden) can transport a character who is bound into a litter, as long as the carrier is able to support half of the victim's weight without being too encumbered to move. It is usually not wise to try to transport a character in a litter over rugged or very rugged terrain (see the section on Encumbrance and Movement), because one end of the litter is always on the ground and the injured character can be jostled as the litter skids and bumps along the ground. If it is important for the victim to be kept more or less motionless because of the nature of his injuries, the Dungeon Master may decide that a trip over rugged or very rugged terrain will actually cause the character to suffer further damage as a result of the rough handling.

Soldier's Pack (14 gp)

Includes a backpack, a bedroll, a hammer, a mess-kit, 10 pitons, 10 torches, a tinderbox, a tent, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Adventuring Gear Properties

ARMORS AND SHIELDS

Armor Properties

- Stealth disadvantage
- Mithral
- Adamantine
- Dragonscale

- Warm
- Spiked

Shield Properties

Grip.

Armor

Armor spikes. Armor spikes can be added to a set of medium or heavy armor for 150 gp, representing the price of the spikes and the expertise needed to add them to a set of armor.

While wearing armor with spikes, wrestling with you is a dangerous proposition. If you use the Attack action to grapple a creature within 5 feet of you and successfully do so, the creature takes 1d4 piercing damage. If the creature ends its turn being grappled by you in this way and is within 5 feet of you, it takes another 1d4 piercing damage. If the suit of armor is magical, the damage dealt by the spikes is also considered magical.

Banded. This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. The strips cover vulnerable areas; the chain mail and leather protect the joints while providing freedom of movement. Straps and buckles distribute the weight evenly, making it easier to move around in this armor. This suit includes a helmet and gauntlets.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. Several layers of mail hang over vital areas. Most of the armor's weight hangs from the shoulders, making the armor uncomfortable to wear for long periods. The suit includes gauntlets.

Hide. This crude armor consists of thick furs and hides. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Padded. Padded armor consists of quilted layers of cloth and batting. It is heavier and less supple than leather armor.

Plate. Consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body, a suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding that is worn underneath the armor. Buckles and straps distribute the weight over the body. Each suit of plate must be individually fitted to its owner by a master armorsmith, although a suit gained from another can be resized to fit a new owner for half the armor's market price.

Ring Mail. This armor is leather armor with heavy rings sewn into the material. The rings help reinforce the armor against blows from swords and axes. Ring mail is typically considered inferior to chain mail, but it is still worn by those who cannot afford better armor.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Shield. Shields are carried in one hand, and they offer modest protection against projectiles and melee attacks alike.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Studded Leather. Made from tough but flexible leather (not hardened leather, as with normal leather armor), studded leather is reinforced with close-set rivets or spikes.

Studded Dragon Leather. This is a suit of studded leather crafted from the tough hide of a dragon.

Dragon Leather. This leather armor is made from the hide of a dragon. It is extremely supple yet far more durable than standard leather armor.

Dragon Scale. This suit of scale mail is made from a dragon's scales rather than metal, granting it superior protective capabilities and flexibility.



Mithral Plate. This suit of plate is crafted from mithral. It is easy to move in compared to other sorts of metal armor. The dwarves sometimes gift this armor to their most trusted allies.

Mithral Shirt. This extremely light chain mail shirt is made of very fine mithral links. The armor is light enough to wear under normal clothing. It is most commonly crafted by elves.

Armored Coat. Consisting of a short leather jacket reinforced with hidden metal plates, the protective nature of these jackets can be overlooked. Traditionally, they are fitted with hidden pockets and wrist scabbards that can hold a dagger or other small weapon.

This armor can be easily mistaken for normal clothing; any observer must succeed in a DC 15 Intelligence (Investigation) check to recognize the true nature of the armor

Buckler. This small shield is fitted around the arm and made of metal, wood, or boiled leather. It takes the same time to don and doff as a normal shield (1 action) and a character cannot benefit from a buckler and any other type of shield at the same time. Unlike a shield, a character can still use the hand in which the buckler is equipped. If during a character's turn they use an item with this hand, attack with a weapon in this hand, or attack with a two-handed weapon, then the character does not gain the buckler's bonus to AC until the start of their next turn. Attacking with a one-handed weapon or thrown weapon using the buckler hand causes disadvantage on the attack roll. The hand wielding the buckler does not count as a free hand for the purposes of spellcasting, grappling, or unarmed attacks. A character proficient with shields is also considered proficient with bucklers. A buckler does not benefit from the rules or abilities that

Targe. This shield is wielded in a way that leaves one's hand open. While wearing a targe, your Armor Class increases by 1. You can use the hand you wield the targe in to manipulate objects, shove, grapple, or perform somatic spell components. Creatures that are proficient with regular shields are proficient with targes.

Tower Shield. A huge metal-reinforced shield nearly as tall as its wielder. Donning and doffing the tower shield takes 1 action. A character cannot benefit from a tower shield and any other type of shield at the same time. While a tower shield is equipped, its bearer takes disadvantage on all attack rolls due to the off-balancing encumbrance of the shield, unless the weapon has the Light property. A character proficient with both shields and heavy armor is assumed to be proficient with tower shields. All other rules that affect shields still apply to tower shields. Tower shield. While wielding a tower shield, your Armor Class increases by 3, but your speed decreases by 5 feet and you have disadvantage on Dexterity checks and saving throws. You provide three-quarters cover, instead of half cover, to other creatures. You can use your action to set the shield like a wall, giving yourself total cover against ranged attacks until the start of your next turn. Creatures that are proficient with heavy armor are proficient with tower shields.

Spiked shield. A spiked shield serves as a martial melee weapon that deals 1d4 piercing damage. You can use spiked shield as off-hand weapon using rules for two-weapon fighting (it qualifies as non light melee weapon).. Characters that are proficient with regular shields are proficient with spiked shields, both as a shield and a weapon.

Helmets: optional rule

If you are NOT wearing helmet with medium or heavy armor then you suffer -1 penalty to your AC. But if you we



Light armor

Armor	Cost, gp	Armor Class (AC)	Stealth	Weight, lb
Armored Coat	65	12 + Dex modifier	—	15
Padded	5	11 + Dex modifier	Disadvantage	8
Leather	10	11 + Dex modifier	—	10
Studded leather	45	12 + Dex modifier	—	13
Dragon leather	500	12 + Dex modifier	—	15
Mithral chain shirt	5000	13 + Dex modifier	—	10
Elven light chain*	5000	13 + Dex modifier	-	10

Armor	Cost, gp	Armor Class (AC)	Stealth	Weight, lb
Hide	10	12 + Dex modifier (max 2)	—	12
Chain shirt	50	13 + Dex modifier (max 2)	—	20
Scale mail	50	14 + Dex modifier (max 2)	Disadvantage	45
Breastplate	400	14 + Dex modifier (max 2)	—	20
Half plate	750	15 + Dex modifier (max 2)	Disadvantage	40
Studded dragon leather	500	14 + Dex modifier (max 2)	—	20
Dragon scale mail	500	15 + Dex modifier (max 2)	Disadvantage	
Mithral scale mail	5000	15 + Dex modifier (max 2)	—	25
Elven heavy chain**	10000	16	-	30
Adamantine armor	+5000	Same as original armor	Same as original armor	Same as original armor
Spiked armor	75	14 + Dex modifier (max 2)	Disadvantage	45

Heavy armor

Armor	Cost, gp	Armor Class (AC)	Strength	Stealth	Weight, lb
Ring mail	30	14	—	Disadvantage	40
Chain mail	75	16	Str 13	Disadvantage	55
Splint	200	17	Str 15	Disadvantage	60
Banded mail	750	17	Str 14	Disadvantage	55
Plate	1500	18	Str 15	Disadvantage	65
Mithral Plate mail	7500	18	Str 13	—	35
Adamantine armor	+7000	Same as original armor	Same as original	Same as original	Same as original

Shields

Shield	Cost, gp	Armor Class (AC)	Strength	Stealth	Weight, lb
Buckler	5	1	—	—	2
Shield	10	2	—	—	6
Targe	12	1	—	—	3
Spiked Shield	15	2	—	—	7
Tower shield	30	3	Str 13	Disadvantage	40



- Mithral armor (variant rule)
- Mithral armor isn't magical
- Elven light chain (variant rule)
- Replaces Elven chain from DMG
- Elven heavy chain
- Adamantine armor (variant rule)
- Adamantine armor isn't magical

Masterwork armor and shields

Masterwork armor and shields provide the same protection as their normal counterparts but weigh less. Masterwork light armor, medium armor, and shields weigh half as much as normal. Masterwork heavy armor weighs three-quarters as much as normal. The strength score required to wear Masterwork heavy armor before one's speed is reduced is one point less than the listed score. Masterwork armor and shields are less likely to break under normal use. They cost twice as much as their normal counterparts.

Masterwork Armor traits

WEAPONS

Weapon Groups

Weapon Group	WEAPONS
Long Blades	long sword, greatsword, rapier
Short Blades	dagger, sickle, shortsword, scimitar
Axes	handaxe, battle axe, great axe
Polearms	spear, ycklwa, glaive, guisarm, halberd
Bows	shortbow, longbow
Crossbows	hand crossbow, light crossbow, heavy crossbow
Bludgeoning weapons	light hammer, Warhammer, flail, mace, Morningstar, club, greatclub

Weapon Properties

Tripping. This weapon is well suited to hook or wrap around your target's supporting limbs, causing it to fall.

While wielding this weapon, you gain a +2 bonus on your Strength (Athletics) checks for shoving a creature if you are attempting to knock it prone (see the Player's Handbook, page 195). Increase this bonus to +3 if the weapon is two-handed (or is versatile and used in two hands), or if you are wielding two single-handed weapons that each have this property. These benefits do not apply to a Trip Attack Combat Maneuver, which uses unrelated techniques to both trip and inflict damage with the same strike.

Unarmed (B), (P), or (S). A device with this property affixes to the knuckles, fingers, or

the back of the hand. It often takes the form of a glove. Sometimes it is a set of finger rings (connected or unconnected) that are quite heavy or bear sharp protrusions.

This device can modify the wearer's unarmed attacks. If this weapon property is noted (P) or (S), unarmed strikes using the device may inflict piercing or slashing damage instead of bludgeoning damage.

This device doesn't restrict the user's unarmed attacks, which can be made with other body parts. Devices with the unarmed property are not gripped in the hand so do not prevent the wearer from holding something else or otherwise using the affected hand. A device with

this property requires an action to put on or remove, a task that requires both hands. It cannot be disarmed. Unarmed devices can be made magical as weapons can. They can also be silvered or otherwise constructed of exotic materials, increasing the efficacy and versatility of your unarmed strikes.

Mounted. This weapon can be used one-handed while mounted, but must be used two-handed while on feet.

Long reach. As reach, except 15 ft.

Reload: This weapon may fire a number of times equal to its reload score before 1 action or 1 attack must be used to reload it. One free hand is required to reload

Versatile Damage. Weapons with this quality have both a primary and a secondary damage type. Your weapon will always do the primary damage type unless you declare otherwise before you roll damage.

Worn. Worn weapons augment your unarmed attack damage and may not be disarmed. Putting on or removing a worn weapon takes an action.

Double. A double weapon has two ends with which you can attack. When you take the Attack action and attack with the weapon, you can engage in two-weapon fighting with it, treating one end as the required light weapon with the specified damage die.

Restraining A Large or smaller creature hit with this weapon is restrained until freed. Formless or incorporeal creatures are not affected. A creature can free itself from the weapon by making a Strength (Athletics) or Dexterity (Acrobatics) check opposed by your Strength (Athletics) check if you are still in control of the weapon or with a DC of 10 if you are not.

Bypass These flexible weapons wrap around shields and other personal defenses. They ignore the AC bonus granted by shields and parrying weapons or reactions.

Ensnaring These weapons feature chain, rope, hooks, or other parts that can aid in entanglement. When you hit with an ensnaring weapon, you can use your bonus action to attempt to shove the target prone, disarm them, or pull them 5 feet towards you, using your weapon attack modifier in place of Strength (Athletics).

Nonlethal The weapon is designed to incapacitate or is otherwise capable of delivering a hit that does not kill the target. When you reduce a creature to 0 HP with this weapon you can knock a target unconscious and leave them stable. All weapons may be used to deal nonlethal strikes, but deal 1+STR bludgeoning damage instead of their typical value.

Status "Status weapons inflict extra effects on powerful hits. When you hit with an attack roll with a status weapon and exceed the target's AC by 5 or more, it will inflict an additional status effect based upon the type of damage dealt. A critical hit guarantees a status effect.

Slashing weapons inflict gaping wounds and profuse bleeding, inflicting additional slashing damage equal to your proficiency bonus. Objects, Constructs, and Elementals are immune to this damage, as may other creatures that do not bleed at the discretion of your DM.

Bludgeoning weapons hit with staggering blows that daze the target. Inflicting this status causes the target's next attack roll to be made with disadvantage.

Piercing weapons reward precise or focused attacks, punching holes in defenses and leaving a target vulnerable. Inflicting piercing status grants advantage on the first weapon attack against the target before the start of its next turn.

Improvised weapons may inflict status depending on their damage type and the discretion of your DM."

Sundering The weapon features qualities that crush, pierce, break, or penetrate armor. When you attack a target wearing a breastplate, brigandine, cuirass, halfplate, splint, or full plate, you gain a +2 bonus to the attack roll. You also gain this bonus against creatures with thick shells or metallic hides, and other creatures at the discretion of your DM.

Wind-up You can prepare attacks with this weapon to make it even more effective. You can use an attack to wind up or set your weapon. On the next attack you make with the weapon, you add an additional weapon die and twice your Strength modifier to damage. A weapon can only add one such damage die in this way. If no attack is made by the end of the wielder's next turn it is no longer wound up. The wielder can use an attack to keep the weapon wound up for a



subsequent round. A weapon that is wound up can be used to make an opportunity attack when an enemy enters its range.

Sweeping These weapons strike in broad motions. When you reduce an enemy to hit points with a sweeping weapon, target another creature within reach and, if the original attack roll can hit it, apply any remaining damage to it. If that creature is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to kill an enemy.

Prone When you are prone and make an attack with this weapon, you do not suffer disadvantage for being prone.

WINGED "These weapons have specially-shaped heads that halt the forward movement of their target toward the user and can be used to catch shields and weapons. After hitting a huge or smaller creature with this weapon, it is unable to move straight toward you and its movement speed is halved until you make an attack roll against another target or it leaves your reach. While holding a creature in this way, you can use a bonus action to attempt to shove the target.

You can also replace one of your attacks with an attempt to disarm a target, using your weapon attack modifier in place of Strength (Athletics)."

BOOMERANG When you miss with this weapon, it returns to your hand.

GAROTTE WIRE cannot be used on any creature greater than size larger than the user, and you must have advantage on 1 attack rolls against a creature in order to target it with a garotte. On a hit, the target is automatically grappled and restrained. Until the grapple ends, the target cannot breath and chokes. Creatures that do not need to breath are immune to a garotte wire's choke at the discretion of the DM. Choking creatures die after an uninterrupted number of rounds equal to their Constitution modifier.

GAUNTLET SWORD This specialized sword is built into a stiff gauntlet. When using this weapon you cannot be disarmed or drop it. It takes an action to don or doff a gauntlet sword. If you hit with a weapon attack after moving at least 30 feet straight toward a target while mounted, the gauntlet sword deals an extra 1d6 damage.



Simple Melee Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Cestus	6	1d6 Slashing	1	Unarmed (S)
Sap	1	1d4 Bludgeoning	1	Special
Ycklwa	10	1d8 piercing	3	Thrown (10/30), Versatile (1d10)

Simple Ranged Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Boomerang		1d4 bludgeoning	1	Thrown (60/120), special
Light repeating crossbow	75	1d8 piercing	2	Ammunition (range 40/160), magazine(6), two-handed,

Martial Melee Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Axe, boarding				
Sword, bastard	15	2d4 slashing	4	Parry, versatile (2d6), heavy
Pike	5	1d10 piercing	18	Heavy, longreach, two-handed
Hooked shortspear	1	1d4 piercing	2	Light, special
Cutlass	30	1d6 slashing	5	finesse, light, Basket hilt
Spiked chain	50	2d6 piercing	4	Finesse, reach, two-handed
Sword, cane	50	1d6 piercing / 1d6 bludgeoning		
Lance		1d12 piercing		Mounted, heavy
Sword, gladius	20	1d6 slashing / 1d6 piercing	3	Versatile damage

Martial Ranged Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Blowgun	10	1 piercing	1	Ammunition (range 25/100), loading
Crossbow, hand	75	1d6 piercing	3	Ammunition (range 30/120), light, loading
Crossbow, hand repeating	150	1d6 piercing	3	Ammunition (range 30/60), light, loading, reload (6)
Crossbow, heavy	50	1d10 piercing	18	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, heavy repeating	100	1d10 piercing	18	Ammunition (range 60/240), heavy, loading, two-handed, reload (6)
Longbow	50	1d8 piercing	2	Ammunition (range 150/600), heavy, two-handed
Net	1	—	3	Special, thrown (range 5/15)
Longbow, Oversized	150	2d6 piercing	2	Ammunition (range 150/600), heavy, two-handed, special
Arm crossbow	375	1d6 piercing	3	Ammunition, Ranged (30/120), loading (10), concealment
Shortbow, composite	150	1d6 piercing	2	Ammunition (range 80/320), two-handed, special
Crossbow, net thrower	200	-	4	special
Longbow, composite				Ammunition (range 150/600), two-handed, special, heavy



Bolas. A Large or smaller creature hit by a bolas must succeed on a DC 10 Dexterity saving throw or be restrained by it. A creature can break free of the bolas by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the bolas. Formless creatures are immune to this effect.

Hunting Bow. Hunting version of shortbow.

Boomerang. A boomerang is a curved wooden weapon, thrown end-over-end. When thrown by a proficient wielder at a target beyond its normal range increment, a boomerang returns to the thrower if the attack misses; it lands on the ground within 10 feet of the thrower, at a location of the Dungeon Master's choosing. **Warspear.** Military version of spear.

Spiked Chain.

Cestus. this reinforced leather glove consists of a series of leather thongs that are tied over the hand; the thongs secure a set of metal plates, one over the knuckles and the other along the back of the hand. There are two variants of this weapon. The myrmex "limb-piercer" has the versatile damage (piercing) property and the sphairai "bone-breaker" has the versatile damage (slashing) property.

Net. When you attack with a net, you target a point in space. Each Large or smaller creature within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or be restrained by the net. A creature can break free of the net by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the net.

Halberd. A halberd consists of a long spike, an attached axe blade on a long pole, and a hook on the back of the axe blade. The hook is designed to pull mounted enemies from their mounts. If you deal damage to a creature with the halberd, the creature must succeed on a Strength saving throw or fall prone. The DC of the check is equal to your attack roll result.

Boomerang. When you throw this weapon and miss, it returns to your hand. Creatures that are proficient with javelins are also proficient with boomerangs.

Composite bow. These bows use a complex design with a high draw weight. You add your Strength modifier alongside your Dexterity modifier to damage rolls for composite bows.

Garrote. When you attack with this weapon and hit, you immediately grapple the target if it is Large or smaller and is not formless. This grapple ends early if you let go of either end of the garrote. While grappled in this way, the creature is gagged, cannot breathe, and melee attacks against it are made with advantage. Rogues are proficient with garrotes.

Boarding Axe. While wielding a Boarding Axe in each hand you have advantage on athletic checks to climb wood

Hand-Hook. On a hit, instead of damage, you may attempt grapple the target with advantage as a bonus action. No advantage is gained to maintain the grapple. At your DM's discretion, you may instead try to force the target to drop an item it is holding.

Boomerang. If this weapon is thrown, it returns to the thrower at the end of the attack. The thrower can use a bonus action to catch the boomerang.

Composite Bow. Composite bows are built with a composite of materials, each with various degrees of flexibility. They have exceptionally strong draws.

You can add your Strength modifier to damage rolls with a composite bow, instead of your Dexterity modifier. (But continue to use your Dexterity modifier for rolls to hit.)

Crossbow, Repeating Hand . This hand crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon.

The hand repeating crossbow's built-in magazine holds up to 6 crossbow bolts. While the magazine contains any bolts, the weapon is not affected by the loading property. Reloading up to 6 bolts into the magazine requires an action.

Crossbow, Repeating Heavy. This heavy crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon. The heavy repeating crossbow's built-on magazine holds up to 6 crossbow bolts. While the magazine contains any bolts, the weapon is not affected by the loading property. Reloading up to 6 bolts into the magazine requires an action.

Crossbow, Repeating Light. This light crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon.

The light repeating crossbow's built-on magazine holds up to 6 crossbow bolts. While the magazine contains any bolts, the weapon is not affected by the loading property. Reloading up to 6 bolts into the magazine requires an action.

This weapon is favored by *derro*.

Harpoon. A harpoon is a thrown weapon designed to impale its target. A trailing rope restricts the target's movement after the weapon binds in the target's flesh.

Despite its standard range increments, a harpoon cannot be used to attack a creature that is farther away than the length of its attached rope. These special rules apply only if the harpoon is attached to such a trailing rope; otherwise treat the weapon in all ways as a javelin.

A harpoon attack that inflicts at least 5 damage binds the target. A harpooned creature is restrained except that it can still move its normal speed, provided it goes no further away from the attacker. This range

can be shortened over time if the other end of the rope is attached to a winch.

A harpooned creature can use its action to make a Strength check to free itself from the weapon. The DC is 10, or the damage inflicted by the harpoon attack, whichever is higher. A creature with an Intelligence of 7 or higher automatically succeeds at this check, understanding innately how to manipulate the weapon to free itself.

Alternately, the creature can attempt to pull free, dragging the weapon and rope with it. If you control the other end of the rope, this is an opposed check of Strength (Athletics). If the creature is two or more sizes larger than you, this check succeeds automatically. If the rope is tied to an object, the creature must instead try to burst the rope or drag the attached object

Polearm, Glaive. A single-edged blade mounted on a long haft. The blade curves over at the tip to increase the cutting area.

Polearm, Halberd. A polearm irregular head, forming a chopping piercing point.

Polearm, Pike. And extremely long spear-like weapon used primarily in formation fighting. The end of the haft is often reinforced or covered with metal

Sap. A sap consists of a heavy weight within a sleeve of leather or other padded material. Its purpose is to knock out creatures without killing them.

Once per turn, you can use this weapon to attempt a sapping attack if you have not made (and will not make) a Sneak Attack that turn.

Spiked Chain. This chain has various weights and sharp protrusions at strategic points along its length. It is designed to entangle foes.

Sword, Bastard. This weapon is a cross between the longsword and the greatsword. The additional length makes the weapon very affective from horseback.

Sword, Broadsword. This weapon resembles a longsword but with a shorter handle and a wider, heavier blade. Older versions lack the weapon's iconic basket hilt.

Sword, Gladius. This simple weapon is used primarily for thrusting, like a heavier shortsword, with a blade that broadens at the end. This makes it suitable to both

piercing and slashing attacks.

Sword, Long. This iconic knightly weapon features a cruciform hilt. The weapon is light enough for single-handed use but has a long handle (from which it derives its name) that allows it to be wielded two-

handed.

Sword, Scimitar. A light, curved sword with a heavier end, excellent for fast, intricate attacks.

Sword, Shortsword. This weapon looks like a heavy dagger with a longer blade. The weapon is made primarily for short, vicious thrusts.

Sword, Cutlass.

Crossbow, arm.

Crossbow, Net thrower.

Yklwa. Instead of a mere point, this short spear has a heavy, bladed head, up to two feet long and sharp along its entire length.



A common variant of this weapon has a blade of chipped stone or obsidian instead of steel; it gains the

Ammunition

Ammunition is a projectile that can be fired, shot, or thrown. In order to use the ammunition properly, it must be used with the correct firing device. The weapon used to fire the ammunition will have two numbers following after it in its properties. The first number is the preferred firing range. If the ammunition is shot and its distance between the target and itself is equal to or less than this number of feet, there is no penalty. The second number is the maximum range. If the ammunition is fired after the preferred range but the target is within the maximum range, the attack roll is at disadvantage. If the target is outside the maximum range, the attack automatically fails.

When trying to fire an arrow, you must use either a shortbow, longbow, or composite bow. If you are attempting to fire a bolt, you must use a crossbow variant.

Attempting to use the wrong ammunition for these two types of weapons will apply the following penalties. First, the attack roll is at disadvantage. Once the improper ammunition is fired, the preferred range is halved. If the target is past the preferred range, the attack automatically misses.

Arrow, Barbed. This piece of ammunition causes bleeding wounds. A creature hit with a barbed arrow or bolt takes 1 point of piercing damage at the beginning of its turn until it uses its action to pull the arrow free. Once pulled free of the wound, the ammunition is destroyed.

Arrow, Smoldering. This piece of ammunition has a hollow point containing alchemist's fire and a simple ignition mechanism. A creature you hit with a smoldering arrow or bolt takes 1d4 fire damage at the beginning of its next turn. Once ignited, the ammunition is destroyed.

Arrow, Smoking. This piece of ammunition lets out a blast of smoke on contact. A 5-foot radius sphere centered on the creature or point you hit is heavily obscured until the end of your next turn. Once ignited, the ammunition is destroyed.

Arrow, Splintering. When you hit a creature with a splintering arrow or bolt, it explodes into wooden or bone shards. Each creature within 5 feet of the target must make a DC 12 Dexterity saving throw or take 1d4 piercing damage. Once it explodes, the ammunition is destroyed.

Arrow, Barbed. This piece of ammunition causes bleeding wounds. A creature hit with a barbed arrow or bolt takes 1 point of piercing damage at the beginning of its turn until it uses its action to pull the arrow free. Once pulled free of the wound, the ammunition is destroyed.

Arrow, Smoldering. This piece of ammunition has a hollow point containing alchemist's fire and a simple ignition mechanism. A creature you hit with a smoldering arrow or bolt takes 1d4 fire damage at the beginning of its next turn. Once ignited, the ammunition is destroyed.

Arrow, Smoking. This piece of ammunition lets out a blast of smoke on contact. A 5-foot radius sphere centered on the creature or point you hit is heavily obscured until the end of your next turn. Once ignited, the ammunition is destroyed.

Arrow, Splintering. When you hit a creature with a splintering arrow or bolt, it explodes into wooden or bone shards. Each creature within 5 feet of the target must make a DC 12 Dexterity saving throw or take 1d4 piercing damage. Once it explodes, the ammunition is destroyed.

Arrow, Alchemical. The forward end of the shaft is a blunt glass tube delicate enough to break on impact, dispersing its liquid contents onto the target.

Any liquid that is effective on contact can be placed into an alchemical arrow, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, unholy water, and all sorts of contact poisons. When fired from a bow, an alchemical arrow halves the weapon's normal and long range increments and changes its damage to 1d4 bludgeoning. In addition to damage, a successful ranged attack applies the contained liquid, as though it had been splashed onto the target.

A substance that comes in a vial fills one alchemical arrow. A substance that comes in a flask fills two alchemical arrows, but that dose is diluted; any applied damage is halved and any effect that grants a saving throw is rolled with advantage.

Arrow, Barbed. This piece of ammunition has wicked barbs that make it hard to remove from the target. This applies the cruel weapon property to attacks made with it.

Arrow, Fire. This arrowhead has a small, bulbous cage just behind the tip. The cage holds flammable, fibrous material soaked in an accelerant, like the material used for torches.

You may spend a bonus action to knock this arrow and dip the point into an active fire source prior to shooting. A lit fire arrow adds 1 fire damage to the bow's attack. The arrow might also light highly-flammable materials that it touches, like thatched rooves, dry crops, and the like.

Arrow, Flight. This arrow is crafted of materials carefully selected for their aerodynamic properties. With lighter heads and superior fletching, flight arrows are tremendously accurate missiles.

When using this ammunition, both the bow's range increments are increased by a distance equal to half the weapon's normal range increment. When firing a flight arrow, apply a -1 penalty to the damage roll.

Arrow, Frog Crotch. The head of this arrow forms a razor-sharp crescent, points facing forward, theoretically allowing the archer to cut ropes from a distance. Targeting a rope is a difficult shot; apply disadvantage to the attack roll unless it is made within 10 feet of the target.

Arrow, Grappling. The head of this heavy arrow has four opposite claws that form a grappling hook. This arrow allows you to use your attack roll in the place of the normal ability check when trying to place a grappling hook. The head of a grappling arrow is attached to a 100-foot length of silk cordage. The coiled cord is spooled or is placed on the ground before firing so that it can unwind as the arrow flies toward its target. The line has loops knotted into it just large enough to serve as footholds for a climber. The cord has 1 hit point and can be burst with a DC 12 Strength check. If used as a weapon, the grappling arrow reduces the bow's damage to 1d4 bludgeoning.

Arrow, Screaming. The head of this arrow makes a screaming noise in flight. The sounds this arrow emits in flight can be easily heard within 100 feet of any point along its path.

Arrow, Sheaf. This is the most common type of arrow used in combat, a sturdy shaft of reliable length, topped by a heavy broadhead or bodkin point. These are normally referred to as just "arrows."

Arrow, Smoke. A thin wrap of an alchemical material encases the shaft of this arrow behind the head. You may spend a bonus action to knock this arrow and dip the point into an active fire source prior to shooting, causing the material to smoke vigorously. The arrow trails smoke as it flies and creates a 5-foot cube of smoke wherever it hits. The smoke dissipates in 1d4 rounds, or until dispersed by a wind of at least 10 mph. Smoke arrows are each crafted to emit a specific color of smoke, useful for signaling.

Ammunition (arrow)

Item	Cost, gp	Weight, lb
Barbed		
Smoldering		
Smoking		
Alchemical		
Fire		
Flight		

Blowgun Needle, Hooked. This blowgun needle has several small hooks behind the tip that make it hard to remove from the target. This applies the cruel weapon property to attacks made with it.

Blowgun Needle, Steel. This is a lightweight needle, about six inches in length, used as blowgun ammunition. A puff of downy feather attached to one end allows the projectile to be fired from a blowgun with a firm blast of lung power. Steel needles are often used to deliver toxins, being dipped in a vial of poison or other substance just before firing. These are normally referred to as just "blowgun needles."

Item	Cost, gp	Weight, lb
Barbed		



Smoldering
Smoking
Alchemical
Fire
Flight

Crossbow Bolt, Broad Tip. This is the most common type of bolt used in combat, a short shaft with a razor-sharp broadhead at the tip. These are normally referred to as just "crossbow bolts."

Crossbow Bolt, Grappling. The head of this heavy bolt has four opposite claws that form a grappling hook. This bolt allows you to substitute your attack roll in the place of the normal check for trying to place a grappling hook. The head of a grappling arrow is attached to a length of silk cordage. The coiled cord is spooled or is placed on the ground before firing so it can unwind as the arrow flies toward its target. The line has small loops knotted into it at intervals, placed to serve as footholds for a climber. The cord weighs 2 pounds and is 100 feet long. It has 1 hit point and can be burst with a DC 12 Strength check. If used as a weapon, the grappling crossbow bolt reduces the crossbow's damage to 1d4 bludgeoning. Because of their shape, these bolts cannot be loaded into a repeating crossbow magazine.

Crossbow Bolt, Inking. This heavy crossbow bolt bears a large, spongy head soaked in bright ink. The bolt is typically carried inside a wax coating that covers the head to preserve the ink prior to use. Such bolts are often used by spotters in battle to mark certain targets. By prearranged agreement, this focuses the attention of allied ranged units like archers and war wizards. The wax coating on the head of this bolt can be removed as a bonus action during loading, making it ready to fire. Anything the missile hits is splattered with the bright ink. A crossbow firing an inking crossbow bolt reduces its damage to 1d2 bludgeoning. Because of their shape, these bolts cannot be loaded into a repeating crossbow magazine.

Crossbow Bolt, Notch-Tip. The long, thin head of this piece of ammunition has a pair of notches on opposite sides, about one inch below the head. These weaken the shaft, causing it to break on impact, leaving the tip inside the target. This bolt applies the cruel weapon property to attacks made with it.

Crossbow Bolt, Stabilized. This bolt is crafted with a target tip and some small fletching. When using this ammunition, both the crossbow's range increments are increased by a distance equal to half the weapon's normal range increment. When firing a stabilized crossbow bolt, apply a -1 penalty to the damage roll.

Item	Cost, gp	Weight, lb
Barbed		
Smoldering		
Smoking		
Alchemical		
Fire		
Flight		

Sling Bullet, Alchemical. This spherical projectile is made of clay or glass, designed to shatter on impact, dispersing its liquid contents onto the target. It is larger than a normal piece of sling ammunition. Any liquid that is effective on contact can be placed into an alchemical sling bullet, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, unholy water, and all sorts of contact poisons. When fired from a sling, an alchemical sling bullet halves the weapon's normal and long range increments. In addition to damage, a successful ranged attack applies the contained liquid, as though it had been splashed onto the target. A substance that comes in a vial fills one alchemical sling bullet. A substance that comes in a flask fills two alchemical sling bullets, but that dose is diluted; any applied damage is halved and any effect that grants a saving throw is rolled with advantage. These ammunition pieces are favored by kobolds, who call them "stink pots."

Sling Bullet, Dimpled. These bullets are carefully molded for symmetry and drilled with dimples around the circumference to improve flight characteristics. When using this ammunition, both the sling's range increments are increased by a distance equal to half the weapon's normal range increment.

Sling Bullet, Lead. This is the most common type of sling bullet, a simple lump or sphere of molded lead. These are normally referred to as just "sling bullets." Sling Bullet, Razor Glass. This piece of ammunition is designed to shatter into sharp slivers that imbed themselves in the target. This design applies the cruel weapon property to attacks with the ammunition.

Sling Bullet, Stone. In a pinch, a slinger can make use of appropriately-sized stones in the place of bullets. Stones cost nothing to collect but are less effective due to their irregular shapes; they apply a -1 penalty to the weapon's damage roll.

Item	Cost, gp	Weight, lb
Barbed		
Smoldering		
Smoking		
Alchemical		
Fire		
Flight		

Blunt Tip Ammunition. The end of this arrow or bolt is a metallic ball, instead of a point. When using this ammunition, the damage type becomes bludgeoning, instead of piercing.

Hollow Tip Ammunition. The end of this arrow or bolt is empty and fragile. The shaft is also hollow, with a cork on the end of it. This arrow is capable of holding one ounce of a single liquid inside of it. This liquid does not dry out while inside of it. If the ammunition hits an object and is not a sling bullet, the tip breaks, and the liquid pours out. If the object is a creature, the liquid is injected into the target. If the ammunition is a sling bullet, the liquid is not injected into the creature. There is a wick that connects to the liquid contents inside the sling bullet.

Serrated Tip Ammunition. The end of this arrow or bolt is serrated, much like a knife. The tip is also widened and flat. When using this ammunition, the damage type becomes slashing, instead of piercing. If this ammunition is fired in order to cut a rope, the attack roll has advantage. This does not apply to a serrated needle.

Item	Cost, gp	Weight, lb
Barbed		
Smoldering		
Smoking		
Alchemical		
Fire		
Flight		

This section describes the special properties of this document's new adventuring gear.

Item	cost	Weight
Arrows		
Item	cost	Weight
Alchemical (10)	20 gp	1/2 lb.
Barbed (20)	10 gp	1 lb.
Fire (10)	5 gp	1/2 lb.
Flight (20)	2 gp	1 lb.
Frog-crotch (10)	5 gp	1/2 lb.
Grappling	2 gp	1/2 lb.
Screaming (10)	10 gp	1/2 lb.
Sheaf (standard arrow) (20)	1 gp	1 lb.
Arrow, Barbed	1 gp	
Arrow, Smoldering	2 gp	
Arrow, Smoking	3 gp	
Arrow, Splintering	2 gp	
Smoke (10)	15 gp	1/2 lb.



Blunt Tip Arrow (5)	2 gp	
Hollow Tip Arrow (5)	2 gp	
Serrated Tip Arrow (5)	2 gp	
Blowgun Needles		
Blunt Tip Needle (20)	2 gp	
Hollow Tip Needle (20)	2 gp	
Serrated Tip Needle (20)	2 gp	
Hooked (50)	15 gp	1 lb.
Steel (standard needle) (50)	1 gp	1 lb.
Crossbow Bolts		
Serrated Tip Bolt (5)	2 gp	
Hollow Tip Bolt (5)	2 gp	
Blunt Tip Bolt (5)	2 gp	
Broad-tip (standard bolt) (20)	1 gp	1% lb.
Notch-tip (20)	10 gp	1% lb.
Grappling	2 gp	1% lb.
Inking	1 gp	1/2 lb.
Stabilized (20)	2 gp	1% lb.
Sling Bullets		
Hollow Tip Sling Bullet (20)	1 gp	
Serrated Tip Sling Bullet (20)	1 gp	
Alchemical (10)	15 gp	1% lb.
Dimpled (20)	5 gp	1% lb.
Lead (standard bullet) (20)	4 cp	1% lb.
Razor glass (20)	10 gp	1% lb.
Stone (20)	—	1% lb.

Variant: Recovering Ammunition

The ammunition weapon property says that characters can recover half the ammunition used after a combat by searching for 1 minute. Where did the rest go? This system assumes that the other pieces are harder to find or are broken and unusable.

With this variant, searching for another minute allows recovery of the rest of the ammunition. Half this second batch of found ammunition (a quarter of all ammunition fired) is broken.

Constraints. The ability to recover any ammunition assumes the party has time after a battle; that it is not being pursued or racing after its goal. It also assumes that the battlefield is readily searchable; firing at a sea monster from the safety of a boat is likely to make the ammunition totally unrecoverable. A fight in pitch blackness, which the party can't see through, is just as likely to prevent the recovery of any ammunition.

Repairs. Broken pieces of ammunition can be repaired with magic or tools. This allows careful archers to maintain their stocks of ammunition on extended adventures.

A mending cantrip is sufficient to fix each piece of broken ammunition, requiring only one action per piece repaired.

Without magic, broken ammunition can be repaired using the appropriate artisan's tools, as though the remnants were craft components. Repairing requires about 1 minute of time per copper piece of the product's value. (This figure is a distillation

of the 8-hour workday which allows up to 5 gp of total market value production.) This means that it takes 5 minutes to repair a standard arrow, bolt, or sling bullet, since each has a 5-cp market value.

Example. A ranger fires 20 of her standard arrows in a battle. Afterward, she recovers 10 arrows in the first minute of searching. In the second minute of searching, she recovers 5 more whole arrows and 5 broken ones. With the right artisan's tools, the ranger can repair the broken arrows in 25 minutes.

Masterwork weapons

A Masterwork item is an item created with such skill and care that it is clearly superior to a normal item. Not just any craftsmen can create a Masterwork item; only an expert in his or her craft, with exceptional skill and years of experience, can create such an item. Masterwork items can take the form of weapons, armor, or tools. All Masterwork items are exceptionally durable and can take wear and tear better than a normal item. Although Masterwork items are not magical, magic items are Masterwork items, but their magical description and properties replaces any benefit they grant from being Masterwork.

Masterwork weapons

Masterwork weapons are particularly sharp and sturdy. You gain a +1 bonus to damage rolls made with a Masterwork weapon. Your weapon is less likely to break under normal use. Ammunition generally cannot be Masterworked. If a Masterwork weapon gains a bonus to damage from any other source, that bonus replaces the bonus granted from the weapon being a Masterwork weapon. Masterwork weapons cost 300 GPs more than the base price of the weapon. A Masterwork weapon can also be silvered, but this costs an additional 100 GPs.

Masterwork Traits

VARIANT RULES: MORE REALISTIC BOWS AND CROSSBOWS

Range: divide by three

Crossbows: reload take 1 action, all range is normal and crossbow get bonus +2 to hit

LINKS AND SOURCES



VARIANT AND OPTIONAL RULES

VARIANT & OPTIONAL RULES

Вариантные правила дополняют или расширяют стандартные.
Оptionальные правила дополняют стандартные.

Fighting with two weapons

Variant

Standard rules for fighting with two weapons make it useless for ranger (who 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 not have heavy property, or light ranged weapon that you're holding in one hand, 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)

Variant

Sometimes my players and I wanted to create "strange multi-class characters – with several martial classes. So, this rule will give such characters Extra Attack one or two levels earlier and if character have two sources of Extra Attack then they 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 do not have 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 11 levels of Fighter.

If you have two sources of Extra Attack class feature – you can take another fighting style

ROGUE SNEAK ATTACK (VARIANT)

Variant

More classical sneak attack – to attack with a 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 long or short rest.

FLANKING (VARIANT)

Variant

If you and your ally are flanking target (as described in Flanking optional rule) you and your ally gain bonus +2 to attack rolls versus this target.

MISSING A RANGED WEAPON ATTACK

When a ranged weapon attack misses, the ammunition or weapon doesn't disappear into the air; it keeps travelling until it falls or hits something. You can use this optional rule to determine what happens when a ranged weapon attack misses.

Ammunition Weapons. If the missed ranged weapon attack used ammunition (such as a bow or crossbow) the ammunition continues in a straight line. It is assumed to travel through the intended target's space and into the spaces directly behind in a straight line, until it either hits something or travels a number of feet from the target equal to its normal range (at which point it falls to the ground)

If the ammunition passes into a creature's space beyond the intended target, the creature must make a DC 10 Dexterity saving throw. On a failure, the creature takes damage from the ammunition, which stops when it hits the creature, but the attacker doesn't add its ability score modifier to the damage roll On a successful save, the creature dodges the ammunition, which continues on its path.

Thrown Weapons. If the missed ranged weapon attack used a thrown weapon (such as a dart or javelin), the weapon lands in a space within 5 feet of the intended target (or 10 feet if the attack roll was a 1 on the d20) Roll 1d8, assigning each number to a compass direction (north, northeast, east, etc.) The result is where the thrown weapon lands. For example, if you assigned 1 to north, and then rolled a 1 on the d8, the weapon would land 5 feet north of the intended target.

If there is a creature in that space, it must succeed on a DC 10 Dexterity saving throw or be hit by the weapon. If it hits, the attacker doesn't add its ability score modifier to the damage roll

Hitting cover

When a ranged attack misses a target that has cover, you can use this optional rule to determine whether the cover was struck by the attack.

First, determine whether the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target but high enough to strike the target if there had been no cover, the object used for cover is struck. If a creature is providing cover for the missed creature and the attack roll exceeds the AC of the covering creature, the covering creature is hit.

Cleaving through creatures

If your player characters regularly fight hordes of lower-level monsters, consider using this optional rule to help speed up such fights.

When a melee attack reduces an undamaged creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. The attacker targets another creature within reach and, if the original attack roll can hit it, applies any remaining damage to it. If that creature was undamaged and is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to reduce an undamaged creature to 0 hit points.

Armor with a dexterity modifier

Many characters and creatures gain a bonus to their Armor Class from their Dexterity modifier, whether as a result of unarmored defense, natural armor, wearing light armor, or some other feature. This bonus represents the creature's ability to quickly dodge out of the way of attacks, which they wouldn't be able to do in heavy armor. What happens when they are unable to dodge, held fast in a spider's web, or unconscious? This optional rule addresses that question.

If a creature is paralyzed, petrified, restrained, stunned, or unconscious, it doesn't gain its Dexterity modifier as a bonus to its Armor Class.

Sleeping In Armor

Variant

These rules build on those presented in Xanathar's Guide to Everything.



Light Armor. Sleeping in light armor has no adverse effect on the wearer.

Medium Armor. When you finish a long rest during which you slept in medium armor, you regain only one quarter of your spent Hit Dice (minimum of one die) If you have any levels of exhaustion, the rest doesn't reduce your exhaustion level

Heavy Armor. When you finish a long rest during which you slept in heavy armor, you regain only one quarter of your spent Hit Dice (minimum of one die) If you have any levels of exhaustion, the rest doesn't reduce your exhaustion level In addition, you must succeed on a DC 10 Constitution check or gain one level of exhaustion.

Deadly surprise (variant rules)

Variant

If you attack surprised target during first round of combat your weapons attacks damage is applied to Constitution score of target. If target has Constitution score 0 or less it is dead.

Mounted Combat

Controlled Mount Attacks

Variant

While you're controlling a combat-trained mount such as a warhorse, you can use your action to direct the mount to take an Attack or Overrun action against a target of your choice. For example, you could direct your warhorse to make a hooves attack with a Trampling Charge against a target, or overrun an enemy position, instead of making your own attack with your sword.

Depending on the circumstances, the GM may require you to succeed on a Wisdom (Animal Handling) check and/or have the Mounted Combatant feat to direct a controlled mount attack.

Movement Around Other Creatures

Variant

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Treat a prone hostile creature as being one size smaller than normal for this purpose. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

Ranged attacks while mounted

Variant

Riding on the back of any mount and simultaneously attempting to shoot a bow or throw javelins is extremely difficult and requires great skill This option requires creatures to be practiced in this respect, or not be as effective while mounted.

If a creature is mounted and the mount moves on its turn, the mounted creature has disadvantage on ranged weapon attacks until the end of that turn.

One-hit kill

Variant

This option makes falling unconscious at 0 hit points Extremely dangerous. It can also be combined with the "Bleeding Out" option and pairs well with the "Coup de Grace" optional rules.

- A creature with 0 hit points and that isn't stable makes death saving throws as normal but dies instantly if it takes damage from any source. If the creature is stable, it follows the normal rules for taking damage while at 0 hit points.

Death And Dying

Variant

This section offers different ways to handle death and dying.

For these options, the rules for instant death, falling unconscious, death saving throws, and stabilizing a creature (as given in the 5th Edition Player's Handbook) are unchanged, unless stated otherwise.

Negative Hit Points

This option is simple, and uses the rules for instant death, death saving throws, and stabilizing a creature that are given in the 5th Edition Player's Handbook. It emphasizes stabilizing creatures as opposed to healing them, and takes the focus off of healing spells such as healing word.

Using this variant, a creature can go below 0 hit points. Whenever the creature takes damage when it has 0 hit points or lower, it suffers a death saving throw failure. If the damage is from a critical hit, it suffers two failures instead. Track the

Stabilizing a Creature. A creature with negative hit points can be stabilized as normal When a creature with negative hit points is stabilized, it immediately regains enough hit points such that it is stable and at 0 hit points.

Bleeding Out

Variant

This option doesn't include death saving throws, and a fallen creature relies on allies to save its life before time runs out. It is more forgiving to creatures who only go down once, but continually falling to 0 hit points spells doom.

Death Points. Death points measure how close a creature is to death. The first time a creature is reduced to 0 hit points, it starts with 0 death points. Once the creature has 10 death points, it dies. A creature's death point total resets to 0 when it finishes a long rest.

A creature gains death points in two ways:

- A creature that starts its turn with 0 hit points and isn't stable gains 1 death point
- Whenever a creature with 0 hit points takes damage, it gains 1 death point, or 2 death points if the damage was from a critical hit damage as normal continuing to subtract hit points as it goes below 0.

If the creature reaches a negative hit point total equal to its hit point maximum, it dies.

Healing. With negative hit points, powerful healing becomes much more valuable and expensive. In order for a creature with 0 hit points or fewer to regain consciousness, it must regain enough hit points such that it has at least 1 hit point.

Even if the creature is stabilized or regains consciousness, it retains its death point total

Healing Death Points. Whenever a creature that has at least 1 death point receives magical healing, it can choose whether that healing goes toward its hit points or its death points. For every 5 hit points of healing that go toward death points, the creature's death point total is reduced by 1.

Stabilizing a Creature. You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't gain death points at the start of each of its turns, but it does remain unconscious and it retains its death point total The creature starts accruing death points again if it takes any damage. A stable creature that isn't healed regains 1 hit point in 1d4 hours.

Instant Death. This option follows the normal rules for instant death from massive damage.

Bleeding Wounds

Variant

Some effects, such as the loss of a body part, cause a bleeding wound to a creature. At the start of each of the creature's turns, it loses 1d4 hit points from blood loss for each bleeding wound. The creature, or a creature within 5 feet of it, can then use an action to make a DC 15 Wisdom (Medicine) check, ending the effect from all bleeding wounds on itself on a success. Magical healing will also end the effect.

Shock

Variant

A dying creature might enter shock once it recovers consciousness. Shock is a special condition that lasts until the creature recovers naturally, or the condition is removed by the lesser restoration spell. A creature in shock displays a variety of symptoms including pallor, cold sweats, weakness, nausea, thirst, and groaning; it is usually incoherent and may gaze helplessly at its injuries.



Each time you regain hit points after dropping to 0 hit points, you must succeed on a DC 10 Constitution saving throw or enter shock. This saving throw is made with disadvantage if you failed any death saving throws before regaining hit points.

When you enter shock, you gain one level of exhaustion and are incapacitated. Your speed is reduced by 10 feet, and you can't speak coherently. You automatically fail Strength and Dexterity saving throws, and attack rolls against you have advantage. After 1d4 hours, you must make a DC 10 Constitution saving throw: on a success, the condition and any exhaustion levels gained from shock are removed; on a failure, you remain in shock and gain another level of exhaustion. Repeat the saving throw every 1d4 hours until either the condition is removed, or you die.

ПОСТОЯННЫЕ ТРАВМЫ И МАССИВНЫЙ УРОН

Expanded 5e, **Variant**

Одной из основных причин, по которой персонажи не любят постоянные травмы – это риск потерять конечность, который делает персонажа намного более слабым и хотя с ролевой точки зрения это безусловно хороший повод для уникального отыгрыша – готовы к нему все.

Поэтому в этих измененных правилах используется следующее дополнение: если эффект говорит про постоянную потерю конечности или какой-либо функциональности, игрок может заменить этот эффект на «сломанная» - сохраняя конечности персонажа и позволяя восстановить полную функциональность персонажа через некоторое время.

Причины добавить в игру остальные травмы:

- Вы хотите сделать бой более опасным, но на самом деле не сделать его более опасным. Ну, большую часть времени ...
- Эпические истории о преодолении еще большего количества препятствий.

- Долительные эффекты боя. Вы не должны просто «проспать» эффекты эпических сражений, в которых вы доведены до предела своих возможностей. Это дает игрокам дополнительные травмы, от которых нужно оправиться, что действительно заставляет их чувствовать, что они заслужили победу.

- Плохие боевые шрамы.

Что вызывает необходимые травмы?

Игрок должен сделать бросок по таблице постоянных травм, когда с его персонажем происходит что-либо из следующего:

- Когда противник наносит максимальный урон своей атакой
- При провале спасброска от смерти на 5 и более.
- Когда противник наносит критический удар
- Как конкретный монстр атакует (особая способность, чтобы сделать его более страшным)
- Особенно неприятный эффект заклинания
- Потеря сознания / каждый раз, когда вы делаете спасбросок от смерти

Дополнительное правило, которое позволяет избежать лишних бросков и лишних эффектов постоянных травм: ваш персонаж получает постоянную травму при условии наличия соответствующих условий и если он провалил спасбросок по Телосложению с УС 15.

Альтернативное правило: вместо спасброска по Телосложению используйте спасбросок против смерти, и в случае результата меньше 10 – персонаж получает травму, а при 10 и выше – нет.

ТАБЛИЦА ПОСТОЯННЫХ ТРАВМ

1k20 Таблица длительных травм и массивных повреждений

1 Потерять (сломать) ногу или ступню - ваша скорость передвижения уменьшается вдвое, и у вас есть помехи для всех проверок способностей, основанных на ловкости, из-за отсутствия баланса.

2 Потерять (сломать) руку или кисть - вы можете держать только один предмет за раз, и вы не можете совершать атаки двумя руками.

3 Потерять глаз (затуманенное зрение) - у вас есть недостаток при проверках восприятия на основе зрения и дальних атаках.

4 Потеря уха (звон в ушах) - у вас есть недостаток при проверке восприятия на основе слуха.

5 Проколотое или проколотое легкое - вы можете выполнить действие или бонусное действие, только когда этот объект находится внутри вас. После удаления у вас теперь есть «внутренняя травма» (см. 10 ниже).

6 Перелом черепа или другие переломы костей - у вас есть помехи на броски атаки и все проверки способностей, основанные на силе, ловкости и телосложении (включая заклинания). Кроме того, вы всегда терпите неудачу в проверках концентрации.

7 Гнойная рана - ваше максимальное здоровье уменьшается на 1 каждый день.

8 Хрупкое - Каждый раз, когда вы получаете урон, вы получаете дополнительно 1d6 урона того же типа.

9 Большое сотрясение мозга - у вас есть недостаток в проверках умственных способностей (проверки интеллекта, мудрости и харизмы, не связанные с боем).

10 Внутренняя травма - Вы совершаете с помехой все броски атаки.

11 Слабое место или болезненный шрам - вы получаете дополнительно 1d6 повреждений при попадании в точку травмы.

12 Ушиб или глубокий синяк - вы теряете способность действовать быстро. Вы больше не можете реагировать.

13 Незначительное сотрясение - у вас есть недостаток в проверках умений, основанных на интеллекте, которые не связаны с боем.

14 Сломанные ребра - у вас есть недостаток при проверках способностей, основанных на силе и ловкости.

15 Потеря пальца (сломанная рука) - у вас есть недостаток при проверках ловкости рук и любой проверке способностей, которая включает использование воровских инструментов.

16 Limp - Ваша базовая скорость передвижения снижена на 5.

17 Ужасный шрам

18 выбитых зубов, большой шрам

19 Незначительный небольшой шрам

20 Всплеск адреналина: вы получаете количество временных хитов, равное 1 от вашего хита + модификатор телосложения. Кроме того, в следующих двух раундах вы можете бонусным действием совершить рывок, а ваш модификатор силы удвоится.

Совет Мастеру

Позвольте вашим игрокам сделать броски по этой таблице перед началом игры и посмотрите на то что они получат. Это может придать их персонажу неповторимую уникальность, если игроки не удовлетворены результатом, то вы можете позволить им перебросить или просто не использовать полученный эффект.

LINKS AND SOURCERS



MORE GRITTIER HEALING

ABOUT HEALING

Расширенные условия и виды отдыха.
Ослабленное лечение.

ОТДЫХ

Условия отдыха

Комфортные условия – персонаж обеспечен едой, водой, укрытием от внешней среды. Во время сна персонаж снимает средние или тяжелые доспехи. При этом персонаж не подвергается воздействию внешней среды, а минимальные параметры таковы:

- Тепло – Минимум холодная погода
- Ветер – слабый
- Влажность – умеренная
- Осадки - отсутствуют

Безопасные условия – отсутствие прогнозируемых и явно ожидаемых угроз.

Спокойные условия - в постоянных дворах, городе, укрепленных форпостах.

Длинный отдых требует следующих условий:

- Безопасность и отсутствие ожидаемых угроз
- Достаточные комфортные условия внешней среды для отдыха
- Спокойствие

В случае отсутствия таковых авантюристы не могут совершить полноценный длинный отдых, а лишь только средний отдых (см.далее).

Сон в доспехах

Сон в лёгких доспехах не оказывает неблагоприятных эффектов на носящего, но вот сон в средних или тяжёлых доспехах затрудняет полноценное восстановление за длинный отдых.

Когда вы завершили длинный отдых, на протяжении которого вы спали в средних или тяжёлых доспехах, вы восстанавливаете половину меньше Костей Хитов (минимум 1).

Если у вас есть какая-либо степень истощения, такой отдых не уменьшает вашу степень истощения.

♥ ВОССТАНОВЛЕНИЕ ХИТОВ

Восстановление хитов персонажа происходит и без использования Костей Хитов или медицинской помощи, но, к сожалению, достаточно медленно.

Базовые правила 5е предусматривают две основных механики восстановления хитов:

- после завершения длинного отдыха
- путем траты Костей Хитов на отдыхе

Предлагаемые нами правила рассматривают следующие механики восстановления хитов:

- в случае отсутствия отдыха за 1 сутки
- при совершении кратковременного отдыха
- при совершении полноценного отдыха
- при отдыхе в максимально комфортных условиях.

Также на восстановление хитов и Костей хитов влияют:

- оказание первой медицинской помощи;
- полноценный врачебный уход.

ВОССТАНОВЛЕНИЕ ХИТОВ ЕСТЕСТВЕННЫМ ОБРАЗОМ

ОТДЫХ	ХИТЫ	КОСТИ ХИТОВ
Короткий	За счет потраченных Костей Хитов, максимум 1 КХ*	Не восстанавливаются
Короткий + первая помощь	Количество потраченных КХ увеличивается на 1**	Не восстанавливаются
Средний	Уровень модификатор Телосложения*	+ 1 Кость Хитов
Средний + первая помощь	Уровень модификатор Телосложения*	+ 2 Кости Хитов
Средний + врачебный уход	Уровень модификатор Телосложения*	+ 1+Модификатор Телосложения, Минимум 2
Длинный	Уровень модификатор Телосложения*	+ 1+Модификатор Телосложения КХ
Длинный + первая помощь	Уровень модификатор Телосложения*	+ 1+Модификатор Телосложения КХ, Минимум 2
Длинный + врачебный уход	Уровень модификатор Телосложения*	+ 1+Модификатор Телосложения, Минимум 3
Продолжительный	значение Телосложения**	Суммарно не менее четверти КХ
Продолжительный + первая помощь	значение Телосложения**	Суммарно не менее четверти КХ
Продолжительный + врачебный уход	значение Телосложения**	Суммарно не менее половины КХ

* Если отсутствует меньше половины хитов.

** В т.ч. если меньше половины хитов.

*** Помимо восстанавливаемых хитов за счет отдыха, во время отдыха персонаж может потратить также свои Кости Хитов на восстановление Хитов.

** в дополнение к хитам восстановленным за 5 длинных отдыхов, входящих в один продолжительный

⚔️⊕ Короткий отдых

Expanded 5e

Минимум 1 час

Короткий отдых — это период длиной как минимум 1 час, во время которого персонаж не делает ничего напряжённого кроме поглощения пищи, питья, чтения и обработки ран.

Конкретную длительность короткого отдыха определяет мастер.

Если персонажи отдыхают в течение времени, за которое можно сделать длинный отдых, то он и делается в первую очередь.

Эффект: Если персонажи отдыхают в течение времени, за которое можно сделать короткий отдых, то он и делается в первую очередь.

В конце короткого отдыха персонаж может потратить одну или несколько Костей Хитов. Каждая потраченная кость позволяет совершить бросок соответствующей кости, добавить к ней модификатор Телосложения и восстановить получившееся количество хитов. После каждого броска можно решить, что будет потрачена ещё одна Кость Хитов. Потраченные Кости Хитов восстанавливаются в конце длинного отдыха, как описано ниже.



Партия может совершить только 2 коротких отдыха. Способность совершать короткие отдыхи восстанавливается после как минимум 3 часов сна.

Опциональное правило

Если у персонажа есть состояние Ранен [Bloodied], то во время короткого отдыха персонаж не может восстановить Хиты более чем до половины максимума Хитов.

☞☞ Средний отдых

Expanded 5e

8 часов, 1/24 ч+Комфортные условия

В условиях постоянной угрозы персонажам достаточно тяжело отдыхать и полноценно восстанавливать свои силы. Тем не менее промежуточного результата все-таки достичь можно.

Средний отдых — это период длительностью как минимум 8 часов, во время которого персонаж спит или совершает лёгкую деятельность: читает, разговаривает, ест и стоит на страже не более 2 часов. Если отдых прерывается напряжённой активностью (как минимум 1 час или другая подобная деятельность), персонажи должны начать отдых с начала, чтобы получить от него преимущества. В отличие от длинного отдыха средний отдых может быть совершен и в относительно опасной и беспокойной местности.

Эффект: после завершения среднего отдыха персонаж восстанавливает количество хитов равное половине уровня (округленное вверх). Также восстанавливаются использования любых свойств персонажа, которые для восстановления требуют завершения длинного отдыха.

В конце среднего отдыха раненный персонаж восстанавливает половину от максимума Костей Хитов (минимум 1) при условии, что за ним ухаживал лекарь, владеющий навыком Медицина и с использованием целительского набора (затрачивая соответствующие ресурсы), а без такого ухода персонаж восстанавливает 1 Кость Хитов, если его уровень больше 4ого.

В отличие от длинного отдыха, при завершении среднего отдыха эффект сниженного максимума Хитов не уменьшается.

Персонаж не может получить преимущества от второго длинного или среднего отдыха за 24-часовой период, и у персонажа должен быть хотя бы 1 хит в начале отдыха, чтобы получить от него преимущества.

Опциональное правило

Если у персонажа есть состояние Ранен [Bloodied], то во время среднего отдыха персонаж не может восстановить Хиты более чем до половины максимума Хитов.

☞☞ Длинный отдых

Expanded 5e

8 часов, 1/24 ч+Комфортные условия+ Безопасность+ Спокойствие

В случае отдыха персонажей в комфортных условиях, в безопасной местности и наличии условий, которые внушают персонажам спокойствие (например, в лагере союзных варваров) персонажи восстанавливаются быстрее.

Длинный отдых — это период длительностью как минимум 8 часов, во время которого персонаж спит или совершает лёгкую деятельность: читает, разговаривает, ест и стоит на страже не более 2 часов. Если отдых прерывается напряжённой активностью (как минимум 1 час движения или сражение [любой длительности] или сотворение заклинаний или другая подобная деятельность), персонажи должны начать отдых с начала, чтобы получить от него преимущества.

Эффект: в конце длинного отдыха раненный персонаж восстанавливает половину от максимума Костей Хитов (минимум 1) при условии, что за ним ухаживал лекарь, владеющий навыком Медицина и с использованием целительского набора (затрачивая соответствующие ресурсы), а без такого ухода персонаж

восстанавливает четверть от максимума Костей Хитов (округляемое вниз, минимум 0).

Персонаж не может получить преимущества от второго длинного или среднего отдыха за 24-часовой период, и у персонажа должен быть хотя бы 1 хит в начале отдыха, чтобы получить от него преимущества.

Совет Мастеру

Длинный (или средний) отдых — это прекрасная возможность спросить у персонажей, которые вместе несут дозор «Про что вы разговариваете» и вдохновить игроков на дополнительный отыгрыш. Конечно, когда вы спросите у игроков в первый раз — они скорее всего не ответят или будут себя чувствовать некомфортно. Но если вы будете последовательным и будете задавать этот вопрос постоянно, игроки начнут рассказывать, что делают их персонажи и про что говорят.

Опциональное правило: Сокращенное восстановление хитов.

За период длинного отдыха персонаж восстанавливает 1+модификатор Телосложения костей хитов, но не более половины максимума костей хитов.

☞☞ Продолжительный отдых

5 суток+Комфортные условия+ Безопасность+ Спокойствие

Продолжительный отдых — это период длительностью как минимум 120 часов (5 суток), во время которого персонаж находится в постельном режиме, не занимаясь никакой деятельностью.

Продолжительный отдых можно осуществлять только в комфортных и абсолютно безопасных условиях.

Продолжительный отдых также сбрасывает уровни Истощения и эффекты от недостаточного питания, сна или дегидратации, а также полностью снимает эффекты сниженного максимума хитов.

- Вы излечиваетесь от одного из эффектов, мешающих вам восстанавливать ОЗ.

- В течение следующих 24 часов, вы получаете преимущество при спасбросках против одной болезни или яда, которое действующего на вас в данный момент. Во время отдыха персонаж получает преимущество на спасброски против долгодействующих болезней и ядов.

Примечание

Продолжительный отдых можно и следует воспринимать как дополнительный эффект длительного восстановления сил, считая его эффекты дополнительными к эффектам 5 длинных отдыхов

LINKS AND SOURCERS

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ADDITIONAL ACTIONS

ABOUT ACTIONS

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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 and target creature is within reach of charging creature, then it can use its bonus action to make a melee weapon attack against the target creature. As soon as it makes this attack, its speed is reduced to 0 until the end of the current turn.

Overrun

Action

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Tumble

Action

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

REACTIONS

Blocking shield

Reaction

When you are hit by weapon attack but before you know damage dealt you can block this incoming damage with your shield as a reaction.

Then the shield will take all damage dealt and if damage dealt is more than shield's hit points maximum you will take rest damage.

Shield as a object has next characteristics: hit points 15, damage threshold 5.

BONUS ACTIONS

LINKS AND SOURCERS



CONDITIONS

ABOUT CONDITIONS

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PSEUDO-CONDITION

About Pseudo-conditions

Псевдосостояния это кодифицированные и классифицированные эффекты, которые уже используются в 5e

NEW CONDITIONS

НОВОЕ СОСТОЯНИЕ: ЗАЦЕПЛЕН

Condition

Зацепленное существо не может отдалиться от зацепившего.

Зацепленное существо может попытаться действием снять зацеп, совершив проверку Ловкости (Акробатика) или Силы (Атлетика) против проверки Силы (Атлетика) зацепившего.

Зацепивший может попытаться действием подтянуть зацепленное существо к себе на 15 футов, совершив проверку Силы (Атлетика) против проверки Ловкости (Акробатика) или Силы (Атлетика) зацепленного существа. Если существо на два размера больше зацепившего, на проверку налагается помеха, и расстояние, на которое можно подтянуть зацепленное существо снижается до 5 футов.

STRESSED

Condition

Usually you will gain this condition after a traumatizing event – taking massive damage, falling to 0 hp, seeing a death of friend etc.

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.

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

Detached

Condition

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 has 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.

Bleeding

Condition

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, Helpless

You are bound, sleeping, unconscious or otherwise completely at an opponent's mercy.

Your effective Dexterity score is equal to 1, effective movement speed is equal to 0, and melee attacks against you are automatically critical hits and attack rolls for melee attacks are made with advantage.

Another creature adjacent to the helpless creature can perform a coup de grace against the helpless creature.

Usually you can become helpless if you are unconscious, paralyzed or sleeping.

It is intended that you or your enemies can almost not use this action in combat

Bloodied

Status effect condition

A bloodied creature has no more than 50% of its maximum hp.

Status effect condition – is specific type of condition used to describe creature in combat. In general there are no effects which can apply status effect condition to target.

Blinded (Condition)

Condition

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage (unless the attacker is more than 5 ft. away from the creature and can't see it), and the creature's attack rolls have disadvantage.

SNOW BLINDNESS

Condition

Northerners believe that snow blindness is caused by light glittering on snow or ice, and sometimes by malevolent spirits. The real cause is intense ultraviolet rays burning the eye.

Snow blindness becomes a danger after 4 hours of exposure to a brightly sunlit snowscape. Starting at the end of the 4th hour of exposure, a character must make a Constitution saving throw at the end of every hour; the DC equals 10 + hours exposed beyond 3 (or, for simplicity, 7 + hours of exposure).

Travelers have devised effective precautions. Characters can avoid making a check by taking a short rest after 3 hours, or by



wearing dark goggles or snow visors (similar to goggles but made from an opaque material such as bone with a narrow, horizontal slit instead of tinted lenses). Monsters native to the environment are immune, as are constructs and undead.

Failing the saving throw imposes the first stage of snow blindness: the character has disadvantage on Wisdom (Perception) checks that rely on sight, weapon and spell ranges (for visually targeted spells) are halved, and all attack rolls are made with a -2 penalty. A second failed saving throw brings on the second stage of snow blindness: severe pain in the eyes, sight range is limited to 15 feet, and disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. Spending two days in a dimly-lit environment reduces snow blindness by one stage. Sight is restored completely by lesser restoration or comparable magic.

FROSTBITE AND HYPOTHERMIA

Condition

Basic rules for surviving cold weather can be found in the fifth edition rules. Characters who aren't prepared for cold weather or who are exposed to extreme, unnatural, or magical cold can experience both hypothermia and frostbite. Under those conditions, characters must make Constitution saving throws to avoid harm; the GM determines when saving throws are called for and the DC for each one. Each failed saving throw increases the risk and damage, as described below.

STAGE 1: FROSTNIPPED. The skin itches, aches, and becomes numb. Yellow and white patches form. Frostnipped characters have a -2 penalty on Strength and Dexterity checks.

STAGE 2: SHIVERSTRUCK. The character gains one level of exhaustion, shivers uncontrollably, and his or her teeth chatter. A shiverstruck spellcaster must make a successful DC 10 Constitution check (with disadvantage because of exhaustion) to cast a spell with a verbal or somatic component; if the check fails, the spell slot isn't expended. Tasks such as getting into or out of armor take twice as long.

STAGE 3: KISSED BY THE ICE MAIDEN (HYPOTHERMIA). The character gains a level of exhaustion and can't recover from exhaustion until after a long rest in a warm environment. The character's skin develops black blisters but the character's body is numb—which may initially seem a relief. A hypothermic character is only superficially aware of his or her surroundings and may trudge past shelter or blunder into monsters or hazards without realizing it.

Even simple activities such as drawing or sheathing a weapon, loading a crossbow, or retrieving something from a pouch or pack require a successful DC 10 Dexterity check (made with disadvantage from exhaustion) to accomplish without fumbling and dropping the item. This can be avoided if the character takes four times longer than normal to do simple things. More complex tasks, such as starting a fire with flint and steel, are impossible.

STAGE 4: FROSTBITTEN. The character gains a level of exhaustion and becomes incapacitated. Eventually organs fail, flesh dies and becomes gangrenous, teeth freeze and shatter, fingers and toes snap off, and other permanent injuries occur. The effect of such losses is determined by the GM. Every additional failed Constitution saving throw at this level of exposure adds another level of exhaustion. The character can survive and recover if rescued, but only magic can restore lost limbs and damaged organs.

Ethereal

Condition

1. The creature exists partially within the Ethereal Plane and has a spectral appearance.
2. The creature takes only half damage from non-ethereal sources and deals only half damage to non-ethereal targets. Neither effect applies to force, necrotic, psychic, or radiant damage.
3. As part of its move, action, or reaction, the creature can pass through non-ethereal creatures and objects. While entirely enclosed within an object, the ethereal creature is blinded and cannot target anything but the object.

Miserable

1. A Miserable creature has disadvantage on attack rolls.
2. The creature automatically fails Charisma ability checks.

A Miserable character can temporarily counter the effects of the Miserable condition by spending inspiration. Using inspiration removes the disadvantage on one attack roll, or enables the player-hero to make a Charisma ability check at disadvantage.

Bouts of Madness

"What have I done?" he cried, "what have I done?"

When a Player-hero who is Miserable rolls equal or less than difference between their Shadow point total and their Wisdom while making an ability check, attack roll or saving throw, they experience a bout of madness.

For example, a Player-hero with Wisdom 10 and 15 Shadow points, suffers a bout of madness when they roll five or below while making an ability check, attack roll or saving throw. If they gain another point of Shadow then the bout is triggered on a roll of 1 - 6, and so on.

When this happens, the player relinquishes control of their character to the Loremaster for a short period of time. The Loremaster plays out the crisis, making the character do something they will later regret. Here are some examples of the consequences of a bout of madness:

3. Rage - the character broods over real or imaginary wrongs until they react aggressively to a perceived threat or source of opposition.
4. Wretchedness - the hero descends in a deep state of depression. They cannot propose any task for the length of the crisis.
5. Desperation - the hero cannot find a trace of hope in his spirit, and thus cannot use inspiration until their heart is again lifted.
6. Lust - the character feels an irresistible desire for an object not belonging to them, and tries to secretly take it.

If at all possible, the Loremaster should ground the consequences of a bout of madness either on the reason required the roll that triggered the crisis, on the player-hero's Shadow Weakness, or on one of their Shadow Weakness Flaws (see Degeneration below).

More often than not, the crisis provokes an aggression of some type, verbal or physical, upon the most likely and available target. The Loremaster should pick the most appropriate pretext and build the episode upon it.

Usually, a bout of madness is resolved right after the Player-hero got the 1 result, but the Loremaster can choose to postpone the reaction, letting the player keep control of their character, only to snatch it from them at a later, more appropriate moment. (The Loremaster might choose to do so especially when the roll that provoked the bout of madness wasn't dramatically relevant.)

A Miserable Lifstan has entered a ruined tomb in Mirkwood with Trotter and failed a Wisdom (Perception) ability check by rolling a 1. The young Barding has been feeling uneasy since he descended the rotting steps leading to the underground chambers, and he secretly blames his friend Trotter for leading him into such a place. When a Spider suddenly emerges from the inky darkness, the Loremaster decides that Lifstan flees the place immediately, leaving Trotter to face the critter alone.

When a bout of madness finally passes, the character regains control and sees their mind finally cleared of the tangle of fear and doubt he fell into before facing the crisis. In gaming terms, a player who suffered a bout of madness cancels all the Shadow points they have accumulated since their last bout of madness, and replaces them with a single 'permanent' Shadow point.

Permanent Shadow points may not be removed in any way - they are permanent corruption of the spirit and there is no magic that can undo them; however, they are considered as normal Shadow points for all other purposes.

Degeneration

In addition to 'resetting' their Shadow points, every time a Player-hero suffers a bout of madness they develop a new Shadow Weakness Flaw. Their Shadow Weakness determines the precise nature of their degeneration, as the various Shadow Weakness Flaws are taken from a list directly corresponding to their chosen Shadow Weakness.

A Shadow Weakness represents an individual's main inner fault; their susceptibility to a certain kind of temptation or behavioural flaw. This vulnerability is exploited by the corrupting power of the Shadow, gradually twisting the Player-hero's behaviour. Each list presents its four Shadow Weakness Flaws in order of increasing seriousness: the



first time a Player-hero fails and is taken by madness they develop the first Shadow Weakness Flaw on the list, then the second, and so on.

Degeneration

Shadow weakness	1	2	3	4
Curse of Vengeance		Spiteful	Brutal	Cruel
Dragon-sickness	Grasping		Mistrustful	Deceitful
	Thieving			
Lure of Power	Resentful		Arrogant	
	Overconfident	Tyrannical		
Lure of Secrets	Haughty		Scornful	Scheming
	Treacherous			
Wandering-madness	Idle	Forgetful		Uncaring
	Cowardly			

A flawed adventurer has not lost the possibility of being a hero. Many of the characters described in the books display the influence of the Shadow to some measure. In most cases, they were able to keep their weaknesses in check, avoiding corruption's direst consequences.

Degeneration Consequences

The first entry on each list serves as a 'warning' of sorts for a player: their character is beginning to slip into Shadow. A player can actually choose to use this to their advantage, by properly roleplaying their new Shadow Weakness Flaw, they can gain inspiration, just as they do when portraying their hero's characteristics derived from their background.

Reaching the second entry means a character has continued on their ever-darkening path. In addition to their new Flaw, any skill or feature that their Shadow Weakness Flaws would impair automatically loses advantage. For example, the Rohirrim love their horses as kin and may have advantage on Animal Handling checks. A Rohirrim with the Curse of Vengeance who becomes Brutal no longer treats horses as kindly as he once did and loses his advantage on Animal Handling checks.

The third tier is a precarious one and reaching it signals that a character is likely destined for retirement, tragedy or villainy. In addition to their third Shadow Weakness Flaw, Player-heroes that have fallen to this point suffer disadvantage on all social ability checks, unless their Flaw would directly suggest otherwise.

For example, a Deceitful hero does not suffer disadvantage on Charisma (Deception) ability checks, a Cruel hero has no problem making Charisma (Intimidation) checks and so on.

Note that the behaviour implied by the third tier Shadow Weakness Flaws is, in many cases, the sort of conduct that leads to Misdeeds; the Player-hero's descent into darkness is thus hastened.

The fourth and final tier places a Player-hero on the cusp of becoming an NPC. In addition to their final Shadow Weakness Flaw, all Charisma checks suffer disadvantage, as do Wisdom (Insight) ability checks. Worse by far, whenever presented with a situation where their fourth Shadow Weakness Flaw is relevant, the Player-hero must make a DC 15 Wisdom saving throw to remain in control of themselves. Failure means they act as their fourth tier Shadow Weakness Flaw indicates. At this point, their friends may very well insist that they leave the company, and the Player-hero is forced into retirement.

Failure Aggravation

When a Player-hero fails at an ability check, a Shadow Weakness Flaw may dramatically worsen its already negative outcome.

If the consequences of a failed roll may be affected by a Shadow Weakness Flaw possessed by a Player-hero, the Loremaster can severely aggravate the outcome of the action, turning it into a truly catastrophic effort.

For example, a Brutal hero attempts to impress a crowd using Charisma (Intimidation). The player fails the roll, and the Loremaster determines that the adventurer actually drew his sword and harmed someone in his overzealous attempt to intimidate.

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RULES CLARIFICATION

DAMAGE DEALT BY CHARACTER

Target takes extra damage

Если эффект сформулирован таким образом, что «цель получает дополнительный урон при попадании», то кости урона таких эффектов не умножаются при критическом попадании.

Character deals extra damage

Если эффект сформулирован таким образом, что «персонаж наносит дополнительный урон при попадании», то кости урона таких эффектов умножаются при критическом попадании. При этом если не указан тип урона у эффекта, то тип урона совпадает с типом урона оружия.

В дополнение, на такие эффекты работает стиль Great Weapon Fighting.

LINKS AND SOURCERS



BASIC MARTIAL TECHNIQUES

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В базовых правилах уже используется два базовых маневра – это Обезоруживание [Disarm] и Сбивание с ног [SHOVE]

Закрыться лезвием.

Reaction. **Basic Martial Technique**

Если существо пытается попасть по вам оружием, вы реакцией можете выставить лезвие меча вперед и попытаться парировать атаку. Совершите бросок атаки длинным мечом, при этом вы совершаете его с преимуществом, если держите меч в двух руках. Если результат атаки противника меньше, или равен вашему броску, то он не попадает по вам.

Подсечка.

Attack. **Basic Martial Technique**

В качестве атаки вы можете попытаться подсечь ногу противника и сбить его с ног. Совершите бросок атаки против существа с размером не превышающий Большой. В случае попадания цель должна совершить успешный спасбросок Силы или быть сбитым с ног.

Обманный удар [Feint]

Bonus action

если скилл чек провалил больше чем на 10 - то следующая атака этого противника пойдет с адв

Disarm

Attack. **Basic Martial Technique**

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Shove

Shove Aside

With this option, a creature uses the special shove attack to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Выпад

Когда вы совершаете действие атаки в свой ход, вы можете сделать проверку Ловкости (Акробатика) с УС 15, чтобы увеличить досягаемость одной атаки ближнего боя на 5 футов, при этом в случае если вы терпите неудачу, ваша атака автоматически промахивается. Вы можете выполнить выпад лишь один раз за ход.

Change Position

инициатор - атака

напарник - реакцией шаг назад

Отвлекающий финт [Distracting Feint]

Bonus action

бонусным действием + скилл чек = успешная атака даст авантаж на следующую атаку

Aim

Bonus action. **Basic Martial Technique**

получи 1к4 на попадание на следующую атаку

Тщательное Прицеливание snipe

action+bonus+no movement

за каждый раунд снайпа - увеличиваешь нормальную дистанция на 1 инкремент

Conditional Attack

Bonus action. **Basic Martial Technique**

не наносит урона, скилл чек против скилл чек, длительность% до конца следующего хода инициатора.

возможные эффекты:

- снижение скорости

- слепота

- запрет проводить реакции

Парирование

Reaction. **Basic Martial Technique**

реакцией перебросить значение атаки противника чтобы ее отклонить

Тщательное прицеливание [Snipe]

Bonus action. **Reaction.** **Basic Martial Technique**

Bonus action + Reaction + Can't move

Blocking Shield

Reaction. **Shield**

When you are hit by weapon attack but before you know damage dealt you can block this incoming damage with your shield as a reaction.

Then the shield will take all damage dealt and if damage dealt is more then shield's hit points maximum you will take rest damage.

Shield as a object has next characteristics: hit points 15, damage threshold 5.

Нацеливание

Когда вы совершаете действие атаки в свой ход с помощью оружия дальнего боя против цели, у которой есть укрытие наполовину или на 3/4, вы можете попытаться совершить точное прицеливание по нему. Частью действия атаки совершите проверку Проницательности со Сл 12 при укрытии наполовину, или Сл 15 при укрытии на 3/4. При успехе вы совершаете атаку, и цель теряет свой бонус к КД от укрытия. В случае провала вы совершаете атаку с помехой, и цель сохраняет свой бонус к КД от укрытия. Вы можете нацелить только одну атаку за ход.

Финт

Когда вы совершаете атакуете в ближнем бою, вы можете сделать ложный удар, несущий целью заставить существо врасплох.

Вы не можете совершить атаку с финтом, если у вас помеха на эту атаку.

Вам необходимо успешно выполнить проверку Харизмы (Обман) с УС равным пассивной Проницательности вашего противника и в случае успеха ваша атака буде. Если вы преуспеваете, ваша атака против него будет совершена с преимуществом. Если вы терпите неудачу, ваша атака против него будет совершена с помехой. Любое существо, которое видело и распознано ваш финт, имеет преимущество в проверках Проницательности против ваших финтов в течение следующих 24 часов.

Провокация



Когда вы совершаете действие атаки в свой ход, вы можете отказаться от одной из своих атак, чтобы спровоцировать враждебное существо атаковать вас, а не кого-либо другого.

Выберите одно существо в пределах 60 футов от себя, которое может вас слышать. Совершите быстрое состязание вашего Убеждения против Проницательности цели. Если вы преуспеваете, цель получает помеху на атаки против всех существ кроме вас, до конца вашего следующего хода. Если вы терпите неудачу, существо получает преимущество в проверках Проницательности против ваших попыток Провокации в течение следующих 24 часов.

Запугивание

Когда вы совершаете действие атаки в свой ход, вы можете отказаться от одной из своих атак, чтобы напугать враждебное существо.

Выберите существо в пределах 10 футов от вас и совершите быстрое состязание вашего Запугивания против Проницательности цели. Если вы преуспеваете, цель становится напугана вами до конца вашего следующего хода. Если вы терпите неудачу, существо получает преимущество в проверках Проницательности против ваших попыток Запугивания в течение следующих 24 часов. Варвары в состоянии ярости совершают проверку Запугивания с преимуществом.

Удар по оружию

Когда вы совершаете действие атаки в свой ход, вы можете использовать одну из своих атак, чтобы попытаться повредить оружие или щит противника.

Выберите оружие или щит, которые несёт или носит существо, которое вы можете видеть, и совершите атаку против него. Он имеет КД, основанный на материале, из которого он сделан + модификатор Ловкости его владельца. При попадании объект получает обычный урон от атаки. Если ваше оружие сделано из материала с более низким КД, чем материал того объекта, что вы атакуете, то оно наносит лишь половину урона целевому объекту. Когда хиты атакуемого вами предмета падают до 0, он ломается. Существо, носящее сломанный щит, не получает бонуса к своему КД от этого щита (но он всё ещё занимает руку и требует действия на то, чтобы снять его). Сломанным оружием, в свою очередь, нельзя атаковать иначе, кроме как считая его импровизированным оружием.

Характеристики предмета. Следующие свойства основаны на правилах из Книги Мастера на страницах 246 и 247. Если часть предмета сделана из древесины, то она имеет КД 15, сопротивление к колющему урону, и уязвима к огню. Если часть предмета сделана из железа или стали, то она имеет КД 19 и сопротивление к колющему, дробящему и рубящему урону.

Все предметы невосприимчивы к яду и психическому урону.

Обычное оружие следует рассматривать как Маленькое, имеющее 10 (3к6) хитов, в то время как щиты и оружие со свойством "тяжёлое" следует считать Средним, имеющим 18 (4к8) хитов.

Как правило, магическая экипировка невосприимчива к урону обычным оружием, и может быть повреждена только другой магической экипировкой, и/или имеет в десять раз больше хитов.

Пригвоздить.

Совершая дальнобойную атаку из лука, вы можете попытаться пригвоздить существо с размером не превышающий Большой к стене, вонзив стрелу в его одежду. На усмотрение Мастера этот приём можно использовать против существ без одежды. Совершите бросок атаки, в случае успеха цель должна совершить спасбросок Силы. При провале скорость цели падает до нуля до момента, пока топор не будет вытаснен. Действием в свой ход существо может повторять спасбросок Силы.

Отвлекающий выстрел.

Действием вы можете совершить одну атаку из своего лука, при этом вы намеренно промахиваетесь этой атакой, давая союзнику нанести удар пока цель отвлечена на вас. Следующий бросок атаки против цели, совершённый до начала её следующего хода, совершается с преимуществом.

Обманка.

Действием вы можете с помехой совершить один выстрел из лука. Если меньший из двух бросков также попадает в цель, вы наносите цели критический удар.

Force Back

Sometimes a combatant will want to force an opponent back into an obstacle, through a doorway, or off a cliff, instead of making a melee attack. To force back an opponent, the combatant must succeed on a melee attack throw with a -4 penalty. The opponent must then make a saving throw versus Paralysis.

If the combatant is significantly larger than the opponent (an ogre or horse forcing back a man, for instance) the opponent suffers a -4 penalty on his saving throw. If the opponent succeeds, he stands his ground. If the opponent fails, he is forced back a number of feet equal to a normal damage roll by the combatant. If this would push the opponent into a wall or obstacle, the opponent is knocked down, taking 1d6 points of damage per 10' he has traveled.

If the opponent is pushed into another character or monster, he is knocked down if the character or monster he is pushed into is large or larger than him. If the character or monster he is pushed into is smaller, the character/monster is instead knocked down, and the opponent continues to be forced back.

Incapacitate

Combatants can attempt to knock out rather than kill their opponents by attacking with the "flat of the blade", pulling their blows, and so on. To make an incapacitating attack with a weapon, the combatant must succeed on a melee attack throw with a -4 penalty. If successful, the attack deals nonlethal damage. Brawling attacks (see above) are always nonlethal damage. See the Nonlethal Damage section.

Knock Down

A combatant may try to trip, sweep, or otherwise knock his opponent down in lieu of making a melee attack. To knock down an opponent, the combatant must succeed on a melee attack throw with a -4 penalty. The opponent must then make a successful saving throw versus Paralysis to stay on his feet. If the opponent fails, he immediately falls prone. Attack throws against prone combatants gain a +2 bonus, and thieves may backstab prone opponents. A prone combatant may get up on his round instead of moving, or crawl at a speed of 5' per round. If he attacks while prone, he suffers a -4 penalty on his attack throw.

Wrestling

Instead of making a melee attack, a combatant may attempt to wrestle with his opponent. To wrestle an opponent, a combatant must succeed on a melee attack throw with a -4 penalty. The opponent must then make a saving throw versus Paralysis. If the combatant is significantly larger than the opponent (an ogre wrestling a man, for instance) the opponent suffers a -4 penalty on his saving throw. If the opponent succeeds on his saving throw, he has shrugged off the combatant. If he fails, he has been grabbed in a wrestling hold. A combatant who has grabbed an opponent may perform a brawl, force back, disarm, or knock down action each round without having to make an attack throw so long as the hold continues (the opponent still receives a saving throw). A knock down or force back will end the hold, unless the wrestling combatant chooses to move with his held opponent. Other combatants are at +4 on attack throws against the held opponent, and thieves may backstab him. The held opponent may make another saving throw versus Paralysis each round to attempt to escape the hold.

Sweep

MATM

p5

Prerequisites: Flail, Gythka, Hooksword, Spiked Chain

When you make a melee weapon attack on your turn with a flail against a large or smaller creature, you can sweep an enemy's legs out from under them with your flail. If the attack hits, the attack causes no damage or other ill effect, but the creature must make a Dexterity saving throw or be knocked prone. You can only use this technique once per turn.



Unlinked Hookswords only.

Source: MATM, page 5

Stagger

MATM

p7

Prerequisites: Warhammer

When you make a melee weapon attack on your turn with a warhammer, you can choose to attack with disadvantage, hammering down with staggering force. If the attack hits, it deals its normal damage, and the creature must make a Constitution saving throw. If the creature fails the save, its movement speed is reduced by 10 and it can't take reactions until the start of its next turn. You cannot use this technique if you already have disadvantage on an attack. You can only use this technique once per turn.

Source: MATM, page 7

Spiked Thrust

MATM

p9

Prerequisites: Spiked Shield

When a creature makes a melee weapon attack against you, you can use your reaction to attempt to parry the blow, increasing the shield's AC bonus to +2 for that attack. If the attack misses, you can make a melee weapon attack with your shield against the attacker as part of that reaction, dealing 1d4 piercing damage. You must declare your intention to use your spiked thrust before the DM rolls the die.

Source: MATM, page 9

SPECIAL MANEUVERS BETWEEN OPPONENTS OF VASTLY DIFFERENT SIZE OR UNUSUAL SHAPE

Sometimes, combatants may attempt to perform Special Maneuvers against opponents that are much larger than them (such as wrestling a hill giant), or that benefit from an unusual shape (such as knocking down a giant snake or a centaur). In these cases, the Judge can give the opponent a +4 or more bonus on its saving throw, or simply rule that the attempt automatically fails. Conversely, when exceptionally large combatants perform Special Maneuvers against opponents much smaller than them, the Judge may rule that the saving throw penalty is -6, -8, or greater.

LINKS AND SOURCERS



FIGHTING STYLES

NEW FIGHTING STYLES

Daisho

When you wield a versatile weapon in one hand and a light weapon in your other hand, the versatile weapon gains the light and finesse weapon properties.

Duskblade

You learn two cantrips of your choice from the warlock spell list. Neither of the cantrips you choose can have a range greater than 60 feet. Intelligence is your spellcasting ability for these spells. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the warlock spell list.

(If you choose Eldritch Knight as your martial archetype at 3rd level, from that point on you can cast these cantrips as wizard spells gained from that martial archetype, but they do not count against the number of wizard spells you know.)

Blind Fighting

Fighter, Paladin, Ranger

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Primal Warrior

Ranger only

You learn two cantrips of your choice from the druid spell list. They count as ranger 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.

Divine 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.

Unarmed Fighting

Fighter, Paladin, Ranger

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

CHANGED FIGHTING STYLES

Our experience from several campaigns and a lot of games in D&D Adventurers League says that those fighting styles are underpowered in comparison with others. So, we decided to try fix them.

Thrown Weapon Fighting

Fighter, Paladin, Ranger

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 +2 bonus to the damage roll.

Superior Technique

Fighter, Paladin, Ranger

You learn one maneuver of your choice from among those available to the Battle Master archetype. 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).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Great Weapon Fighting

Fighter, Paladin, Ranger

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 weapon.

TWO-WEAPON FIGHTING

Fighter, Ranger

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

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

Protection

Fighter, Paladin

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.

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 1d8 + 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.

UNCHANGED FIGHTING STYLES

Dueling

Defense

Archery

CLASS LISTS OF FIGHTING STYLES

Fighter

Paladin

Ranger'

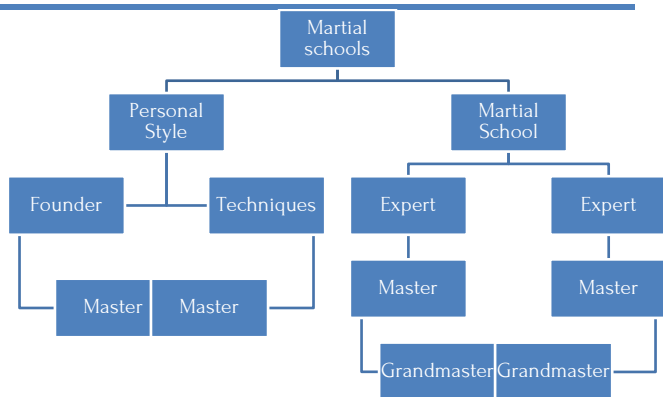
LINKS AND SOURCERS



MARTIAL TRADITIONS

MARTIAL TRADITIONS

Личный боевой стиль – создан персонажем под себя. Персонаж является основателем. Личный боевой стиль может начинаться с Founder – более сбалансированного варианта или Personal Martial Techniques - исключительно техничного аспекта.
С другой стороны, персонаж может изучать существующую школу



Founder of Personal Martial Style

Prerequisites: Character doesn't have Founder of Personal Martial Style or Expert of Martial School feat.

Unique Martial Style gives character possibility to create his or her own personal combat style.

First time when you select this feat you must select up to five weapons (or one weapon group) which your character will use with this this feat.

On **Founder** level you can select one non-secret combat maneuver and two non-secret combat techniques, and you will gain bonus +1 to hit with selected weapons and 2 superiority dices (which are d6).

Personal Martial Techniques

Prerequisites: Character doesn't have Founder of Personal Martial Style or Expert of Martial School feat.

First time when you select this feat you must select up to five weapons (or one weapon group) which your character will use with this this feat.

Then you can choose four techniques from Combat Techniques list, all of which must be applicable to chosen weapons (for example, if you choose bows and crossbows as weapons you can't take techniques designed for two weapons or shield). Also, only one technique can be difficult.

МАСТЕР ТЕХНИК ФИТА.
КАК ВЗЯТЬ СЕКРЕТНЫЕ ТЕХНИКИ.

Master of Personal Martial Style

Prerequisites: Character has Founder of Personal Martial Style or Personal Martial Techniques feat. 7 level

If you began building of your character's personal martial style from Founder of Personal Martial Style feat then on **Master** level you can select one non-secret combat maneuver and two non-secret combat techniques. Also, you will receive one additional superiority die and all your superiority dices will increase (d6->d8 etc.).

If you began with **Personal Martial Techniques** feat then your character on **Master** level receives 3 superiority dice (which are d8s), 2 combat maneuvers, and bonus +1 to attack rolls with chosen weapons (or weapon group).

You regain all expended superiority dice after finishing short or long rest.

Expert of Martial School

Prerequisites: Character doesn't have Founder of Personal Martial Style feat.

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

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

You gain next benefits:

- Bonus +1 to Primary Ability Score
- You learn 2 combat techniques from techniques available to your school at Expert level.
- You learn 1 maneuver from maneuvers available to your school at Expert level.
- You gain 2 superiority dice which are d6. When you take Master of Martial School feat these dice will became d8.
- You gain bonus +1 to attack rolls with school weapons

You regain all expended superiority dice after finishing short or long rest.

Master of Martial School

Prerequisite: 6 level, Expert of chosen Martial School

You gain next benefits:

- Additional 1 dice of superiority
- You learn 2 combat techniques from techniques available to your school at Expert or Master level.
- You learn 1 maneuver from maneuvers available to your school at Expert or Master level.
- Now you can take other Martial Traditions Feats
- Size of your superiority dice increases to next level (d6->d8->d10->d12)

Additional prerequisites are described in each school description.

If you take this feat first time you can take it second time (and get title Master of Martial School) and after mastering one school, you can begin to learn another.

Every Martial School give your character on Expert level: +1 to ability score, 2 combat techniques, 1 combat maneuver, 2 superiority dice.

On Master level: increased size of superiority dice, 1 additional superiority die, 2 combat techniques and 1 combat maneuver.

Grandmaster of Martial School

Prerequisite: 12 level, one Master feat, two Expert feats or Expert and Founder of Personal Style with compatible weapons or Expert and Personal Martial Techniques with compatible weapons

You gain next benefits:

- Additional dice of superiority
- You learn 2 combat techniques from your second school
- You learn 1 maneuver from your second school
- You can use all your maneuvers and techniques with weapons from both schools.

Training to gain benefit of Master of Martial School

You can receive Master of Martial 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 spend less time to train – required time is decreased by 50 days.

Training to learn additional techniques

If you have Expert of Martial School or Founder of Personal Style or Personal Martial Techniques feats, then you can learn additional combat techniques for using with chosen weapons. To do so you must spent 100 days for basic techniques or 200 days for difficult techniques. Also, you must have some source of information to learn new techniques – teacher or manual of some sort.

Description Format

All Martial Schools give their members access to a mix of maneuvers, techniques, and some physical training. Martial Schools require specific weapons or combinations of weapons or even specific armor or other equipment. You cannot use maneuvers or techniques from a Martial School unless you are both proficient in and wielding the school's specified weapons.

School Name

Prerequisites: *backgrounds, weapon proficiencies, armor proficiencies, ability score or special.* – what character must have to have the ability to train in this school.

Weapons, armor and their using in Martial School – every Martial School uses selected number of weapons and other equipment. You can't use maneuvers or techniques you get from Martial School Training If you use different weapons.

Primary ability: define which ability will be used for Weapon Maneuvers and Combat techniques DC.

DC = 8 + modifier of Primary ability + proficiency bonus.

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

Physical Training: When you take Expert of Martial School feat, increase corresponding ability score by 1, to a maximum of 20.

Combat maneuvers are difficult to execute, hence you are required to spend your superiority die every time you use them.

Combat techniques are describing properties of every Martial School. These are passive skills and don't require any action to be activated.

Expert maneuvers are maneuvers that character learns when Feat is taken for the first time for a selected School.

Expert techniques are techniques that character learns when Feat is taken for the first time for a selected School (select 2 from list of available techniques).

Master maneuvers are maneuvers that character gets when Feat is taken for the second time for a selected School.

Master techniques are techniques that character gets when Feat is taken for the second time for a selected School.

Grandmaster techniques and **maneuvers** are get by character when character get Grandmaster feat.

Iconic move – it's special technique or maneuver which is unique to this school. Character learns it when he already know all maneuvers and techniques from selected school.

MARTIAL SCHOOLS LIST

- Dual Blades
- Spear&Shield
- Heavy striker
- North Shield
- Single Blade
- Two Swords
- Militant's Shield
- Sword Dance
- Arrow storm
- Bludgeoning
- Polearms

- Master Axeman
- Ride and Strike
- Master Crossbowman
- Arm, Sword, and Thought
- Faithful Blade
- Raptor School
- Twin Sword Style (Semia or Waterdeep)
- Twin Sword Style +

Dual Blades

Martial School Feat

Weapons: Dual Blades 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

Expert maneuvers: Riposte

Expert techniques: Unfettered Defense, Fancy Footwork

Master maneuvers: Redirect Attack

Master techniques: Blood for Steel, xxxx

Iconic move:

Spear&Shield

Martial School Feat

Prerequisites: shield proficiency

Weapons: Spear or javelin or ycklwa or hooked short spear and any shield

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Expert maneuvers: Pushing Attack

Expert techniques: Shield Defense, Distracting Strike

Master maneuvers: Precision Attack

Master techniques: Polearm Expertise, Shield Bash

Iconic move:

Heavy striker

Martial School Feat

Weapons: heavy or versatile melee weapon wielded by two hands

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: Precision Attack

Expert techniques: Charge, Deadly Strikes

Master maneuvers: Pressing Attack

Master techniques: Cleave, Threatening stance

Iconic move:

North Shield

Martial School Feat

Prerequisites: shield proficiency

Weapons: any shield, long sword, short sword, gladius, hand axe, battle axe, spear

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: Unbalancing Attack

Expert techniques: Reactive Strike, Shield Bash

Master maneuvers: Blinding Attack

Master techniques: Distracting Strike, Shield Defense

Iconic move:

Single Blade

Martial School Feat

Prerequisites: short sword proficiency, Strength 13



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

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Expert maneuvers: Disarming Attack

Expert techniques: Defensive Stance, Distracting Strike

Master maneuvers: Riposte

Master techniques: Deadly Strikes, Defensive Duelist

Iconic move:

Two Swords

Martial School Feat

Weapons: The Two Swords style uses two edged weapons of equal length, usually combining twin longswords or small swords and armor isn't heavier medium armor.

Primary ability: Strength and Dexterity

Physical Training: Strength or Dexterity

Expert maneuvers: Pressing Attack

Expert techniques: Balanced Hands, Charge

Master maneuvers: Crippling Strike

Master techniques: Deadly Strikes, Threatening Stance

Militant's Shield

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

Weapons: Military Shield utilizes the shield and gladius or short sword, exploiting the shield's superior cover and the gladius' speed.

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: Crippling Strike

Expert techniques: Shield Defense, Shield Bash

Master maneuvers: Precision Strike

Master techniques: Distracting Strikes, Threatening Stance

Iconic move:

Sword Dance

Martial School Feat

Prerequisites: proficiency with swords

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

Primary ability: Strength, Dexterity

Physical Training: Strength or Dexterity

Expert maneuvers: Riposte

Expert techniques: Blade Step, Cleave

Master maneuvers: Precision Attack

Master techniques: Deadly Strikes, Reactive Strike

Arrow storm

Martial School Feat

Prerequisites: Proficiency with either longbow or short bow

Weapons: Longbow and short bow

Primary ability: Dexterity

Physical Training: Dexterity

Expert maneuvers: Ranged Disarm

Expert techniques: Always armed, Snapshot

Master maneuvers: Rapid Shot

Master techniques: Quick reactions, Close Quarters Archery

Iconic move:

Bludgeoning

Martial School Feat

Weapons: hammer, Warhammer, mace, Morningstar or maul

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: Trip Attack

Expert techniques: Force the Opening, Savage Strikes

Master maneuvers: Stunning Blow

Master techniques: Deadly Strikes, Distracting Strikes

Polearms

Requirements: glaive, guisarme or halberd proficiency

Weapons: glaive, guisarme or halberd

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: Trip Attack

Expert techniques: Polearm expertise, Deadly Strikes

Master maneuvers: Precision Attack

Master techniques: Threatening Strikes, Polearm Mastery

Iconic move:

Master Axeman

Martial School Feat

Requirements: Strength 13, any axe proficiency

Weapons: any axe

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: *Pressing Attack*,

Expert techniques: Savage Strikes, Force the Opening, Axe Juggle, Slashing Hit

Master maneuvers: Menacing Attack

Master techniques: Charging Strike, Deadly Strikes

Iconic move:

Ride and Strike

Martial School Feat

Requirements: Strength 13, proficiency in Animal Handling

Weapons: any melee weapon while mounted

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Expert maneuvers: Trip Attack

Expert techniques: Rider's Evasion, Ride by Attack

Master maneuvers: Precision Attack

Master techniques: Nimble Horsemanship, Galloping Charge

Iconic move:

If rules about secondary skills and expanded tools proficiency are used, then character who wants to learn this school must also have secondary skill proficiency: mounts (land)

Master Crossbowman

Martial School Feat

Requirements: Proficiency with either hand crossbow, light crossbow or heavy crossbow

Weapons: Any crossbow

Primary ability: Dexterity

Physical Training: Dexterity

Expert maneuvers: Precise Attack

Expert techniques: Close Quarters Archery, Fast loading

Master maneuvers: Distracting Shot

Master techniques: Rapid Crossbow, xxx

Iconic move:

Arm, Sword, and Thought



Known dismissively as the 'low' style of kio dueling, unlike most other kio techniques this style is taught outside of the notoriously elitist ghting schools and is available even to lower-status kio. Masters of this style ply the roads of the League of Princes, trading their expertise for the necessities of life. Scandalously to some, some masters of this style are even willing to teach non-kio its secrets, so long as they are the legal owners of a kio blade. After all, no master would sully their House's honor by teaching this style to one unworthy of carrying the blade.

Focusing on calming 'the storm within,' this style is as much of a belief system as it is a ghting one. Practitioners are taught to protect their minds as much as their bodies when in combat. Many duelists of this style use it as sort of a beginner's technique, with many going on to gain entry into the prestigious and exclusive Sova Academy, home of the Sword that Believes combat school.

- Requirements: Must legally own a kio sword
- Weapons: kio sword
- Primary ability: Strength or Dexterity
- Physical Training: Strength or Dexterity
- Expert maneuvers: Pressing Attack
- Expert techniques: Deadly Strike, Lightning Draw
- Master maneuvers: Riposte
- Master techniques: Force the Opening, Unfettered Defense

Faithful Blade

Entrance into the prestigious Sova Academy is the dream of nearly all kio in their youth as only a few are ever accepted to learn the secrets it teaches. To gain admittance, a kio must be accepted as a student by a Keeper of the High Blade, who trains them as part of their own instruction towards status of Master. Students must also present themselves with their own Kio sword to even be considered. –e training is long and arduous. –ough the price is steep, the rewards are great. –is academy is the only school known to teach one of the rarest ghting styles in the Known Lands, the Sword that Believes.

Requirements: Kio or val'Sungha, must have at least journeyman rank in either the Way of the High Blade or the Hand, Blade, and Mind Combat School, and must legally own a kio sword

- Weapons: kio sword
- Primary ability: Strength or Dexterity
- Physical Training: Strength or Dexterity
- Master maneuvers: Moment of Prescience
- Master techniques: The Perfect Cut, Threatening Stance

Данная школа не имеет маневров и техник уровня Ученик- вместо этого она рассматривает школы Руки, Клинка и Разума и Пути Высокого Клинка как дочерние и любой с чертой Учение Боевой Школы в любой из этих двух школ может взять как черту Мастер Боевой Школы Верящего Клинка так и после этого взять черту Грандмастер Школы Верящего Клинка

- Grandmaster maneuvers: Strike Without Thought
- Grandmaster techniques: Arrow Cutting, The Sword that Believes Elven swordplay
- Weapons: kio sword
- Primary ability: Strength or Dexterity
- Physical Training: Strength or Dexterity
- Expert maneuvers: Side step
- Expert techniques: Deadly Strikes, Duelist's Stare
- Master maneuvers: Sundering Strike
- Master techniques: Fancy footwork, Force the opening

Raptor School

- Requirements: Wisdom 13, Athletics proficiency
- Weapons: heavy or versatile non-reach
- Primary ability: Strength
- Physical Training: Strength
- Expert maneuvers: Eagle's Swoop
- Expert techniques: Falcon's Feathers
- Master maneuvers:
- Master techniques: Hawk's Eye

Twin Sword Style (Sembia or Waterdeep)

Martial School Feat, Regional

You have mastered a defensive style based on wielding a blade in each hand.

Prerequisite

Elf (Menzoberranyr or Waterdeep), half-elf (Waterdeep), or human (Sembia or Waterdeep), proficient with martial weapons,

Benefit

When fi ghting with two blades (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or animated shield. You can select a new melee opponent as a free action on your turn. You lose this bonus if you are caught fl at-footed or lose your Dexterity bonus to AC for any reason.

Special

You may select this feat only as a 1st-level character. You may have only one regional feat.

Inaccurate?

Twin Sword Style +

Martial School Feat, Regional

You have mastered a defensive style based on wielding a blade in each hand.

Prerequisite: Elf (Menzoberranyr or Waterdeep), half-elf (Waterdeep), or human (Sembia or Waterdeep), proficient with martial weapons

Weapons: any two blades (dagger, shortsword, scimitar, longsword, rapier)

Primary ability: Dexterity

Physical Training: Dexterity or Strength

Student maneuvers: Riposte

Student techniques: Offhand Steel, Ambidexterity

Master maneuvers: Redirect Attack

Master techniques: Defensive Stance, Parry

Iconic move:

Waterdhavian Fencing +

Martial School Feat, Regional, Waterdeep

Prerequisites: short sword proficiency, Strength 13

This rapier fencing style, known to snobbish sages of hoplology as the Transitional Dessarin School, teaches the sword alone as the basis of both offence and defence. Consequently, it employs a lighter rapier than the traditional Chondathan school.

Despite a probable origin in the Dessarin valley, teachers can be found anywhere from Calimshan to Thay. Indeed, some sages propose an independent development of a similar style around the Lake of Steam, based on the claims of fencing maestros from Saelmur's Master of the Blade school. Teachers from the Lake of Steam refer to their style as Saelmur School Fencing.

Many devotees regard this as the superior way to use a rapier and there often exists a fierce rivalry between students of this school and others.

Along with the use of the sword as the basis for all offensive and defensive techniques, a devastating counterattack in dual time is one of the hallmarks of the Waterdhavian style of fencing. Another special move, which while not unknown before the development of this style certainly serves to identify a swordsman trained in it, is distinctive technique of gliding his sword along his opponent's weapon in a tricky thrust that is exceedingly difficult to defend against.

Weapons: one weapon (usually short sword, 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



Iconic move:

Three Mountains +

Martial School Feat, **Regional**

You are a master of fighting with powerful bludgeoning weapons.

Weapons: Warhammer, mace, Morningstar, greatclub or maul

Primary ability: Strength

Physical Training: Strength

Expert maneuvers: Trip Attack

Expert techniques: Force the Opening, Savage Strikes

Master maneuvers: Stunning Blow

Master techniques: Deadly Strikes, Distracting Strikes

Iconic move:

Highland Broadsword (Sword Coast) +

Martial School Feat, **Regional**, **Sword Coast**

This martial art represents one of the most popular fighting schools of a fractious people of Northmen on Sword Coast living in the Sword Mountains. Not unreasonably, it might be said to be similar to the fighting arts of certain real-world people, but no claim is made about historical accuracy with this style.

This is a fast and aggressive style that utilises Blade Step for defense. The stylist faces the enemy squarely with both broadsword and targe and will use both weapons equally in offence and defense. Feinting with the sword and then bashing with the shield is a very popular maneuver.

Attacks with the sword are usually swift probing cuts unless an opening for a Riposte presents itself. The basket-hilt is often used to pummel an enemy who gets too close.

The targe hand is often used to hold a dirk in a reverse grip and some stylists seek out close combat where they can better bring their dirks to bear.

Weapons: long or short sword with shield (targe).

Primary ability: Strength

Physical Training: Strength

Student maneuvers: Riposte

Student techniques: Shield Defense, Blade Step

Master maneuvers: Precision Strike

Master techniques: Shield Bash, Threatening Stance

Iconic move:

Chondathan swordcraft

Martial School Feat, **Regional**

Chondath is a populous country in the Vilhon Reach which in the distant past was a powerful empire, but now consists mostly of independent city-states. One of the primary exports of Chondath are skilled mercenaries and these mercenaries pride themselves on their swordcraft. Even when trained to the pike or crossbow, Chondathan mercenaries usually carry a sword and unless disciplined, will wish to resolve disputes by duels.

There are many competing styles, each of which will esteem one particular length and shape of blade as the ultimate weapon. Some teach the sword and dagger, others teach sword and buckler and some even excel the virtues of a live hand. But by trial and error, those serving as swordsmen in organised companies have developed a militarised version of civilian fencing styles.

The preferred weapon is a cut-and-thrust sword, no more than 38" in total length (Reach 1) and the shield is most often made of metal, round and around 2' in diameter. Most prefer a centre-grip buckler, but a forearm-mounted target also has adherents.

The swordsman adopts his stance and tactics to the situation and can lead with either blade or shield. He'll be direct and aggressive against foes with greater Reach, make use of Move, Committed Attack and Move and Attack to get inside the reach of the longer weapons and not hesitate to enter close combat and grappling. His shield and

pommel are used to batter the opponent's face and he can drop his shield and draw a knife.

Against other swordsmen with similar reach, he'll prefer to circle while alternating Feints and Defensive Attacks with the sword. He will mostly retain the shield for a defensive role, shoving an opponent into position where he can be killed with the sword.

Most attacks are aimed at the face and arms, as opponents are assumed to be wearing helmets and breastplates and in the press of pike, it can be hard to reach the legs. Some stylists do practise vicious kicks at the legs, since a man knocked down in battle is probably no longer a threat.

You receive one extra parry each round with your primary weapon at your highest base attack bonus.

Prerequisites: Intelligence 13+

Weapons:

Primary ability:

Physical Training:

Expert maneuvers:

Expert techniques:

Master maneuvers:

Master techniques:

Iconic move:

Sembian Swordplay

Martial School Feat, **Regional**, **Sembia**

At some point in the tumultuous centuries during which Sembia grew to nationhood, the Chondathan School of fencing with the rapier made it over the Dragonmere. The fencing techniques with the long thrusting blade were quickly adapted to the military weapons of the day best suited for such moves, longswords, and combined into the knightly fighting styles popular in neighbouring Cormyr.

In time, this art developed into a dedicated fencing style shorn of the knightly elements. It found favour in Chondath as well as Sembia and some teachers may actually refer to it as Chondathan Longsword. Most sages are satisfied that the modern style owes more to Sarloon and Selgaunt than Arrabar, though.

The fencer usually leads with the sword and often assumes a Defensive Grip. Like most rapier-based styles, this is an aggressive and direct style. Stop Hits, often done as Committed Attacks, are a signature move to quickly end a combat against unarmoured foes, but when fighting in armour, the stylist may seek to Disarm or Trip his opponent instead.

Advanced grappling techniques are taught to deal with foes who get inside the reach of the sword and a heavy glove or a gauntlet tends to be worn on the off-hand to make it more useful for parrying. Some masters also teach the use of a buckler, cloak or parrying dagger in the off-hand.

Ironically, the long thrust-only rapier that the style developed with has fallen somewhat out of favour in modern Sembia (being replaced by a slightly shorter blade better suited for parrying). As a result, some Sembian longsword masters teach the style without the Rapier skill and direct interested students to a different maestro for the study of the fencing rapier.

Skills: Broadsword; Judo; Rapier; Two-Handed Sword.

Techniques: Bind Weapon; Counterattack; Disarm; Feint; Retain Weapon; Targeted Attack (Any Sword Thrust/Face); Targeted Attack (Any Sword Thrust/Neck); Targeted Attack (Any Sword Thrust/Vitals); Trip.

Cinematic Skills: Flying Leap.

Cinematic Techniques: Dual-Weapon Defence; Flying Lunge; Grand Disarm; Hand Catch; Timed Defence. Perks: Armour Familiarity; Grip Mastery

(Longsword); Mobile Parry (Broadsword or Two-Handed Sword); Skill Adaptation (Bind Weapon defaults to Broadsword or Two-Handed Sword); Unarmed Parry (Broadsword or Rapier).



Advantages: Combat Reflexes; Enhanced Dodge, Enhanced Parry; Perfect Balance; Reputation; Status. Disadvantages: Enemy; Overconfidence; Reputation (Bravo).

Skills: Acrobatics; Brawling; Cloak; Fast-Draw; Main-Gauche; Savoir-Faire (Salle); Shield (Buckler), Any Art or Sport version of weapon skill in style. Techniques: Arm Lock; Armed Grapple; Beat; Choke Hold; Close Combat; Kicking; Knee Strike; Sweep; Targeted Attack (Any Sword Thrust/Neck Chinks); Targeted Attack (Any Sword Thrust/Vitals Chinks). Perks: Grip Mastery (Rapier); Off-Hand Weapon Training; Technique Adaptation (Counterattack); Weapon Bond.

- Prerequisites:
- Weapons:
- Primary ability: Dexterity
- Physical Training:
- Expert maneuvers:
- Expert techniques:
- Master maneuvers:
- Master techniques:
- Iconic move:

Sembian sabreplay

Martial School Feat **Regional** **Sembia**

Most shipboard styles developed for boarding are pragmatic and robust. There is no elegant swordsmanship involved; it is speed, ferocity and confusion that are supposed to carry the day. But with the cachet of the Freesails in the days after the successful battles with the great pirate fleets of Urdogen's day, fencing maestros found themselves being asked to teach techniques for using hangers or cutlasses.

The more enterprising of them designed a weapon that looked something like a shipboard hanger, but was slimmer and more elegant, as well as being far easier to manipulate with the wrist. They then taught a style based on the showy smallsword techniques so far not used outside of the salle. A few slashing techniques from popular backword styles sufficed so that it was possible to call it a complete system.

The resulting art quickly became a competitive sport, with idle rich youths eager to demonstrate greater agility and athleticism than their peers. Matches were fought on multiple platforms with ropes and nets around, so as to better emulate a shipboard engagement.

Somewhat to the surprise of the original maestros, some of the earnest young nobles who learnt this art went on to use it in combat on the high seas. Since many of them had been competitive fencers for years, they had astonishing success against pirates who were often better at intimidation than swordplay. This led to an even wider recognition for the style as well as increased interest in it as a sport. Elements of sabre styles from around the Moonsea also made it into the art and were eagerly stolen.

A Sembian Sabreplay stylist will look elegant at all times. He'll leap atop obstacles and use terrain to his advantage. The sword is used in probing Defensive Attacks when pressed, but the stylist will often Retreat or Sidestep from an aggressive opponent and then Move or Move and Attack and accomplish an Acrobatic Attack from an unexpected angle.

If forced into close combat, the stylist prefers to use his sword over unarmed techniques. Some more pragmatic maestros do teach grappling, but mainly counters and throws, the better to escape a heavier opponent who seeks to press.

Note that this style covers a lot of ground and some schools or masters would only teach aspects of it, not the full style.

- Prerequisites:
- Weapons:
- Primary ability:
- Physical Training:
- Expert maneuvers:
- Expert techniques:
- Master maneuvers:
- Master techniques:
- Iconic move:

Arrabar School Fencing

Martial School Feat **Regional** **Cormyr**

Chondath is a populous country in the Vilhon Reach which in the distant past was a powerful empire, but natural disasters, civil war and economic upheaval conspired to break it up into independent city-states. These cities states are now once more prosperous, but the now independent provinces show no signs of wishing to be incorporated into a new empire under Shining Arrabar, the old capital.

Fencing and swordfighting are favourite past-times of Chondathans and every man of means strives to master a sword. There are many competing styles, each of which will esteem one particular length and shape of blade as the ultimate weapon. Some teach the sword and dagger, others teach sword and buckler and some even excel the virtues of a live hand. Most of these styles are functionally variations of what we in our world call Italian School Fencing.

Arrabar School Fencing is taught with an edged rapier of up to 4' in length and a buckler. The buckler ranges in size from barely larger than a fist to a forearm-and-a-half in diameter. This is a purely civilian art, but it is no less dangerous for that fact. In a duel, a master of this style is lethal. He controls time, distance and proportion, so that it is almost impossible to close with him. Reach is key to this style and the stylist will lead with his sword and use the buckler only in defence.

Probing cuts and tip slashes (Defensive Attacks) are used until the stylist gets a clear idea of his foe's swordsmanship. Evaluate and Wait are also common. Once the stylist is confident in his superiority, he will use Feints, tricky Deceptive Attacks and Rapid Strikes to dazzle both his foe and any onlookers.

Close combat and grappling are avoided at all costs, as a great swordsman can be defeated by a dull thug if he allows himself to be cornered. The stylist will Evade, Retreat and Sideslip away from such contact. Nor will he strike with bare hands if he can avoid it. In extremis, a stylist might Sweep his opponents feet from under him to enable him to gain more space.

- Prerequisites:
- Weapons: rapier or long sword and buckler shield
- Primary ability: Strength or Dexterity
- Physical Training: Strength or Dexterity
- Expert maneuvers:
- Expert techniques:
- Master maneuvers:
- Master techniques:
- Iconic move:

Sword-and-buckler play (cormyr)

Martial School Feat **Regional** **Cormyr**

Even where most adults wear a full-sized sword in their belt, not everyone wishes to carry a slender fencing sword for self-defence. In some areas, a stout broadsword is more common.

Wielding a buckler in the off-hand in a fast street-fighting style that incorporates vigorous grappling and striking has always been common with strutting adventurers. A teacher in this style can be found nearly anywhere. Sometimes this will be viewed as a distinctly common-place form of self-defence, but elsewhere, training in it will be accepted as a sensible precaution or even viewed as a popular sport in its own right. In Arabel and northern Cormyr, for example, it is more fashionable among even the well-to-do than styles with slimmer fencing blades.

- Prerequisites:
- Weapons:
- Primary ability:
- Physical Training:
- Expert maneuvers:
- Expert techniques:
- Master maneuvers:
- Master techniques:
- Iconic move:



Masters of defence weapon training

Martial School Feat, **Regional**, **Cormyr**, **Impiltur**

In Cormyr and Impiltur, veterans from the Purple Dragons and the Queen's Warblades often go into business as teachers of weaponry and defence. They teach most common weapons of the day, as well as counters to any popular styles of the area. In Impiltur, these masters have formed a trade guild which accredits masters based on gruelling tests administered by their peers, but Cormyrean masters have no formal system of accreditation.

Prerequisites:

Weapons:

Primary ability:

Physical Training:

Expert maneuvers:

Expert techniques:

Master maneuvers:

Master techniques:

Iconic move:

Regimental broadsword

Martial School Feat, **Regional**, **Cormyr**

Those clansmen with a desire to see more of the world often take up service in Cormyr's regiments of Purple Dragons. Returning veterans brought back ideas about disciplined combat derided by the individualistic and heroic clansmen.

The lowland shield was larger and heavier in construction than the targe and a fighter used it to avoid close contact, shoving or bashing the foe away with it. At some points, fighting was shoulder-to-shoulder in a stout shieldwall and such a shieldwall was proof against armoured horse and fully capable of standing against dismounted knights.

For the common soldier in Cormyr's armies, the sword was a sidearm and instruction was irregular. Some officers were skilled in knightly combat and trained their men well with the sword, but others left them to manage it by feel and instinct while the training cadre focused on close order and battle-winning drill.

Clansmen who had mastered Highland Broadsword before joining the army often found themselves in demand as instructors in swordsmanship. As the men they taught were often veteran soldiers, they eliminated extraneous elements from their style, assuming that the fundamentals of grappling and striking were already known. The necessity to quickly instruct large numbers of men also dictated a focus on utility and robustness. The resulting style is simple, direct and effective.

When some of these veterans came back, they taught their stripped-down style to others. The larger targes and the lack of grappling and striking meant that exhibition matches were easier to stage safely and this contributed to the popularity of this style.

Youths who intend to join the Cormyrean regiments will often seek out a master in this style first, as it is both easier to find a willing teacher and takes far less time to learn than the accepted method of apprenticeship with a master of Highland Broadsword. The styles retain enough similarity so that the same Teamwork Perk works for both styles.

The use of the sword is very similar to the parent style, except that there is far less emphasis on short cuts and strikes with the basket-hilt. Indeed, many younger practitioners of the style obtain swords with hilts that are far less solid than older models. Some even prefer a Cormyrean arming sword.

A practitioner of this style will be mobile and quick, but he'll also be aware that he may need to fight in heavy armour or while in close formation. As such, the stylist will spend more time on static parries and blocks than is usual in the more fluid parent style.

Skills: Broadsword; Shield.

Techniques: Beat; Counterattack (Broadsword); Feint; Retain Weapon (Broadsword); Targeted Attack (Broadsword Swing/Arm); Targeted Attack

(Broadsword Swing/Face); Targeted Attack

(Broadsword Swing/Leg); Targeted Attack

(Broadsword Swing/Neck); Targeted Attack (Shield Bash/Face);

Targeted Attack (Shield Bash/Groin). Cinematic Skills: Kiai; Power Blow.

Cinematic Techniques: Dual-Weapon Attack; Dual-Weapon Defence; Timed Defence.

Perks: Armour Familiarity; Melee Shieldfighting (Shield); Mobile Block (Shield); Mobile Parry (Broadsword); Shield Wall Training; Shoves and Tackles (Shield); Teamwork (Regimental Broadsword).

Optional Traits

Advantages: Combat Reflexes; Enhanced Block; Fit. Disadvantages: Alcoholism; Code of Honour (Highlander or Soldier); Compulsive Carousing; Sense of Duty (Clan, Cormyr or Regiment).

Skills: Brawling; Broadsword Sport; Carousing; Fast-Draw (Knife); Intimidate; Knife; Polearm; Shield Sport; Shortsword; Savoir-Faire (Military); Soldier; Spear; Wrestling.

Techniques: Armed Grapple (Shield); Bind Weapon (Shield); Close-Combat; Targeted Attack (Shield Bash/Nose).

Perks: Alcohol Tolerance; Drunken Fighting; Leading Shield (Shield); No Hangover; Off-Hand Weapon Training; Skill Adaptation (Bind Weapon defaults to Shield); Sure-Footed (Uneven); Targeteer.

Prerequisites:

Weapons:

Primary ability:

Physical Training:

Expert maneuvers:

Expert techniques:

Master maneuvers:

Master techniques:

Iconic move:

Far Pier School

Prerequisites:

Weapons: two light or finesse blades

Primary ability:

Physical Training:

Expert maneuvers:

Expert techniques:

Master maneuvers:

Master techniques:

Iconic move:

Velderve's School

Prerequisites:

Weapons: free off hand and one handed blade

Primary ability:

Physical Training:

Expert maneuvers:

Expert techniques:

Master maneuvers:

Master techniques:

Iconic move:

Cavalcante's school

Prerequisites:

Weapons: one handed blade and shield

Primary ability:

Physical Training:



Expert maneuvers:
Expert techniques:
Master maneuvers:
Master techniques:
Iconic move:

Dominguez school

LINKS AND SOURCERS



COMBAT MANEUVERS

COMBAT MANEUVERS LIST

TRAITS OF COMBAT MANEUVERS

Secret – can't be taken for Personal Combat Style

Unique – this technique or maneuver can be learned only in one school.

Basic –

Difficult -

Ranged

Mounted

Action

Bonus action

Shield

Trigger

COMBAT MANEUVERS DESCRIPTION

Blinding Attack

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 Attack

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.

Disarm Foe

When you hit a creature with a melee 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.

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 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 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.

Riposte

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

Unbalancing Attack

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, **bow**

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.

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 Feint

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.

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.

Aimed Shot

Ranged

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

Sniping Shot

Ranged

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.

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.

Strike High, Bite Low– Take It!

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. Animal companion adds this superiority die to damage.

Shield Faint

Shield, 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.

Combat Prescience

Secret

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

Sidestep

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 could be used even if you are surprised.

Quick Toss

Bonus, thrown

As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

Grappling Strike

Bonus

Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action (see the Player's Handbook for rules on grappling). Add the superiority die to your Strength (Athletics) check.

Tactical Assessment

When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

Ambush

Stealth

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.

Commanding Presence

Charisma check

When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one superiority die and add the superiority die to the ability check.

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.

Wings of Falcon

To use this maneuver, you must be wearing a cloak. As an 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.

Primal Pounce

Natural weapons

You may only use this maneuver during your first turn of combat and only against a creature up to one size category larger than you that has not taken its turn. If you move at least 20 feet straight toward the creature and hit it with your natural weapon attack, you may spend 1 superiority die to force them to success on a Strength saving throw



or be knocked prone, at which point you may make two additional natural weapon attacks against that creature as a bonus action.

There, not there

VELDERVE'S SCHOOL

As a reaction you spend a superiority die to avoid one melee attack you can see, adding your superiority die to your AC against that attack. If it misses, you can make an unarmed attack against your attacker, dealing 1d6 bludgeoning damage. This attack has the finesse property.

Torero

VELDERVE'S SCHOOL

As a bonus action, you can expend a superiority die to make a shoulder attack that has the finesse property and deals 1d4 damage. You add the superiority die to the attack's damage roll. A Large or smaller target struck by this attack must make a successful Dexterity saving throw or fall prone.

Mug offense

VELDERVE'S SCHOOL

As a bonus action you can expend a superiority die to pick up a nearby object and use it to make an improvised weapon attack (either melee or ranged) with the finesse property. Unlike a normal improvised weapon attack, this attack always has a base damage of 1d6. You add the superiority die to the attack's damage roll

Blinding strike

VELDERVE'S SCHOOL

As a reaction to a melee attack, you expend a superiority die to use your offhand to throw a blinding agent like pepper dust or similar. The target must make an Intelligence saving throw or lose all remaining attacks for their turn, and gain disadvantage on all attacks on their next turn. Creatures not dependent upon sight suffer no effects from this ability.

Velderve's HOUSE SEAL (BONUS MANEUVER)

VELDERVE'S SCHOOL

Requires knowing all four of Velderve's School moves.

When you score a critical hit, your extensive practice allows you to expend a superiority die to deal maximum weapon damage. If you do, you add double the superiority die's maximum roll to the attack's damage roll (i.e. 12 for a d6), and the higher of your Strength and Dexterity modifiers (instead of the modifier you would normally add).

IRON SNAP

FAR PIER SCHOOL

As a reaction to a weapon attack, you can expend a superiority die to pin your enemy weapon with your offhand weapon. The target must make a successful Strength saving throw or be unable to attack with that weapon until the end of their next turn. Your next mainhand attack is made with advantage and you add the superiority die to the attack's damage roll.

Leveling the field

FAR PIER SCHOOL

When you hit a creature with a weapon attack, you may spend a superiority die to inflict a leg wound, forcing that creature to make a successful Strength saving throw or have their speed reduced to 10 feet until the end of its next turn and taking the result of your superiority die roll as a penalty to its initiative on its next turn. You add the superiority die to the attack's damage roll.

Steel dance

FAR PIER SCHOOL

You may spend a superiority die as a reaction you evade all Melee and Ranged attacks until the end of the turn (treat as automatic misses). You can make any attacks only after the end of your next turn.

D'kick

FAR PIER SCHOOL

Weapons: two light or finesse blades

When you hit a creature with attacks from two different weapons in the same turn you may spend a superiority die to make a kick attack. This attack has finesse, deals 1d6 bludgeoning damage, and adds the superiority die to its damage roll.

Far Pier HOUSE SEAL (BONUS MANEUVER)

FAR PIER SCHOOL

Requires knowing all four maneuvers of the Far Pier School.

When you score a critical hit with a melee attack, you may spend a superiority die to viciously apply pressure to the wound, dealing additional damage equal to 1d6 + (Dexterity or Strength modifier) + the result of the superiority die roll (all those dice are multiplied by critical).

EAT SHIELD

CAVALCANTE'S SCHOOL

You may spend a superiority die to as an action or bonus action to make a shield smash melee weapon attack against a creature. This attack deals 1d6 bludgeoning damage. You add the superiority die to this attack's damage roll. A creature hit by this attack must make a successful Constitution saving throw or gain disadvantage on all attacks until the end of its next turn.

Grace cover

CAVALCANTE'S SCHOOL

Weapons: one handed blade and shield

You obscure your weapon with your shield, allowing you to spend a superiority die to gain advantage on a single melee weapon attack you make before the end of your turn. You add the superiority die to that attack's damage roll.

Protector

CAVALCANTE'S SCHOOL

As a reaction to an enemy attacking an ally, you may spend a superiority die to move up to your speed to a square adjacent to that ally. If you end the move adjacent to the ally, the attack is made against you instead, and you add the supremacy die's roll to your AC. If the attack hits you, you reduce the damage dealt to you by an amount equal to your superiority die roll.

Iron whip

CAVALCANTE'S SCHOOL

You may spend a superiority die to add a whipping motion to a melee weapon attack, with the increased momentum adding 1d6 points of bludgeoning damage on a successful hit, plus additional bludgeoning damage equal to the result of your superiority die roll.

Cavalcante's HOUSE SEAL (BONUS MANEUVER)

CAVALCANTE'S SCHOOL

Requires knowing all four of Cavalcante's School moves and teaching from a style master.

When a critical hit is scored against you with a melee or ranged weapon, you may spend a superiority die as a reaction to sense the best way to avoid as much damage as possible. If the attack hits you, reduce the attack's damage by double the roll of the superiority die. In addition, you add the result of your superiority die to your AC against any further attacks made by your attacker for until the end of its turn.

Alternatively, you can spend two superiority dice as a reaction to treat the critical hit as a normal hit.

Infused Strike

Prerequisites: ability to cast a spell, Weapon Bond

After casting a spell of 1st-level or higher that deals damage, your next weapon attack made with your bonded weapon before the end of your next turn that hits deals an additional 1d6 damage of the same type as the spell.



LINKS AND SOURCERS



COMBAT TECHNIQUES

COMBAT TECHNIQUES LIST

- Ambidexterity
- Arrow Cutting
- Axe Juggle
- Bashing Daze
- Blade Step
- Blood for Steel
- Charging Strike
- Cleave
- Close Quarters Archery
- Combat Knots
- Dazing strikes
- Deadly strikes
- Defensive Duelist
- Defensive Stance
- Distracting Shot
- Distracting strikes
- Duelist's Stare
- Fancy Footwork
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- Fast Loading
- Fast Shield
- Flexible as a Reed aces
- Force the Opening
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- Lightning Draw
- Long reach
- Mounted Archery
- Netting
- Next Move
- Nimble Horsemanship
- Offhand Steel
- Parry
- Polearm expertise
- Polearm Mastery
- Rapid Crossbow
- Reactive Strikes
- Remise
- Ride by Attack
- Rider's Evasion
- Savage Strikes
- Seeking sword
- Shield Bash
- Shield Defense
- Shield Raise
- Shielding Net
- Shifting Saddle
- Shove About
- Snapback
- Snapshot (bow)

- The Perfect Cut
- Threatening Stance
- Two-Weapon Attack
- Unfettered Defense
- Whip Wielder
- Whirling Dervish

TECHNIQUES' TRAITS

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.

Reaction – this technique is activated or used as reaction.

Ranged – only usable with ranged weapons.

Mounted – only usable when character is mounted

Shield – only usable with shield

Basic – can be learn at any level of experience.

Difficult - need some deep understanding of techniques.

Master –

Secret – only several schools has this technique and it can't be chosen for Personal Martial Style

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

TECHNIQUES DESCRIPTION

Ambidexterity

Two weapon fighting, **stance**

You can use two-weapon fighting even when the one-handed melee weapons you are wielding are not 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, **Difficult**



Before you make a melee attack with a weapon that you are proficient with, you can choose 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 or to your one next melee attack (if you haven't attacks in your round).

Polearm expertise

Spear, **polearm**

When you wield a spear or other polearm 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**, **Difficult**

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.

Unfettered 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 AC

Flexible as a Reed aces

Unique, **staff**, **mace**

You treat staves and maces as finesse weapons.

Long reach

Staff

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.

Snapshot

Bow

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 bonus to your AC equal to your proficiency bonus until the beginning of your next turn.



Savage Strikes

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

Polearm

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

Shield

You can equip and draw off shield as bonus action.

Fast Loading

Crossbow

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

Rapid Crossbow

Hand crossbow

When you use the Attack action and attack with a hand crossbow, you can use a bonus action to attack with this 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.

Galloping Assault

Mounted

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

The Perfect Cut

Unique, secret

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

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 knocked the projectile out of the air.

Seeking sword

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

Secret

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 succeeds on this saving throw – you cannot use this technique versus this creature again before next dawn.

Lightning Draw

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

Remise

Trigger, bonus

When you attack a creature with a light melee weapon during your turn and miss, you can use your bonus action to make another attack with the weapon against the same creature.

Parry

Finesse weapon, trigger

When you are wielding a finesse weapon with which you are proficient in one hand and another creature hits you with a melee attack, you can use your reaction to add half your Dexterity modifier (rounded up) to your AC against that attack, potentially causing the attack to miss you.

Offhand Steel

Two melee weapons

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

Whirling Dervish

Whenever you hit a creature with a melee attack, you can move 5 feet without spending any movement. This movement may still trigger an attack of opportunity.

Shove About

Bludgeoning

Whenever you hit a creature with melee weapon that deals bludgeoning damage, you may use a bonus action to attempt to shove a creature.

Bashing Daze

Bludgeoning

As an action, you can make a special attack with any weapon that deals bludgeoning damage to daze a creature. The target must make a Constitution saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. If it fails, it takes your normal weapon damage and it can't take reactions until the start of its next turn.

Whip Wielder

Whip

The whips you wield gain the light property while you wield them.

Dazing strikes

Trigger

When you score a critical hit, the target can't take reactions until the end of your next turn.

Combat Knots

Net

When you ensnare a creature with a net, your proficiency modifier increases the DC required to escape.

Snapback

Whip

As an action, you can use a whip to pull objects weighing 5 lbs. or less which are within your reach towards you. If you have a free hand, you catch the object, otherwise it lands at your feet.

Axe Juggle

Axes



The light hammers and handaxes that you wield gain the finesse property while you wield them.

Next Move

Once per round, you can make an attack of opportunity without using your reaction.

Two-Weapon Attack

Two weapons, difficult

When you are wielding two weapons and make a melee weapon attack as part of the Attack action you can choose to make a two-weapon attack. Make a single attack roll with the lower of your two weapons' attack modifiers. If the attack hits, it deals damage equal to both weapons' damage die + your Strength or Dexterity modifier. You can't make an extra attack with your bonus action on the same turn as making a two-weapon attack, and you can only make one two-weapon attack each turn.

Mounted Archery

Mounted, ranged

You don't have disadvantage on ranged weapon attacks because of being mounted, even if your mount moves on your turn.

Shield Raise

Shield

You can gain half cover.

You can use an action to raise your shield and gain half cover, or you can use a bonus action to raise your shield and gain half cover if you don't attack in the same turn.

Piercing criticals

Piercing

When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

Crushing criticals

Bludgeoning

When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the end of your next turn.

Slashing Criticals

Slashing

When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

Slashing hit

Slashing

Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.

Crushing hit

Bludgeoning

Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.

Piercing Hit

Piercing

Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll.

When you score a critical hit, the target must make a Strength save against a DC equal to your Strength score or be knocked prone.

Kiss of Steel

Dominguez difficult

You hit with your weapon hilt. The target must make a Strength saving throw with disadvantage. On a failed save, the target is stunned until the end of their next turn.

Morales Ironsnap

Dominguez DIFFICULT

You deal no damage but pin one weapon of the target's. The target must make a Strength saving throw. On a failed save, the next attack automatically hits dealing maximum damage. If it was a nonmagical weapon it immediately breaks.

Two-handed Farewell

Dominguez DIFFICULT

No matter which attack this was rolled for, both attacks deal maximum damage.

You may gain extra difficult passes by either finding a master swordsman to teach a difficult pass from the Dominguez fighting school or stealing a difficult pass from another practitioner. You must know more basic passes than difficult passes.

Ageira's Salute

CAVALCANTE, basic

The attack is a crushing blow to the target's head dealing an extra 1d4 points of damage, plus the target must make a Constitution save with disadvantage. On a failed save, the target is stunned until the end of its next turn.

Cavalcante's charge:

CAVALCANTE, basic

A target size Large or smaller must make a Strength save with disadvantage. On a failed save, you may force the target to move 10 feet in the direction of your choosing.

Baronial masquerade:

CAVALCANTE, basic

You distract the target and rush in knocking the foe's weapon to the ground and the target must make a Strength saving throw. If the weapon was held by two or more hands the saving throw is made with advantage. On a failed save the weapon lands at its feet.

Iron lunge

Cavalcante, Difficult

Your attack deals double damage.

Battle Royal

Cavalcante, DIFFICULT

Your attack deals maximum damage. The target must also make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Shattering ram

Cavalcante, DIFFICULT

This attack deals no damage to the target. Instead your sword strikes a target's weapon with massive force. The target must make a Strength saving throw. On a failed save, the weapon is destroyed.

Texeirán trounce

CAVALCANTE, basic

You attack forcefully enough to knock the target off balance. A Large or smaller target makes a Strength saving throw with disadvantage. On a failed save, you knock the target prone.

You may gain extra basic passes by either finding a master swordsman to teach a basic pass from the Cavalcante fighting school or stealing a pass from another practitioner.

Torreón block and strike

Dominguez, master

The main attack deals no damage, but the off hand deals maximum damage if it hits. All attacks you make against the target the following



round have advantage. The target's next attacks have disadvantage until the end of their next turn.

manzanas blurring tower

Dominguez, **master**

You whirl your blades so quickly the target is confused. The target cannot make attack actions until the end of their next turn and all attacks made against the target may roll a d4 and add the number rolled to the attack roll.

You may gain extra master strokes by either finding a master swordsman to teach a master stroke from the Dominguez fighting school or stealing a master stroke from another practitioner. You must know more difficult passes than master strokes.

Dominguez Necktie

Dominguez, **master**

You attack with both swords, opening vital organs. The target can no longer make reactions or attack actions and will die in 3 rounds unless a 3rd level cure wounds spell or greater is used.

You may gain extra death moves by stealing a pass from another practitioner. You must know more master strokes than death moves.

Finisher

Light or finesse weapons

When you take the Attack action and make a melee weapon attack with a light or finesse weapon that you're holding in one hand, you can use a bonus action to make a ranged weapon attack with a light weapon that you're holding in the other hand.

Shield Specialization¹

Shield

Prerequisites: Protection Fighting Style

The protection fighting style has an additional benefit depending on your shield.

Buckler: If you use your reaction to impose disadvantage on an attack, you can move 5 feet as part of that reaction. In doing so, you can impose disadvantage on an attack against a creature within 10 feet of you, instead of within 5 feet of you.

Spiked Shield: If you use your reaction to impose disadvantage on a melee attack, and the attack misses, you can make an attack with your spiked shield as part of that reaction against the creature who made the attack. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Shield: If you use your reaction to impose disadvantage on an attack, you can keep your shield in front of the protected creature, reducing your AC by 2 to increase the protected creature's AC by 2 until the start of your next turn, or until you are more than 5 feet away from the protected creature. A creature who is already gaining the benefits of a shield only increases their AC by 1.

Tower Shield or Wall Shield: While your shield is raised, a creature up to 5 feet behind you also has half cover.

Halfsword²

Longsword

Halfswording is a technique where the wielder grabs the blade of their sword with their second hand to perform precise strikes.

When you make a melee weapon attack on your turn with a longsword you are wielding with two hands, or when your hand not wielding your longsword is free, you can slip the blade through a gap in a foe's defenses. Make your attack against the creature's natural armor class (10 + the creature's Dexterity modifier, unless it has natural armor). If the attack hits, it deals piercing damage equal to 1d6 + your Strength or Dexterity modifier. You can only use this technique once per turn.

Dual-Shot

Longbow

When you attack with a longbow, you can choose to draw and fire an additional arrow, targeting two creatures within half of your normal range that are within 25 feet of each other. Make a separate attack roll for each target; each shot deals piercing damage equal to 1d4 + half your Dexterity modifier. Any bonus damage or other effects only apply to the first target hit.

Source: MATM, page 8

Cripple

Battleaxe

When you make a melee weapon attack on your turn with a battleaxe you can make a strike with such brute force it can momentarily cripple a foe. If the attack hits, it deals its normal damage, and the creature must make a Constitution saving throw or its speed is reduced by half until the end of their next turn. Additionally, whenever a creature crippled by this technique moves willingly, it takes 1 damage for every 5 feet it moves. This effect cannot stack.

Hit or miss, your strike is made with such force you cannot take reactions until the start of your next turn. You can only use this technique once per turn.

Counter

Free one hand, **reaction**, **trigger**

If you take the dodge action, and a creature misses a melee attack against you, you can use your reaction to make a single unarmed strike or grapple against that creature. You must not be wielding any weapons, and not be wearing a shield to perform a counter.

LINKS AND SOURCERS

¹ MATM, page 3

² MATM, page 6



FEATS & TALENTS

FEAT GROUPS

Background Feats

Привязаны к предысториям

Martial Feats

Martial School Feats

Multiclassing Feats

Эмулируют свойство класса

Racial Feats

Расширяют расы

Regional Feats

Привязаны к региону в сеттинге

Skills Feats

Привязаны к навыку

Spellcasting Feats

Story Feats

Сюжетная черта

Tools Feats

Привязаны к инструменту

MARTIAL FEATS

Weapon Specialization

Prerequisites: Fighter 4 level

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.

Revenant Blade

Prerequisites: Elf

You are descended from a master of the double-bladed scimitar, and some of that mastery has passed on to you. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class.

A double-bladed scimitar has the finesse property when you wield it.

Source: ERLW, page 22. Also found in WGE, page 74.

Armor Specialization

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.

Armorer

RoL

You are trained in the upkeep and construction of weapons and armor. You gain the following benefits:

Increase your Intelligence score by 1, to a maximum of 20.

You gain proficiency with leatherworker's and smith's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.

You can spend an hour repairing a piece of equipment damaged by rust, ooze, or similar degrading effects. Each hour spent repairing an item removes one instance of its cumulative penalty. You must have smith's tools, as well as access to a sufficient heat source and materials to use this benefit.

You are able to refine armor in a variety of ways. Over 12 hours, you can modify one piece of nonmagical armor to either remove its disadvantage on Dexterity (Stealth) checks, or to give it resistance to either acid or cold damage. You must have smith's tools or leatherworker's tools, as appropriate to the type of armor, as well as access to a sufficient heat source and materials worth the base cost of the armor, which are consumed, to use this benefit. You can't apply multiple modifications to a single suit of armor with this feature.

Dwarven Combat Expert

Battlehammer, Warhammer, Battleaxe, Waraxe,

Whether you were born a dwarf or not, you are trained in their military methods and have mastered the use of axes and hammers in combat.

You gain the following benefits:

· When you make a weapon attack with a battleaxe or warhammer you are wielding in two hands and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.

· When you are wielding a battleaxe or warhammer in one hand, you use the damage die as if you were wielding it with two hands.

· The first time you make a thrown weapon attack with a handaxe or light hammer in normal range against creatures Large or larger on a turn, you have advantage on the attack roll.

· Battleaxes, handaxes, light hammers, and warhammers count as having the defensive weapon property when you wield them.

Blademaster

You have trained extensively with the use of bladed weapons, perhaps with a professional instructor such as a master-at-arms.

You know how to use the greatsword, longsword, scimitar, rapier, dagger, and shortsword not only for attack, but also for defense.

· When you draw a longsword, scimitar, rapier, dagger, or shortsword you may use a bonus action to make an attack with the pommel of your weapon.

This attack deals no damage but your next attack before the end of your turn has advantage.

· When you miss with an attack using a greatsword, longsword, scimitar, rapier, dagger, or shortsword you may pull the weapon back in a swift draw cut. You may expend your reaction and make an additional attack against the same target.

· When an enemy would hit you with a melee weapon attack, you may use your reaction to make an attack roll with your greatsword, longsword, scimitar, rapier, dagger, or shortsword. This attack deals no damage but if the result of your attack roll equals or exceeds their attack roll, their attack misses.

Elven Combat Expert

Longsword, shortsword, longbow, shortbow



Whether you were born an elf or not, you are trained in their military methods and have mastered the use of swords and bows in combat.

You gain the following benefits:

- Longswords count as having the defensive and finesse weapon properties when you wield them.
- When you are wielding a longsword or shortsword, you can use a bonus action on your turn to prepare a parry. The first melee attack against you before the start of your next turn has disadvantage.
- When you make a weapon attack with a shortbow or longbow and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.

Expanded Fighting Style

Prerequisite: Fighting Style Class option or Rage, or Sneak Attack or Martial Arts Class option

You have martial training that expands your fighting style

You gain two combat maneuvers which you can use any time when selected fighting style is applicable.

You gain two superiority dice, which are a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Fighting Style	Combat Maneuvers
Dueling	
Great Weapon Fighting	
Archery	
Defense	
Two Weapons Fighting	
Protection	
Rage*	
Sneak attack*	
Martial arts*	

* If character has those class features he can use maneuvers any time when class feature is applicable

Bow Mastery

RoL

Bows are used by many, but you have trained to make the most of these elegant weapons. You gain the following benefits:

You gain a +1 bonus to damage rolls you make with shortbows and longbows.

When you use the Attack action with a shortbow on your turn, you can make one ranged weapon attack as a bonus action.

You can use Strength instead of Dexterity for the attack and damage rolls you make with longbows.

Combat Caster

Spellcasting

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

Combat Reflexes

Combat Expertise

Defensive Weapon Master

While you are wielding a shield or one or more defensive weapons, you gain the following benefits:

You can use a bonus action to protect a creature within 5 feet of you. Until the start of your next turn, any attack roll made against that creature has disadvantage if you can see the attacker. This benefit ends early if you are incapacitated or your speed drops to 0.

When you take the Dodge action on your turn, you can spend one Hit Die to steel yourself. Roll the die, add your Constitution modifier, and gain a number of temporary hit points equal to the total (minimum 1).

Dirty Fighter

You learned to fight not from a master-at-arms or some other fancy teacher, but from the streets: in back alleys and bar room brawls. Your combat style is unorthodox and underhanded, but few can argue with the results.

· When you successfully grapple a creature or escape a grapple, you may make a single attack with an unarmed strike, club, dagger, handaxe, or shortsword as a bonus action. Additionally, whenever a creature fails to escape a grapple with you, you may make a single attack with one of those

weapons as a reaction.

· When you hit a creature with an attack using an unarmed strike, club, dagger, handaxe, or shortsword, you may choose to strike with blunt force at a vulnerable location rather than aiming to kill. Instead of its normal damage, the attack deals damage equal to your Strength modifier and the target must make a Constitution saving throw (DC = 8 + your Proficiency bonus + your Strength modifier) or be stunned until the beginning of its next turn.

· When you hit a creature with an attack using a dagger, handaxe, or shortsword you may use a bonus action to twist the blade and deal an additional 2d4 damage.

Dwarven Combat Expert

Battlehammer, Warhammer, Battleaxe, Waraxe,

Whether you were born a dwarf or not, you are trained in their military methods and have mastered the use of axes and hammers in combat.

You gain the following benefits:

· When you make a weapon attack with a battleaxe or warhammer you are wielding in two hands and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.

· When you are wielding a battleaxe or warhammer in one hand, you use the damage die as if you were wielding it with two hands.

· The first time you make a thrown weapon attack with a handaxe or light hammer in normal range against creatures Large or larger on a turn, you have advantage on the attack roll.

· Battleaxes, handaxes, light hammers, and warhammers count as having the defensive weapon property when you wield them.

Elven Combat Expert

Longsword, shortsword, longbow, shortbow

Whether you were born an elf or not, you are trained in their military methods and have mastered the use of swords and bows in combat.

You gain the following benefits:

· Longswords count as having the defensive and finesse weapon properties when you wield them.

· When you are wielding a longsword or shortsword, you can use a bonus action on your turn to prepare a parry. The first melee attack against you before the start of your next turn has disadvantage.

· When you make a weapon attack with a shortbow or longbow and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.



Expanded Fighting Style

Prerequisite: Fighting Style Class option or Rage, or Sneak Attack or Martial Arts Class option

You have martial training that expands your fighting style

You gain two combat maneuvers which you can use any time when selected fighting style is applicable.

You gain two superiority dice, which are a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Fighting Style	Combat Maneuvers
Dueling	
Great Weapon Fighting	
Archery	
Defense	
Two Weapons Fighting	
Protection	
Rage*	
Sneak attack*	
Martial arts*	

* If character has those class features he can use maneuvers any time when class feature is applicable

Explorer

Attuned to integrants of geography and the currents of history, you gain the following benefits:

- ❖ Your Intelligence or Wisdom score increases by 1.
- ❖ You gain proficiency in cartographer's tools.
- ❖ You always know which way is north.
- ❖ You have advantage on checks made to determine distance, checks made to spot distant or obscured landmarks, and checks made to determine the age of a location or object, such as an ancient ruin or the treasure within.

Sharpshooter was replaced by Sharp eye.

Fencer

While you are wielding a dagger, greatsword, longsword, rapier, or shortsword, you can use the following special abilities.

Parry. When a creature within 5 feet of you hits you with a weapon attack, you can use your reaction to gain +2 AC against the triggering attack.

Riposte. When a creature misses a melee attack against you, you can use your reaction to make one weapon attack against the creature if it is within your reach.

Thrust. When you hit a creature with a weapon attack, you can move yourself and the creature 5 feet in any direction as long as you remain within 5 feet of one another.

Fighting Initiate

Prerequisite: Proficiency with a martial weapon

· Your Dexterity, Constitution, or Strength score increases by 1, to a maximum of 20.

· Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you gain a level, you can replace this feat's fighting style with another one from the fighter class that you don't have.

Martial Artist

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional time. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

Choose and learn one martial art style.

Crashing Wave Style

When you learn this martial arts style, you gain the following benefits:

- When you make an unarmed strike attack against a creature and beat the target's AC by 5 or more, you can move it 5 feet in a direction of your choice.
- When you take the Attack action, you can use a bonus action on the same turn to make an unarmed strike against a creature within 5 feet. If this unarmed strike hits, you deal no damage and instead knock the creature prone or push the creature 5 feet in any direction (your choice).

Drunken Monkey Style

When you learn this martial arts style, you gain the following benefits:

When you take the Dash or Dodge action on your turn, you can make one unarmed strike as a bonus action.

When a creature moves out of your reach, you can use your reaction to attempt to grapple the creature.

Fanged Serpent Style

When you learn this martial arts style, you gain the following benefits:

When a creature within 5 feet misses you with an attack, you can use your reaction to make one unarmed strike attack against that creature.

You learn to strike your enemies' vital organs, causing them to discharge dangerous toxins into their own bodies. When you deal damage with an unarmed strike to a creature who is not a construct or undead, you can choose to deal poison damage instead of the bludgeoning damage normal for an unarmed strike. If you do, you deal +2 damage.

Iron Fist Style

When you learn this martial arts style, you gain the following benefits:

When you roll a 1 or 2 on a damage die for an attack you make with an unarmed strike that applied your Strength modifier to the attack and damage roll, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Before you make an attack with an unarmed strike, you can choose to take a penalty to the attack roll equal to your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's damage.

Silent Shadow Style

When you learn this martial arts style, you gain the following benefits:

Your unarmed strikes count as having the finesse weapon property.

While you aren't wearing armor or wielding a shield, your AC equals 10 + your Dexterity modifier + half your proficiency bonus.

Spider Clan Style

When you learn this martial arts style, you gain the following benefits:

You gain a climbing speed equal to your base walking speed.

When you take the Attack action and replace one or more of your attacks with a grapple, you can make an additional unarmed strike attack as part of the same action.

You may take this feat up to three times, gaining the ability score increase and learning another martial art style each time.

Martial Artist (Spider Clan Style)

CMH



You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

You gain a climbing speed equal to your base walking speed.

When you take the Attack action and replace one or more of your attacks with a grapple, you can make an additional unarmed strike attack as part of the same action.

You may take up to three Martial Artist feats, gaining the ability score increase and learning another martial art style each time.

Martial Artist (Silent Shadow Style)

CMH

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

Your unarmed strikes count as having the finesse weapon property.

While you aren't wearing armor or wielding a shield, your AC equals 10 + your Dexterity modifier + half your proficiency bonus.

You may take up to three Martial Artist feats, gaining the ability score increase and learning another martial art style each time.

Martial Artist (Iron Fist Style)

CMH

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

When you roll a 1 or 2 on a damage die for an attack you make with an unarmed strike that applied your Strength modifier to the attack and damage roll, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Before you make an attack with an unarmed strike, you can choose to take a penalty to the attack roll equal to your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's damage.

You may take up to three Martial Artist feats, gaining the ability score increase and learning another martial art style each time.

Martial Artist (Fanged Serpent Style)

CMH

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

When a creature within 5 feet misses you with an attack, you can use your reaction to make one unarmed strike attack against that creature.

You learn to strike your enemies' vital organs, causing them to discharge dangerous toxins into their own bodies. When you deal damage with an unarmed strike to a creature who is not a construct or undead, you can choose to deal poison damage instead of the bludgeoning damage normal for an unarmed strike. If you do, you deal +2 damage.

You may take up to three Martial Artist feats, gaining the ability score increase and learning another martial art style each time.

Martial Artist (Drunken Monkey Style)

CMH

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

When you take the Dash or Dodge action on your turn, you can make one unarmed strike as a bonus action.

When a creature moves out of your reach, you can use your reaction to attempt to grapple the creature.

You may take up to three Martial Artist feats, gaining the ability score increase and learning another martial art style each time.

Martial Artist (Crashing Wave Style)

CMH

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

Increase your Strength or Dexterity by 1, to a maximum of 20.

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.

When you make an unarmed strike attack against a creature and beat the target's AC by 5 or more, you can move it 5 feet in a direction of your choice.

When you take the Attack action, you can use a bonus action on the same turn to make an unarmed strike against a creature within 5 feet. If this unarmed strike hits, you deal no damage and instead knock the creature prone or push the creature 5 feet in any direction (your choice).

You may take up to three Martial Artist feats, gaining the ability score increase and learning another martial art style each time.

Point Blank Shot

You have great skill when attacking with ranged weapons at close range. When you attack with a ranged weapon in which you are proficient against a target that is no farther away than half the weapon's normal range, you gain the following benefits:

- + You gain advantage on the attack roll.
- + You can add your proficiency bonus to the weapon's damage.
- + You ignore partial cover.

Sharp eye

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.

Tactician

CMH

You have studied history and learned to apply its lessons to battle. You gain the following benefits:

Increase your Intelligence score by 1, to a maximum of 20.

Increase your Intelligence score by 1, to a maximum of 20.

You gain proficiency with the History skill. If you already are proficient with this skill when you gain this feat, your proficiency bonus is doubled when making an ability check that uses this proficiency.

As a bonus action on your turn, choose a creature that shares a language with you within 30 feet. The next attack made by that creature has advantage.

SPELLCASTING FEATS

Battle Caster

Spellcasting

Prerequisite: ability to cast spells

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

· You gain bonus equal to your proficiency bonus to Concentration saving throws

· You can channel your spells with range touch using your melee weapon which is used as spellcasting focus. Doing so you use attack bonus as if you would make melee weapon attack and spell does its normal damage.

· You can perform the somatic components of spells even if 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.

Battlecaster

DM:BM

p4

Prerequisites: The ability to cast at least one spell

You are skilled at casting spells with a weapon in hand.

You can use a weapon that you're proficient with as a spellcasting focus.

When wielding a magical weapon that you're proficient with and that provides a bonus to hit and damage, you can also add that weapon's bonus to damage rolls for spells you cast.

You gain proficiency with a simple or martial weapon of your choice.

Source: DM:BM, page 4

Combat Caster

Spellcasting

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

Martial Training

RoL

Prerequisites: Strength or Dexterity 13 or higher or 4th level

You have trained in a certain specialized technique of fighting. You gain the following benefits:

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You gain the benefits of a Fighting Style of your choice. (Page 72 of the Player's Handbook, and additional options below.)

You can select this feat multiple times. You can't take a Fighting Style option more than once, even if you later get to choose again.

Sharp eye

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.

Spell and Steel

Spellcasting

Prerequisite: Spellcasting feature

You have mastered several combat techniques that allow you to blend both spell casting and melee combat with relative ease. You gain the following benefits:

· You gain a +5 bonus on Constitution saving throws to maintain concentration on a spell after suffering damage.

· You may choose to make a weapon your spellcasting focus. Doing so requires a day to forge a bond between yourself and your chosen weapon. You may have up to two bonded weapons at any one time. If you wish to bond yourself to a third weapon you must choose one of your bonded weapons and break the bond you have with it.

Spell Bane

Spellcasting

Prerequisite: Intelligence 13 or higher

Your knowledge of magic and advanced tactical training gives you an edge when facing foes capable of spellcasting. You gain the following benefits:

· When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature. Alternately if you possess a weapon with the thrown weapon quality you may throw your weapon as a reaction at any creature that casts a spell within 20 feet.

· Any time you hit a creature maintaining concentration on a spell, they suffer disadvantage on the saving throw to maintain concentration on that spell.

· When you are hit by a spell or fail a saving throw against a spell, you can use your reaction to gain resistance to the spell's damage. You may use this ability a number of times equal to your Intelligence modifier + 1, regaining all expended uses after completing a long rest

Focus Specialist

Spellcasting

Prerequisite: Ability to use the wand, staff, or orb spell focus. Your Intelligence score increases by +1. Choose one focus type. You may attune one additional magic item of that type; this does not count against your limit of attuned items. Additionally, you gain another benefit, based on the item type you chose: Orb Specialist: When you cast a divination, enchantment, or illusion spell of at least 1st level using the orb as a spell focus, you can "store" one phantom spell level within the orb.



As a bonus action, you can “tap” into the orb to drain it of spell levels, regaining a single spell slot of up to the number of phantom levels in the orb.

All phantom spell levels within the orb are lost and the orb does not gain additional phantom spells levels until after you finish a long rest.

Staff Specialist: During a short rest, you may spend a hit die. Roll this die, and add your Intelligence modifier to the result. One attuned staff of your choice regains that many charges.

When you cast a spell using a staff as the spell focus, you may use a bonus action to also make an attack with the staff.

Staves are never destroyed when you spend the last charge in them.

Wand Specialist: During a short rest, you may spend a hit die. Roll this die, and add your Intelligence modifier to the result. One attuned wand of your choice regains that many charges.

When you cast a cantrip using a wand as the spell focus, you may add your Intelligence modifier to the damage.

Wands are never destroyed when you spend the last charge in them.

You may purchase this feat multiple times, each time applying to a new focus type.

Staff Specialization

Spellcasting

Prerequisite: Ability to spellcasting

Вы специализируетесь на использовании своего посоха как фокуса, через который проходит вся ваша сила.

Wand Specialization

Spellcasting

Prerequisite: Ability to spellcasting

Вы специализируетесь на использовании волшебного жезла, как тонкого инструмента, создающего вязь Плетения.

Orb Specialization

Spellcasting

Prerequisite: Ability to spellcasting

Вы специализируетесь на использовании сферы, концентрируясь на всеобъемлющем обхвате вашими заклинаниями.

Rod Specialization

Spellcasting

Prerequisite: Ability to spellcasting

Ваш магический скипетр является вашим основным инструментом, которым вы мастерски пользуетесь.

Gunner

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms (see “Firearms” in the Dungeon Master’s Guide).
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn’t impose disadvantage on your ranged attack rolls.

Focused Caster

You can maintain concentration on two spells or effects that would require your concentration. When you are forced to make a

Concentration check, you must make the check with disadvantage. If you fail, you lose your concentration on any spell or effect you are currently concentrating on.

ЗНАНИЕ РУН

Требования: Мудрость 12 или выше

Вам известны две выбранные руны, и вы всегда получаете бонусы от этих рун. В дополнение, раз в день вы можете взывать к силе каждой известной руны, если вы соответствуете требованиям каждой конкретной руны.

Вы можете взять эту черту несколько раз. Всякий раз при получении этой черты вы получаете бонусы и силы двух дополнительных рун на ваш выбор.

МАСТЕРСТВО РУН

Требования: Знание рун

Вы познали сокрытые силы одной древней руны. Выберите одну руну, которую вы уже изучили с помощью Знания Рун. Раз в день вы можете взывать к одной из ее Великих сил.

Вы можете приобрести эту черту несколько раз. Всякий раз при получении этой черты вы изучаете Великие силы очередной руны из известных вам.

SKILL FEATS

SKILL	FEAT	BENEFIT

TOOLS FEATS

TOOLS	FEAT	BENEFIT

HERBAL HEALER

Prerequisite: Proficiency with herbalism kit

You have learned to use common herbs to tend to wounds and illness. During a short rest, you can search the area for medicinal herbs. Make a DC 15 Wisdom (herbalism kit) or Wisdom (Survival) check. On a success you can recover one use of a Healer’s Kit. Additionally, you can use herbs and poultices to aid in recovery. During a long rest, you may cure an ally of one disease, neutralize one poison, or remove the blinded, deafened, or paralyzed condition.

Advanced Healer

The Healer feat includes some basic skills that I feel should be included as a part of every healer’s kit. As a house rule, any individual can use a healer’s kit to stabilize a companion without medical training. If you have training in the Medicine skill, you gain the benefits listed under the current Healer feat (a stabilized character also regains 1hp; as an action you may expend one use of a healer’s



kit to heal 1d6+4hp, though I would remove the extra healing equal to (HD). The Advanced Healer feat replaces the standard Healer feat.

If you do not wish to use this house rule, you may include the current Healer feat as a prerequisite to the Advanced Healer feat with no additional changes.

Prerequisite: Proficiency with Medicine checks (and/or Healer feat, see above)

You are a skilled herbalist, healer and surgeon and gain the following benefits:

- Proficiency with Herbalism kits.
- Whenever you spend a use of a healer's kit to heal hit point damage, you may add a number of hit points equal to the maximum hit dice of the creature healed. [If you use the Healer feat as a prerequisite for Advanced Healer, this benefit becomes: You may add either your Intelligence or Wisdom modifier (your choice) to the amount of damage healed.]
- Whenever you spend a use of a healer's kit to stabilize a dying creature, that creature regains a number of hit points equal to either your Intelligence or Wisdom modifier (your choice).
- During a short rest, you may expend a use of a healer's kit to grant a creature a saving throw against one disease or one condition currently affecting it at the end of that short rest. The condition can be blinded, deafened, paralyzed, or poisoned. The DC of the saving throw equals the DC of the spell or effect that initiated the disease or condition. Only one use of a healer's kit may be used in such a way per short rest. If used during a long rest, you may grant this benefit to a number of creatures equal to either your Intelligence or Wisdom modifier (your choice). Each creature treated during a long rest requires one use of a healer's kit.

Business Sense

While some studied the blade, you studied the led-gers. You have a mind for numbers and commerce, well versed in the functioning of trade and able to identify a bargain at a glance. You gain the following benefits:

You learned to fight not from a master-at-arms or some other fancy teacher, but from the streets: in back alleys and bar room brawls. Your combat style is unorthodox and underhanded, but few can argue with the results.

- When you successfully grapple a creature or escape a grapple, you may make a single attack with an unarmed strike, club, dagger, handaxe, or shortsword as a bonus action. Additionally, when-ever a creature fails to escape a grapple with you, you may make a single attack with one of those weapons as a reaction.
- When you hit a creature with an attack using an unarmed strike, club, dagger, handaxe, or shortsword, you may choose to strike with blunt force at a vulnerable location rather than aiming to kill. Instead of its normal damage, the attack deals damage equal to your Strength modifier and the target must make a Constitution saving throw (DC = 8 + your Proficiency bonus + your Strength modifier) or be stunned until the beginning of its next turn.
- When you hit a creature with an attack using a dagger, handaxe, or shortsword you may use a bonus action to twist the blade and deal an additional 2d4 damage.

Campaigner

Prerequisite: Constitution 13 or higher or Veteran background

Years of military campaigns have made you a light sleeper, able to go from a deep sleep to wide wake and ready to march in the blink of an eye. You gain the following benefits:

- You gain blindsight out to a 10- foot radius.
- When an invisible or hidden creature that you are aware of makes a melee attack against you, you may make an opportunity attack against that creature.

Born in the Saddle

You were raised riding a horse or a similar animal, and were always eager to mount up and ride off. You gain the following benefits:

You gain proficiency in Animal Handling. If you are already proficient, you instead add double your

- Your Constitution score increases by 1, to a maximum of 20.
- You gain advantage on all Constitution saving throws to resist exhaustion when making a forced march.
- The sound of battle awakens you to action. If you are unconscious, you automatically regain consciousness at the end of your turn if you have at least 1 hit point.

Chef

Time and effort spent mastering the culinary arts has paid off. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with cook's utensils if you don't already have it
- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

Helping Hand

9F

You use minor cantrip magic to help you improve your skill with tools and kits.

You can add your spell proficiency to skill checks that involve using kits or tools. This counts as a concentration cantrip while the skill is being performed. (some examples...)

Artisan's tools: you float tools and materials, make sure things are precise, tidy your work as you go and occasionally create, shape or join things that would be impossible to do by hand.

Cooking kit: you mix multiple pots at once and keep things at temperature while occasionally adding flavour or creating spices from nothing.

Disguise kit: you subtly change skin and hair colour, make the join between prosthetic and real unnoticeable and slightly alter the pitch of your voice with magic - it's not a magical disguise or illusion; just a helping hand.

Forgery kit: you can fill a page with text magically rather than with a quill and ink, use magic to erase one name so that another can take its place, age parchment and form impressions in wax without a seal.

Gaming set: you can use magic to mark cards, change the colour of gaming pieces and turn the tables to your advantage (Using this will give opponents advantage in seeing through any cheating)

Herbalism kit: you can use magic to harvest herbs without damaging them while preserving and extract various natural resources.

Musical instrument: you can use magic to add background effects, reverb, echo and play notes normally out with the range of your instrument.

Poisoner's kit: you can use magic to safely handle nasty things and measure out precise quantities.



Thieves' tools: you can hold multiple picks without hands, raise unseen latches and reach beyond your fingers. You can spread cantrips and attach tripwires to surfaces using magic.

Herbal Healer

Prerequisite: Proficiency with herbalism kit

You have learned to use common herbs to tend to wounds and illness. During a short rest, you can search the area for medicinal herbs. Make a DC 15

Increase your Wisdom or Charisma by 1. When you take a short or long rest, you can identify the properties and approximate value of a magical item.

Wisdom (herbalism kit) or Wisdom (Survival) check. On a success you can recover one use of a Healer's Kit.

Additionally, you can use herbs and poultices to aid in recovery. During a long rest, you may cure an ally of one disease, neutralize one poison, or remove the blinded, deafened, or paralyzed condition.

Herbalist

RoL

You are adept at harnessing the useful properties of herbs and other plants. You gain the following benefits:

Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

You gain proficiency with herbalism kits. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.

As an action, you can inspect a plant within 5 feet of you and determine whether it is edible or poisonous, provided that you can see and smell it.

You can apply herbal remedies to help yourself or your allies recover from maladies. Over the course of a short rest, you can remove one poison or disease from a friendly creature within reach. You must have an herbalism kit and either a component pouch or access to local herbs to use this benefit.

Learned Scholar

You have studied tomes and texts, perhaps with the scholars of Candlekeep or the Silent Room in Suzail. You gain the following benefits:

- Increase your Intelligence score to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to any check you make with it.

Campaigner

Master Smith

Prerequisite: Proficiency with smith's tools

You are a practiced smith. You gain the following benefits:

- Your practiced skill allows you to craft items much more quickly. When you are engaged in the craft-ing of an item that can be produced with smith's tools, you make progress in 50 gp increments, rather than the normal 5 gp increments for nor-mal items and 25 gp increments for magic items.

- Whenever you make an item using your smith's tools, you may choose a minor property (DMG) for the item, even if it is not a magic item. If you do so, the item also gains a randomly determined quirk.

Inspiring War LEADER

You are a natural combat leader and a fountain of inspiration. You gain the following benefits:

- + As a bonus action, you can grant yourself or an ally within 20 feet advantage on saving throws against being frightened.

- + You can use your action to make a rallying cry that bolsters your allies. Until the start of your next turn, each ally within 30 feet can add 1d4 to an attack roll. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

Trapper

RoL

You are skilled at hunting and trapping, gaining the following benefits:

Increase your Wisdom score by 1, to a maximum of 20.

You gain proficiency in Survival. If you are already proficient in it, you add double your proficiency bonus to checks made with Survival.

You gain proficiency with nets, and when you use the Attack action and attack with a net, you can use a bonus action to attack with a one-handed weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with a net, and the escape DC for your nets increases by your proficiency bonus.

The escape DC of hunting traps that you place increases by your proficiency bonus.

Alchemist training

The secrets of alchemy are crucial to the survival of many adventurers, requiring professionally trained experts such as yourself. Alchemists can be found in any major city, though they are most common in places where the ways of mages and artificers are taught formally, such as Lantan, Halruaa, Silvermoon, Thay, Aglarond, or Rashemen. This feat grants you the following benefits:

Increase your Intelligence score by 1, to a maximum of 20.

You gain proficiency with alchemist's supplies, and with the Arcana skill.

You gain expertise with alchemist's supplies, which means your proficiency bonus is doubled for any ability check you make with them.

As an action, you can choose one potion you can see within 5 feet of you. You identify that potion as if you had tasted it.

When you finish a short rest, if you have alchemist's supplies, you can improve the potency of certain kinds of healing potions. Choose one potion you have had access to for the past hour, which must be one of the following potion types: potion of healing, potion of greater healing, potion of superior healing, or potion of supreme healing. If that potion is drunk within 1 hour of the end of the short rest, when the creature drinking the potion rolls to determine the amount of healing they receive, they add your proficiency bonus to the final total, and they can reroll a number of the dice up to your Intelligence modifier (minimum of one). They must use the new rolls.

Исследователь.

Приспособленный к интеграции географии и течениям истории, вы получаете следующие преимущества:

- ❖ Ваш Интеллект или Мудрость увеличиваются на 1.
- ❖ Вы получаете навык владения инструментами картографа.
- ❖ Вы всегда знаете, где север.
- ❖ Вы получаете преимущество на проверки, сделанных для определения расстояния, сделанных для обнаружения далеких или скрытых ориентиров, и проверках, сделанных для определения возраста места или объекта, такого как древние руины или сокровища внутри.

Железная кишка.

Имея возможность сосредоточиться на вопросах, связанных с питанием, вы получаете следующие преимущества:

- ❖ Ваш показатель Телосложения увеличивается на 1.
- ❖ Вы получаете сопротивление урону от яда и совершаете с преимуществом спасброски, чтобы сопротивляться отравлению.
- ❖ Вы совершаете с преимуществом спасброски, чтобы избежать болезней или других болезненных эффектов от употребления нечистой пищи или питьевой воды.
- ❖ Вам нужно вдвое меньше еды и воды, чем обычно.

Кочевник.



Охваченные страстью к путешествиям, которая выводит ваше тело за пределы обычных ограничений, вы получаете следующие преимущества:

- ❖ Ваш показатель Телосложения или Мудрости увеличивается на 1.
- ❖ Вы совершаете с преимуществом спасброски, чтобы противостоять эффектам путешествия более восьми часов в день.
- ❖ Когда вы отдыхаете, вам нужно всего четыре часа сна. Оставшееся время можно потратить на легкую деятельность, например на часы или чтение книги. Если вы гонщик, которому требуется менее 8 часов сна, чтобы получить пользу от длительного отдыха, это не даст никакого дополнительного эффекта.
- ❖ В течение одной минуты вы можете изучить небо и определить, какая погода будет в следующие восемь часов. Перед повторным использованием этой способности вы должны сделать длительный отдых.

Морской пес.

Узнав приливы и отливы на водной глубине, вы получите следующие преимущества:

- ❖ Показатель вашей силы или телосложения увеличивается на 1.
- ❖ Вы получаете скорость плавания, равную вашей скорости ходьбы.
- ❖ Время, на которое вы можете задерживать дыхание под водой, удваивается.
- ❖ Вы совершаете с преимуществом проверки Мудрости (обращение с животными), чтобы взаимодействовать с существами со скоростью плавания.

Зоркий глаз.

С неуклонной бдительностью хищника-вы получаете следующие преимущества:

- ❖ Ваш показатель Мудрости увеличивается на 1.
- ❖ Ваш пассивный показатель Мудрости (Восприятие) увеличивается на 5.
- ❖ Во время путешествия вы можете заметить угрозы, занимаясь другим делом.
- ❖ У вас есть преимущество на проверки Мудрости (Восприятие), сделанных как часть действия Поиска, или для наблюдения за существами в непосредственной близости.

Сильная спина.

То, что вы носите, важнее тела, которое их несет. Вы получаете следующие преимущества:

- ❖ Ваш показатель Силы или Телосложения увеличивается на 1.
- ❖ Вы считаетесь на 1 категорию размера больше в целях определения грузоподъемности.
- ❖ Вы совершаете с преимуществом проверки Силы, чтобы толкать, поднимать или тянуть предметы.
- ❖ Вы совершаете с преимуществом проверки Силы (Атлетика), чтобы толкнуть существо.

Выживший.

Вы говорите с землей. Ты земля.

Вы получаете следующие преимущества:

- ❖ Ваш показатель Мудрости или Интеллекта увеличивается на 1.
- ❖ Когда вы преуспеваете в проверке Мудрости (Выживание), для добычи пищи вы бросаете дополнительный кб, чтобы определить количество.
- ❖ У вас есть преимущество на проверках Мудрости (Выживание) и Интеллекта (Природа), сделанных для сбора частей тела у существа.

- ❖ У вас есть преимущество на проверки Мудрости (Выживание), сделанных для охоты на существ, а также в проверки Интеллекта (Природа), сделанных для исследования региона.

Толстая кожа.

Ваше тело упивается естественным насилием климатических крайностей.

Вы получаете следующие преимущества:

- ❖ Вы получаете устойчивость к урону от огня и холода, и, следовательно, также невосприимчивы к воздействию сильной жары, сильного холода и холодной воды.
- ❖ Вы совершаете с преимуществом спасброски, чтобы противостоять погодным воздействиям, таким как сон в мокром состоянии или на открытом воздухе.

Путеискатель

Коварная земля мало что может помешать вашему неумолимому продвижению.

Вы получаете следующие преимущества:

- ❖ Вы не получаете штрафов за броски, сделанные для навигации во время движения в быстром темпе.
- ❖ Вы игнорируете сложную местность.
- ❖ Во время путешествия труднопроходимая местность не замедляет движение вашей группы.
- ❖ Ваша скорость увеличивается на 10 футов.

Виндjamмер.

Море - ваш дом; соленый воздух говорит на языке, который ведет вас к вашей судьбе.

Вы получаете следующие преимущества:

- ❖ Ваш показатель Мудрости увеличивается на 1.
- ❖ Вы овладеваете штурманскими инструментами и водными транспортными средствами.
- ❖ Вы не получаете штрафов за броски, сделанные для навигации при движении по воде в ненастную погоду, в том числе в условиях плохой видимости.
- ❖ Ваш бонус мастерства удваивается за любую проверку вашей способности, в которой используются навыки владения водным транспортом.

Алхимик

Вы узнали более эффективные способы использования ингредиентов для создания зелий и бомб.

Вы получаете следующие преимущества:

- ❖ Когда вы создаёте зелье, вы можете удвоить сущность первого обычного ингредиента, которого вы используете для создания этого зелия.
- ❖ Во время создания зелья ваше максимальное УС не может превышать 15.

Ремесленная экспертиза

Вы знаете способы для ускоренного создания новых частей снаряжения.

Когда вы создаёте не магический предмет, время, затраченное на его создание, уменьшается вдвое.

Вы получаете бонус +2 к проверкам характеристики, когда создаёте не магический предмет.

Фуражир

Вы знаете лучшие способы сбора еды во время путешествий по дикой местности.

Вы получаете следующие преимущества:

- ❖ Вы получаете преимущество на проверки Мудрости (Выживание) совершенные для поиска еды и воды.



❖ Когда вы определяете, сколько еды (в фунтах) и воды (в галлонах) вы нашли, вы кидаете 1к8 + ваш модификатор Мудрости.

Травник

Вы выучили физические описания растений и трав, используемых в алхимии. Вы получаете следующие преимущества:

- ❖ Вы получаете преимущество на проверки Интеллекта (Природа) совершенные для сбора растений и трав для алхимии.
- ❖ Время, потраченное на сбор растений и трав для алхимии, уменьшается вдвое.

Мастер свежеватель

Вы знаете, как осторожней извлекать и собирать части существ, получая при этом следующие преимущества: Увеличьте значение Интеллекта на 1, при максимуме 20. Время, затраченное на сбор частей существа, уменьшается вдвое.

❖ Когда вы проваливаете проверку на сбор частей существа и должны получить урон, вместо этого вы не получаете урона

Выживальщик

Вы знаете, как выжить в дикой местности, даже в самых суровых условиях. Вы получаете следующие преимущества:

- ❖ Вы получаете преимущество на проверки Мудрости (Восприятие) совершенные для обнаружения природных опасностей.
- ❖ Вы получаете преимущество к спасброскам, совершаемым для сопротивления критическим температурам.
- ❖ Когда вы собрали еду и воду, вы можете потратить одно использование набора для фильтрации, чтобы очистить любое количество найденной еды и воды

Mounted Caster

Prerequisite: Ability to cast spells

You've learned that tapping into the Weave is not unlike riding a mount of a different sort. This convoluted metaphor has informed your choice to wield spells from the back of your steed.

- ❖ When your mount takes the Dash action and you cast a spell with area of a cone, you may double the width of the cone for purposes of determining the area of effect. You can use this feature a number of times equal to your spellcasting modifier before you must finish a long rest.
- ❖ You have advantage on Concentration S to maintain a spell while you are mounted.

Trick Rider

Prerequisite: Dexterity of 13 or more

The saddle isn't just your seat, it's your stage.

- ❖ As a bonus action you can hang down on the side of your mount while riding, granting yourself 3/4 cover until your next turn. You must succeed on a DC 10 Dexterity (Acrobatics) check to return to your regular seated position or have disadvantage on your next attack.
- ❖ If your mount takes the Disengage action, you can use your reaction to turn around in the saddle and make one ranged weapon attack. You can use this feature a number of times equal to your Dexterity modifier before you must finish a long rest.

Survivalist

There are numerous feats that duplicate certain class features, such as the battle master's combat maneuvers, ritual casting and limited spell casting. This feat is designed for non-ranger characters with the hermit, outlander or soldier backgrounds who have spent significant time in the wilds. Though similar in many aspects to the ranger's Natural Explorer class feature, Survivalists possess neither the tracking skills nor the multitasking abilities of a true ranger.

You have spent extensive time in the wild, communing with its inhabitants and confronting its dangers. Choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. If your campaign is entirely aquatic, you may instead select from: arctic, coastal, the Deep, open ocean, or tropical. You gain the following benefits:

- When you make an Intelligence or Wisdom check related to your chosen terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.
- While traveling for an hour or more in your chosen terrain, difficult terrain does not slow your group's progress.
- If you are traveling alone for one hour or more, you may move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- If you are a ranger, this feat grants you an additional favored terrain instead of its normal benefits.

Field Medic

You're an expert of saving people in the direst of circumstances.

1. Allies within 50 feet of you must fail an additional death saving throw to die.
 2. You can use your bonus action to move half your speed towards an unstable creature. This movement does not provoke attacks of opportunity.
- You automatically succeed on the Wisdom check to stabilize a dying creature, even if you do not have a healer's kit.

Master Smith

Prerequisite: Proficiency with smith's tools

You are a practiced smith. You gain the following benefits:

- Your practiced skill allows you to craft items much more quickly. When you are engaged in the craft-ing of an item that can be produced with smith's tools, you make progress in 50 gp increments, rather than the normal 5 gp increments for normal items and 25 gp increments for magic items.
- Whenever you make an item using your smith's tools, you may choose a minor property (DMG) for the item, even if it is not a magic item. If you do so, the item also gains a randomly determined quirk.

Medic

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

Naturalist

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the druidcraft and detect poison and disease spells. You can cast detect poison and disease once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Source: UAFFS, page 3

Natural Rider

- Increase your Wisdom score by 1, to a maximum of 20.



- You have advantage on Wisdom (Animal Handling) checks.
- When mounted, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Navigator

You have developed the skills necessary to assist navigation at land and sea. You gain the following benefits:

Increase your Wisdom score by 1, to a maximum of 20.

You have proficiency in navigator's tools. If you are already proficient in navigator's tools, you can add a bonus equal to your Wisdom modifier to any checks made while using them.

If you can see the stars or sun, you know which way is north.

You can tell which way the weather, including wind and temperature, is going to turn in the next 24 hours.

Negotiator[3]

You have honed the knack of the deal and counter offer, perhaps by crossing words with creatures used to getting the upper hand in negotiations. You gain the following benefits:

Increase your Charisma score by 1, to a maximum of 20.

When a creature two or more size categories larger than you targets you with a melee weapon attack, you can use your reaction to make yourself seem pathetic and unthreatening. The creature must redirect its attack against a different target; if no alternative target is within the attacker's reach or range, it can still attack you. Until the end of your next turn, your next melee or ranged attack against that creature is made with advantage. You must complete a short or long rest before using this ability again.

When you purchase a good or service, you can attempt an opposed Charisma (Persuasion) check versus the seller's Wisdom (Insight). If you win the contest, you secure a 10 percent discount on the transaction. Once you use this feature on a given individual, you can't use it on them again for one week.

When you pay for lifestyle expenses during downtime, they are halved.

Nomad

Consumed by a wanderlust that drives your body beyond conventional limits, you gain the following benefits:

- Your Constitution or Wisdom score increases by 1.
- You have advantage on saving throws made to resist the effects of travelling for more than eight hours per day.
- When you take a long rest, you only need four hours of sleep. The remaining time can be spent performing light activity, such as keeping watch or reading a book. If you are a race that needs less than 8 hours of sleep to gain the benefits of a long rest, this has no additional effect.
- Over the course of one minute, you can examine the sky and determine what the weather will be for the next eight hours. You must take a long rest before using this ability again.

Poisoncraft[4]

You have extensive experience dealing with poisons. You have resistance to poison damage and gain advantage on saving throws against being poisoned. In addition, when you take a long rest, you can create one dose of one the following poisons from materials you have on hand:

Powderboil. This powdered poison can be applied to a weapon with the Use an Object action. The next time the weapon deals damage to a creature, it must succeed on a Constitution saving throw or take poison damage. This poison damage is $Xd8$, where X equals half your level.

Stomachturner. This slick oil can be applied to a weapon with the Use an Object action. The next time the weapon deals damage, the creature must succeed on a Constitution saving throw or be poisoned

for 1 minute, or until they spend an action on their turn retching up the contents of their stomach.

Night's Kiss. This tasteless and odorless liquid can be slipped into drink or food. When a creature consumes the poison, it must make a Constitution saving throw or become unconscious for 10 minutes or until it takes damage.

The DC for all saving throws for poisons created with this feat is 8 + your proficiency bonus + your Intelligence modifier.

Sage's Insight

Prerequisite: Proficiency in History

Your reputation precedes you and you are known as an expert in your chosen fields of study. Fellow scholars will treat you with respect and may seek you out for advice.

Your Intelligence score increases by 1, to a maximum of 20.

Choose three fields of study from the Field of Study table. You may only choose a field of study if you are proficient with its associated skill. You gain advantage on all Intelligence checks relating to one of these fields of study. There are times when your GM may require you to have an appropriate field of study to even attempt an Intelligence check about a topic, or may significantly lower the DC of the check because you have an appropriate field of study.

Skills Field of Study

Arcana Arcane symbols, elder magic, eldritch magic, magic items, magical traditions, the planes of existence

Religion Any particular religious sect, such as the cult of the Thousand-Eyed Man, the cult of Tzizhet, or one of the major religions, such as the Mother Church of Coryan

Nature Exotic animals, exotic plants, terrain, weather

History Lost civilizations, myths & legends, a specific nation or region such as the Kingdom of Milandir or the Pricklespur Forest.

Psionic Awakened monsters, psionic items, psionic powers, val family traditions

Poisoner

You have studied the application of poisons and toxins, gaining the following benefits:

Increase your Intelligence by 1, to a maximum of 20.

You gain proficiency with poisoner's kits. If you're already proficient with them, you gain expertise with them, which means your proficiency bonus is doubled for any ability check you make with them.

You automatically succeed on checks made to identify poisons using your poisoner's kit.

With 8 hours of work, you can improve the potency of one dose of poison. To use this benefit, you must have a poisoner's kit, and the poison must be within reach. The DC to resist the poison becomes 8 + your proficiency bonus + your Intelligence modifier, unless it was already higher, and it deals extra poison damage equal to your Intelligence modifier, if it deals damage to the target.

Shady

Prerequisite: Proficiency with thieves' tools

You're a natural adept at making your way into places you should not be. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You add double your proficiency bonus to ability checks you make with thieves' tools.
- You can take a bonus action on each of your turns. This bonus action can only be used to take the Use an Object action to open a lock. You do not gain advantage on an ability check using thieves' tools if you are opening a lock as a bonus action.

Strong Back



The things you bear are more important than the body that bears them. You gain the following benefits:

- Your Strength or Constitution score increases by 1.
- You count as if you were one size category larger for the purpose of determining your carrying capacity.
- You have advantage on Strength checks made to push, lift, or pull objects.
- You have advantage on Strength (Athletics) checks made to shove a creature.

Trained Physician

Prerequisite: Proficiency with healer's kit

You have been trained in the physicians arts, wheth-er through a formal college of herbalists and alche-mists or apprenticing under a wise master. You gain the following benefits:

- As an action, you can diagnose and treat rare ill-nesses and even some magical effects. When you use this ability, choose a creature within 5 feet of you. You expend 1d4 uses of your healer's kit, and the creature gains the benefit of the lesser res-toration spell. If you do not have sufficient uses of the healer's kit available, the attempt fails due to having insufficient supplies and your action is wasted. The creature can't gain this benefit from this feat again until it finishes a short or long rest.
- You can apply medicinal salves that bind open wounds to prevent bleeding, treat minor infec-tions, and provide some pain relief. Using your healer's kit in this way requires 1 minute. At the end of that time you may expend up to 3 uses of your healer's kit. For each use that is expended the target creature may recover 1d8 + your Wis-dom modifier hit points

During a short rest, you can clean and bind the wounds of your allies. If you or any friendly crea-tures regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains a number of additional hit points equal to your Wisdom modifier.

BACKGROUND FEATS

BACKGROUND	FEAT	BENEFIT

Crime Lord

Prerequisite: Criminal

Your reputation has continually grown within the criminal underworld, and the further you rise as an adventurer, the more thieves and cut-throats come looking to you for the next big score. You have advan-tage on Charisma (Deception) and Charisma (Intimi-dation) checks made to influence criminals.

In addition, when you access the network of crim-inals you are ingratiated with you may choose to hire underlings. Once hired, these underlings arrive at the time and place of your choice. The time must be within the next 48 hours and the place must be within a city your criminal network is in. These underlings follow your orders but will not perform any actions that would obviously harm themselves, and they are likely to abandon you or possibly even turn on you if the situation grows especially dire. The underlings continue following your orders for up to 24 hours be-fore dispersing back to their criminal underground.

Once you use this feature within a city you may not use it there again for 7 days. The underlings must be paid upfront through a mutual

contact and can be hired at the following costs: up to 6 bandits (10 gp each) or 4 thugs (30 gp each) or 2 spies (50 gp each).

Exemplar

Prerequisite: Acolyte

You have kept your faith throughout your adventures and are a shining example that younger charges of your faith aspire and flock to. You gain the following benefits:

Increase your Wisdom or Charisma by 1, to a max-imum of 20.

You have advantage on Charisma (Persuasion) checks made to affect followers of your faith.

When you visit a temple, church, or other place holy to your faith and staffed by an active clergy, you may ask the clergy for assistance with your current task. You gain the help of a priest that obeys any commands that you issue to it for the next 24 hours. The priest departs and returns to their temple after 24 hours or when they are asked to violate your shared faith. Once you use this feature at a temple, you cannot use it there again for 7 days.

Folk Legend

Prerequisite: Folk Hero

You are a living legend—your adventures have only added to the tall tales surrounding you, stories that grow grander with every retelling. The stories sur-rounding you have inspired plucky young upstarts hoping to follow in your footsteps. Whenever you hide, rest, or recuperate among other commoners you may choose to take on a sidekick (use the statis- (*) tics of a scout). You may only have one sidekick at a time. Your sidekick follows you indefinitely and obeys your orders to the best of their ability. If your sidekick dies you cannot take on another for at least 7 days.

Backstory Feats

In addition, if you gain a class level while you have a sidekick and your new character level is at least 9th, your sidekick advances alongside you and uses the statistics of a veteran. Your sidekick must have accom-panied you while you gained at least half of the expe-rience points used to gain your new class level (or if not using experience points, at the GM's discretion).

REGIONAL FEATS

REGIONAL	FEAT	BENEFIT

Born Of The Plains

Your people are great riders and nomads with a history of raiding non-migratory settlements. You learned to ride before you could walk, and ranged across a vast expanse such as the Plain of Horses, the Great Amber Steppes of the Hordelands, or the Eastern Shaar. Even if you or your kin are no longer directly involved in raiding, you still learn relevant techniques for maneuvering to strike swiftly and intimidate your targets. This feat grants you the following benefits:

Choose one of the following ability scores: Strength, Dexterity, or Wisdom. Increase the chosen score by 1, to a maximum of 20.

Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.

You gain proficiency with one of the following skills: Animal Handling, Athletics, Intimidate, Nature, or Survival. You also gain



expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.

You have advantage on all ability checks and saving throws related to controlling, maneuvering, or staying on a mount. In addition, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers, and is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

Forester

E5E Regional feat

Past cruelties gave your ancestors good reason to distrust the ambitions of “civilized” nations, so their descendants make secret homes in deep forests inaccessible to outsiders. Growing up in such a refuge taught you ancient ways of oneness with nature, granting you the following benefits:

Choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 18.

You gain proficiency in one of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, or Survival. When you make a Dexterity (Stealth) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

Folk Of The Frozenfrontier

Your kinfolk dwell in the harshness of the furthest and coldest wilds, such as the Frozenfar or the Great Glacier. This feat grants you the following benefits:

Choose one of the following ability scores: Strength, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.

You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.

You are proficient with herbalism kits, and you know the druidcraft cantrip. When you reach 3rd level, you can cast the detect poison and disease spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the lesser restoration spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates

You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.

House Of Gold

You are part of a noble house known for extravagant wealth, ruthless cunning, and a victorious history. Masters of both intrigue and warfare have arisen from your family over the years. They are famous for handsomely rewarding loyal support, and for brutally punishing those who offer harm. This feat grants you the following benefits:

Choose either Intelligence or Charisma.

Increase the chosen score by 1, to a maximum of 20.

You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.

You can influence others with your family's reputation for always paying its debts—whether that means rewarding aid or punishing defiance. As an action, you can choose one humanoid creature that can hear you. For 1 minute, you have advantage on all Charisma checks directed at that creature. After this effect ends, you must finish a long or short rest before you can use this trait on that particular creature again. If a creature previously influenced with this effect is confronted with proof that the promise of repayment cannot or will not be fulfilled, it becomes hostile towards you, and may seek retribution later or even immediately attack.

Jaded Urbanite

Whether you grew up in a large city or spent time in one as an adult, you are familiar with life on crowded urban streets, and you know to be on constant guard against attack, theft, or clever deceit. This grants you the following benefits:

Increase your Wisdom score by 1, to a maximum of 20.

Choose one of the following skills: Deception, Insight, Intimidation, or Persuasion. You gain proficiency in that skill if you don't have it already, and you also gain expertise, meaning you double your proficiency bonus on ability checks with it.

Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.

Within a village, town, or city, you are never slowed by difficult terrain unless it is magical, and you can move through spaces occupied by non-hostile humanoids and beasts as if they were allies.

When you are surprised, you can still take a single action during the surprise round, but it can only be the Dash, Disengage, or Help action.

Sea Raider Heritage

You come from a culture known for using ships to engage in piracy or raid mainland settlements. This feat grants you the following benefits:

Choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen score by 1, to a maximum of 20.

You have advantage on all saving throws and ability checks related to swimming and to staying on-board any water vehicle.

You gain proficiency with your choice of land vehicles, water vehicles, or one of the following skills: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.

You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

Steady At The Helm

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20. You gain proficiency with navigation tools and with vehicles (water).

You gain expertise with your proficiency in vehicles (water), which means your proficiency bonus is doubled for any ability check you make with that proficiency.

You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to swimming, climbing, keeping your balance, or avoiding falling.

You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not



within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

Swamp Dweller

You are well-accustomed to life in swamps, marshlands, or bogs, such as the Flooded Forest or the Marsh of Chelimber. Having few resources, your neighbors could survive by foraging, fishing, and hunting, all while navigating treacherous terrain and avoid deadly wildlife. This feat grants you the following benefits:

Choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.

You are proficient with herbalism kits, and you know the druidcraft cantrip. When you reach 3rd level, you can cast the detect poison and disease spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the lesser restoration spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

You have a great affinity for poisons, and you are proficient with poisoner's kits. When you would make a saving throw against poison or take poison damage, you can use your reaction to roll 2d4. You add the total to your saving throw result or, if you would take poison damage, you reduce the damage by that total.

You can move across difficult terrain made of earth, foliage, snow, ice, or water-logged material of any kind without expending

MULTICLASS FEATS

CLASS	FEAT	BENEFIT
Barbarian		
Bard		
Cleric		
Druid		
Fighter		
Monk		
Paladin		
Ranger		
Rogue		
Sorcerer		
Wizard		
Warlock		

Martial Training

RACIAL FEATS

STORY FEATS

TALENTS

LINKS AND SOURCERS



CLASSES

VARIANT (ALTERED AND ADDITIONAL) FEATURE

Вариантное классовое свойство может быть использовано с разрешения мастера.

REPLACEMENT FEATURE

Заменяющее классовое свойство заменяет указанное классовое свойство базового класса или архетипа.

EXPANDED FEATURE

Расширенное классовое свойство добавляет возможных опций к существующим классовым свойствам.

CLASS AND ARCHETYPE FEATURES

Классовые свойства заменяются более сложно

EXPLORATION TRICKS

Каждый класс на 1ом уровне получает Exploration Tricks.

FIGHTER EXPLORATION KNACKS

Amphibious Combatant

You gain a swimming speed equal to your walking speed, and may spend 1 exertion to reroll a failed Strength (Athletics) check to swim and may choose whether to use the new roll or the original. In addition, you add your proficiency bonus to the number of minutes you can hold your breath before suffocating, and can spend 1 exertion to hold your breath for an additional minute.

Burst of Strength

You have moments of incredible strength. When you make a Strength check you may choose to add your Proficiency bonus to the roll. Once you use this feature, you must finish a short or long rest before you can use it again.

Extreme Leap

When you take the Dash action, your jump distance is doubled for the turn. You may spend 1 exertion to triple your jump distance for the turn instead, and may move the full distance of your jump even if it exceeds your speed.

Mountaineer

You gain a climbing speed equal to your walking speed, and may spend 1 exertion to reroll a failed Strength (Athletics) check to climb and may choose whether to use the new roll or the original. In addition, moving through nonmagical difficult terrain costs you no extra movement.

Nightwatch

You are used to sleeping light and making the most of your rest. When taking a long rest, add your proficiency bonus to the number of hours you can spend in light activity. In addition, one hour of that time can be spent in strenuous activity near the rest site (such as patrolling, fighting, or other adventuring activities) without interrupting your rest.

Campaigner

You have the ability to go for the long haul, carrying heavy equipment across long distances. You add your proficiency bonus to your Strength score when determining your carrying

capacity, the weight you can lift, push, or drag, and the number of hours you can march before you risk exhaustion from a forced march.

Agile Athlete

You gain an expertise die on Athletics checks and a climb speed equal to your walking speed.

Boobytrapper

You gain an expertise die on Sleight of Hand checks. You may make a Sleight of Hand check to conceal caltrops, ball bearings, a hunting trap, an alarm bell, or other Tiny traps. The result of your Sleight of Hand check is the DC for discovering these obstacles. They can be spotted without a check if they are not obscured.

Delay Trap

You gain an expertise die on checks made with thieves' tools. When you would trigger a mechanical trap on your turn, your alert senses warn you of danger before you complete the action. You may immediately end your turn in order to delay the trap's effects until the start of your next turn.

Expertise Training

You gain an expertise die on one of the following skill or tool checks: Acrobatics, Athletics, Investigation, Perception, Stealth, thieves' tools. You may choose this knack more than once.

Extra Skill Training

You gain proficiency with one of the following skills or tools: Acrobatics, Athletics, Investigation, Perception, Stealth, thieves' tools. You may choose this knack more than once.

Hide in the Shadows

You gain an expertise die on Stealth checks. You can attempt to hide while you are in an area of dim light.

Observer

You gain an expertise die on Perception checks and increase your passive Perception score by 3.

Scout Leader

You gain an expertise die on Stealth checks. When your party makes a group Stealth check, you may apply your result to yourself and one ally after seeing the results of all rolls. Additionally, when you are traveling, you can move stealthily at a normal pace.

Sense for Secrets

You gain an expertise die on Investigation checks. You have a sense for finding hidden things. You can spend a minute observing an area. If there are tricks, traps, secret doors, or Other unusual features of a nonmagical nature within 30 feet of you on an unobscured surface you can see, you know something nearby is worth investigating, but not what or where it is. You can't use this ability twice on the same area.

Tuck and Roll

You gain an expertise die on Acrobatics checks. When you would take falling damage, make an Acrobatics check and reduce the damage by an amount equal to the result of the check.

DRUID EXPLORATION KNACKS

ROGUE EXPLORATION KNACKS

RANGER EXPLORATION KNACKS

Beast Friend

If you spend 10 minutes befriending and feeding a Medium or smaller beast of CR 1/8 or less, you become its guardian ranger. It follows you and is loyal to you, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. You can only be a guardian ranger to one beast at a time.

Calls of the Wild

Using verbal and nonverbal cues to communicate with beasts, you can gain basic information from them or make a simple request (like delivering a short message or small object).

Ear to the Ground

By expending 1 minute remaining stationary, using sound and vibrations alone, until you move or take an action you are able to deduce information up to 30 feet in every direction, as if using blindsight or tremorsense.



Grub Hunter

You can take 1 minute to collect a number of edible, non-poisonous grubs equal to your proficiency bonus. Availability of such grubs is dependent on the terrain and the GM's discretion. A creature can use its action to eat up to 5grubs, each of which restores 1 hit point and provides enough nourishment to sustain a Medium or Smaller creature for one day. Eating additional grubs has no effect until the creature finishes a short or long rest.

The grubs die and spoil 24 hours after being collected.

Healing Salves

Once between long rests you can spend an hour to collect natural ingredients and concoct an ointment that speeds healing. This salve is potent for 24 hours and has a number of uses equal to 1 + your Wisdom modifier. As an action, you can use the salve to restore 1d4 hit points to a creature within reach.

Herbal Bitters

You can spend an hour to collect ingredients and brew two servings of a bitter drink that is potent for 24 hours. Imbibing a serving takes an action and reduces exhaustion by one level for 4 hours.

Master Tracker

Prerequisite: 9th Level

You can spend 5 minutes looking at a 30-foot diameter outdoor area to study the ground and other clues. You learn all events which

transpired in that area in the last 24 hours as though you had witnessed them yourself, although you do not learn secret information not obvious to an observer. The information you gain is only that which would be learned by sight; you do not gain sound-based information or learn what creatures in the area said to each other.

Once you have used this feature, you can't use it again until you finish a long rest.

Monster Mimic

By imitating how a beast or studied adversary sounds, looks, and moves, you gain advantage on Deception and Intimidation checks made to convince a creature that it is seeing or hearing that beast or studied adversary.

Poisons and Antidotes

Once between long rests you can spend 10 minutes to extract 3 doses of liquid poison (when ingested, a creature makes a DC 10 Constitution saving throw or is poisoned for 1 hour) from poisonous plants you've foraged with an hour of searching and DC 10 Survival check. Alternatively, using the same plants you can spend an hour making a dose of antitoxin (see Chapter 4: Equipment).

Read the Room

By spending 10 minutes observing facial expressions, body language, and vocal intonation, you can detect minute details which give you insight into the creatures within 30 feet of you. For the next minute, you can direct your focus on any one creature that you can see within 30 feet. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can shift your attention to another creature's thoughts.

Relentless Pursuit

Once you have successfully picked up the tracks of a creature, you are able to follow those tracks without any need for further checks for a period of up to 7 days.

See the Unseen

Prerequisite: 5th Level

Once between long rests you can focus your attention on peripheral sights, sounds, and other signs of unseen passage. For the next hour, you can detect invisible creatures and objects, their location, movement, and actions, and even sense creatures and objects in the Ethereal Plane.

SORCERER EXPLORATION KNACKS

BARBARIAN

Exploration Knacks

When you gain access to a new exploration knack, choose one of the following.

Lead the Pack

Your unfaltering actions inspire your teammates to greater efforts. You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the GM says whether you succeed or fail.

Mark of the Wilderness

You have traveled far and seen much, and those around you can tell. You gain an expertise die on Intimidation checks. In addition, you may always choose to use Strength when rolling an Intimidation or Persuasion check.

Path of Lean Winters

You gain advantage on saving throws made to resist the effects of cold weather as though you were wearing cold weather gear, but without the disadvantages in hot weather. Additionally, you can go without food for a number of days equal to 3 + twice your Constitution modifier (minimum 1) before taking a level of exhaustion.

Path of Scorching Summers

You gain advantage on saving throws made to resist the effects of hot weather as though you were wearing hot weather gear, but without the disadvantages in cold weather. You also gain advantage on saving throws made to resist the effects of thirst.

Sharpened Senses

Your time spent drawing on your rage has brought the world into sharp, relentless focus. You gain an expertise die on Investigation, Perception, or Survival checks made to follow a creature's trail.

CLASS SPECIFIC LORE

На 6-7ом уровнях классы получают доступ к знаниям, определенным их классами

FIGHTER LORE

Arms Merchant

You have experience dealing in arms. You can reliably find places to trade in weapons and armor, even in smaller settlements. You may add your proficiency bonus to Intelligence checks to estimate the value of weapons and armor, and gain advantage on Charisma checks to barter in such goods.

Evaluate Technique

You can use a bonus action to make a Insight check to evaluate a creature's combat abilities. On a success you learn of a signature combat ability they possess, such as any combat traditions they possess the most maneuvers from, a dragon's breath weapon, or a ranger's Fighting Style.

Weapon Lore

You may add your proficiency bonus to Intelligence checks made to recall lore or gather information about weapons, armor, and other martial equipment that don't already use your proficiency bonus. In addition, you may investigate the magical properties of such an item as an action by handling it, such as swinging a sword or hefting a shield. You learn its properties, how to use them, whether it requires attunement, and how many charges it has, if any (but you do not learn about any curses it might have). You can gain similar information simply by seeing it, but must succeed on an Intelligence check to do so (uncommon—DC 10, rare—DC 13, very rare—DC 15, legendary—DC 18, artifact—DC 20).

REPUTATION BENEFITS

FIGHTER REPUTATION BENEFITS

Intimidating

You are a force to be reckoned with, a terror to your foes and a fearsome ally. You have advantage on Charisma (Intimidation) checks. In addition, you may spend 2 exertion as a bonus action to intimidate one creature within sight. They must



succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you for the next minute.

Leadership

Many people are willing to look to you as a leader, heeding your words and direction. Define a group when you gain this feature, such as an organization you're a part of, common people who rally to a cause you uphold, or fans following your deeds. By spending an hour searching an appropriate locale, you may find and enlist the aid of an individual in your following. They are not obligated to help you but will generally grant easy requests, and will aid in more complex or dangerous tasks if given adequate cause or compensation.

Mysterious

You are shrouded in mystery, appearing without warning and vanishing without trace. Intelligence checks made to learn about you have disadvantage. You have advantage on saving throws against divination spells and similar effects, and spells such as divination or legend lore reveal only cryptic phrases and pieces about you.



BARBARIAN



BARD



CLERIC



DRUID



FIGHTER

SURVIVALIST

Those who model themselves after this archetype have developed the skills to persist and flourish in any environment. They have an innate ability to blend in and use their knowledge of the terrain and its denizens to take every advantage and succeed the day.

Ranger of the Wild

Beginning at 3rd level, your time spent in the wilderness has honed your survival skills. You gain your choice of three of the following features:

Forager.

When you forage, you find twice as much food as you normally would.

Strider.

Moving through nonmagical difficult terrain costs you no extra movement.

Tracker.

While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Trainer.

You have advantage on Wisdom (Animal Handling) checks.

Trapper.

You add your proficiency bonus to the DC for detecting and avoiding the hunting traps that you place.

Traveler.

You learn one language of your choice.

Hunter's Quarry

Also starting at 3rd level, you've learned to hone your sights in on a creature and mark it. As a bonus action, you choose a creature you can see within 100 feet and mark it as your quarry. You must concentrate on this mark as if you were concentrating on a spell, and it lasts up to 1 hour.

Until the mark ends, any maneuvers you use that affect this creature also cause it to take damage equal to 1d4 + your Wisdom modifier of a damage type a weapon you're wielding can deal. In addition, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this mark ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you complete a long rest.

Wilderness Guide

At 7th level, your adeptness at traveling and surviving in the rough and untamed regions of the world allows you to lead others more easily through any environment. While traveling for an hour or more in the wilderness, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger.
- You do not suffer the penalty to passive Wisdom (Perception) checks imposed by moving at a fast pace.
- Your group can move stealthily at a normal pace.

Hide in Plain Sight 16

Starting at 10th level, you can spend 1 minute creating natural camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged this way, you gain a +10 bonus to Dexterity (Stealth) checks against creatures while you remain in

terrain similar to your natural disguise. Once you move or make an attack, this effect is suppressed until the beginning of your next turn.

Your camouflage lasts 1 hour or until physical conditions otherwise ruin it (such as swimming or rain).

Stand Against the Tide

At 15th level, whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.

Sixth Sense

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

TEMPLAR

Those who model themselves after the archetypal Templar have dedicated themselves to a singular divine directive. To root out profane magic and uphold the virtues of their deity. Templars receive the divine accent of their power from their devotion to a particular deity who is opposed to arcane magic.

Channel Divinity

At 3rd level, you gain the ability to channel divine energy directly from your deity, using that energy to produce a magical effect. You start with one such effect: Gift. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. The DC for these spells is 8 + your proficiency bonus + your Charisma modifier. Beginning at 6th level, you can use your Channel Divinity feature twice between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Gift.

As an action, you present a symbol of your faith and speak a prayer calling for assistance from your deity. When you use this feature, you can cast a single divination or enchantment spell from the cleric spell list of an appropriate level or lower, as shown on the Gifted Magic table below. Charisma is your spellcasting modifier for this spell.

Level	Spell Level
3rd	1st level
7th	2nd level
13th	3rd level
19th	4th level

Also at 3rd level, you learn the guidance cantrip and gain proficiency in either Religion or History (your choice). You also gain the ability to use a holy symbol as a spellcasting focus for spells you cast granted by your Channel Divinity.

Countermagic 17

Starting at 7th level, you've become adept at predicting the nature of magic and delaying its effect. If a creature you can see or hear within 60 feet casts a spell, you can use your reaction to attempt to stall its effect and potentially end it. If that spell is 3rd level or lower and has a casting time of 1 action or less, that creature must make a contested Charisma check to resist your delaying effect. If you succeed, the creature is forced to concentrate on the spell until its next turn, and the creature must cast the spell immediately at the start of its turn (no action required). If it can't, the spell is wasted.

You can use this feature twice. You regain all expended uses after completing a long rest.

Residual Defense 17



Beginning at 10th level, your experience dealing with magic and its effects has given you a sheen of reflex against it. After taking damage from a spell or magical source, you can use your reaction to gain resistance to that damage type until the end of your next turn. If a single spell or effect deals damage of more than one type, you gain resistances to all types dealt.

Boon of Fervor p17

At 15th level, your deity has rewarded you for your furious pursuit of your goal. You and any number of creatures within 30 feet that can see or hear you gain temporary hit points equal to your Fighter level when you use Action Surge.

Disruption p17

Starting at 18th level, your mastery over fighting spellcasters has allowed you to develop a technique for interrupting their ongoing magical boons. Any maneuver you use that affects a creature forces that creature to make a Constitution saving throw to maintain their concentration. The DC for this is equal to your maneuver save DC. If the maneuver also deals damage to the creature, it must make a separate concentration check for that damage as normal.

ELDRITCH KNIGHT

War Magic

Expanded Archetype Feature

7th level martial archetype feature

You can use your bonded weapon as a spellcasting focus for your eldritch knight spells.

Additionally, if spell description says that you make weapon attack as part of casting spell then range of such spell is equal to your bonded weapon's reach (for example, range of green flame blade with glaive as weapon will be 10 ft.).

Improved War Magic.

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

TACTICIAN ARCHETYPE

Strategic Mind

You have a particularly sharp mind for tactics, possessing the ability to quickly adapt your stratagem to the flow of battle. With this insight, you can guide your allies, allowing them to position themselves and gain advantage where once there was none.

During combat, whenever a friendly creature that can see or hear you begins their turn within 60 feet of you, you can gain a Command die, a d6, which they can spend when performing actions in pursuit of your suggested tactic. A suggested tactic must be a specific task such as 'shove that creature', 'cast a spell at that orc', 'withdraw from melee', or 'attack that target', not "kill them all" or "win this battle!". Once within the next 10 minutes, your ally can add your Command Die to any attack roll, ability check, damage roll, or saving throw made in pursuit of your suggested tactic. Your ally can wait until after they roll a d20 before deciding to use the Command die, but must decide before the GM says whether the roll succeeds or fails. Once the Command die is rolled, it is lost. A creature can have only one Command die at a time. If your ally does not perform the suggested tactic or is somehow unable to do so, the die is returned to your command die pool after 10 minutes. For example, if you suggest that your ally knock a guard prone, they can only use your Command die on attack rolls or ability checks to knock down the guard. If for some reason that guard is killed or already knocked prone by the time your ally's turn comes up, the die is not spent and returned to your pool.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a short rest. Your Command die changes when you reach certain levels in the fighter class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Student of History

Once you reach 3rd level you gain proficiency in the History skill. If you were already proficient with History, you add double your

proficiency bonus on all ability checks that benefit from your proficiency in the History skill.

Tactical Maneuvers

Learning Maneuvers. At 3rd level you learn three Tactical Maneuvers, from the list presented below. You learn an additional maneuver when you reach 7th, 10th, and 15th level. Tactical Maneuvers are powered through the use of tactical points. Additionally, anytime you gain a fighter level you may switch one of your Tactical Maneuvers for another.

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

Tactical Maneuver Save DC = 8 + your proficiency bonus + Intelligence modifier.

Tactical Points

You gain 3 tactical points to power your Tactical Maneuvers. You gain an additional tactical point upon reaching 7th, 10th, and 15th level in the fighter class. You regain all spent tactical points after completing a short or long rest.

Tactical Maneuvers

Brutal Ambush

When you and your allies catch an enemy by surprise the results are simply devastating. When you attack a surprised creature, you may spend 1 tactical point as a reaction to grant all friendly creatures within 30 feet who can hear or see you advantage on their next attack roll before the end of their next turn.

Hammer and Anvil

You set up a combined attack, trapping your opponent between you and your allies. As an action, you may make a single melee weapon attack and, if you hit, you may spend 2 tactical points to force that creature to make a Wisdom saving throw. If your target fails, they immediately provoke an opportunity attack from any single friendly creature of your choice that is adjacent to the creature you struck.

Knight's Move

You position yourself and an ally into an advantageous position. Immediately after making an opportunity attack, you may spend 1 tactical point to allow a single friendly creature within 30 feet who can hear and see you to instantly move 15 feet.

On My Mark

Sometimes it's best to lead by example. As part of an attack action, you may spend 1 tactical point to grant a single ally within 30 feet who can hear and see you advantage on their next attack roll against the creature you attack. If your ally successfully hits with this attack they deal an additional 1d6 damage. This damage increases to 1d8 when you reach 5th level, 11th level becomes 1d10 and finally, 1d12 at 17th level.

Rallying Cry

You call upon your allies and inspire them to greater acts of heroism. As an action, you may spend 2 tactical points to grant all friendly creatures within 60 feet who can hear or see you a number of temporary hit points equal to 1d10 + your Intelligence modifier. These temporary hit points fade away after 1 minute.

Stand your Ground

With a shout, you command your allies to set themselves to receive a charge. When a creature moves within 10 feet of you or an ally within 30 feet of you, as a reaction you can call out to your allies to be ready for an attack. You spend 1 tactical point and all friendly creatures within 30 feet who can hear or see you gain resistance against bludgeoning, piercing, and slashing damage from non-magical weapons until the end of their next turn.

Strategic Maneuver

In battle, positioning is everything. As a bonus action, you may spend 1 tactical point to let a friendly creature within 60 feet who can hear or see you use their reaction to move up to their speed.

Strike the Rod

You can put the fear of a training sergeant into your allies, helping them to shake off lesser fears. Whenever one of your allies becomes frightened, as a reaction you can help them regain their composure. You spend 1 tactical point and all friendly creatures within 60 feet who



can hear or see you can make a new saving throw to shake off any effect which has resulted in the frightened condition. If the effect that granted the frightened condition does not grant a saving throw, your allies must make a DC: 20 Charisma saving throw to remove the frightened condition.

Tempting Target

By making yourself a target for an attack, you force your opponent to overextend, leaving a perfect opening for your allies. When you take the Attack action, you may spend 1 tactical point as a bonus action to force a creature within your reach to make a Wisdom saving throw. If your target fails its saving throw, all friendly creatures who saw the attack gain advantage on their next attack roll against your target. Regardless of the result of the saving throw, if the target attacks anyone other than you during its next turn it suffers disadvantage on their attack roll

Warning Shout

You warn your allies to dive for cover! When a friendly creature within 60 feet who can hear and see you is the target of a spell, you can use your reaction to shout a warning to them. You spend 1 tactical point and that creature gains advantage on their saving throw against the triggering spell. If the spell has no save your ally gains resistance against the triggering spell's damage instead.

Distracting Strike

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

Cry Havoc

At 10th level, when rolling initiative, you may spend 1 tactical point to grant all allies who can see or hear you within 60 feet advantage on their initiative roll. Once this feature is used it may not be used again until you complete a long rest.

Crescendo of Violence

Once you reach 15th level any time you score a critical hit you instantly regain a use of Strategic Mind or 1 tactical point (your choice).

Tactical Awareness

Upon reaching 18th level if you start combat with no uses of Strategic Mind or no tactical points, you instantly recover one of each.

COMMANDER

Commanders educate themselves in the art of war, having been trained in places such as a military academy and taught how to best direct a squad. Alternatively, they might have learned how to command in the field, while working as a town guard or mercenary company, and serving under a more experienced leader.

Combat Superiority

When you gain this archetype at 3rd level, you gain a number of maneuvers fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers, two of which must be chosen from the list of Command maneuvers. At 7th, 10th, and 15th level you learn two additional maneuvers, one of which must be a Command **Maneuver**. Each time you learn a maneuver, you can replace an existing maneuver.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

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

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Command Maneuvers. The following maneuvers are Command Maneuvers:

- assist focus,
- castling,
- commander's strike,
- disorientating attack,
- distracting strike,
- knight's gambit,
- maneuvering attack,
- rally,
- shake it off,
- superior assistance,
- superior diplomacy,
- warning cry.

Other maneuvers can be added to this list at the discretion of the Dungeon Master.

Tactical Action Surge

Also at 3rd level, you learn how to spot openings in your enemy's defenses and coordinate with your allies. When you use your Action Surge feature, you can choose to grant your extra action to a companion instead of using it yourself. This ally must be a friendly creature within 60 feet who is able to take actions and can see and hear you. The friendly creature uses their reaction to immediately take an Attack, Dash, or Dodge action or cast a cantrip.

Combat Leader

When you reach 7th level, when you are not surprised, you and friendly creatures within 60 feet who can see and hear you can choose to apply half your proficiency bonus to their initiative rolls.

Tactical Superiority

At 10th level, you add half your proficiency bonus to superiority dice rolls.

Evaluate Situation

Starting at 15th level, you can observe the unfolding battle and decide how to best act. When you have no remaining superiority die, as a bonus action you can assess the battle to regain 1 superiority die. This superiority die must be used before the end of your next turn.

Once you use this feature, you cannot use it again until after the next time you roll initiative.

Reliable Tactics

At 18th level, your talents in battle are less subject to swings of fortune. You can choose to use your Intelligence modifier in place of the superiority die roll. You can do so after the die is rolled but before any results are applied.

Once you use this feature, you cannot use it again until you complete a short or long rest

PURPLE DRAGON KNIGHT

Purple Dragon Knights are traditionally warriors from the kingdom of Cormyr. They are proper knights, named after an ancient dragon once slain by a Cormyrean hero of old. They inspire others as they head into battle. In other settings, they are simply called Bannerets.

Leader of Battle

At 3rd level, you gain a pool of d6s called rally dice. You have four of these dice, which you can spend for the following effects. You regain any expended rally dice when you finish a short or long rest.

Heroic shield. When a creature within 5 feet of you would take damage, you can use your reaction to defend it. Expend a rally die, roll it, and add your fighter level to it. The damage is reduced by the result.

Inspire courage. As a bonus action, you can expend a rally die to inspire one allied creature within 60 feet of you that can hear you. The creature is immune to the frightened condition until the end of your next turn. The first time that creature deals damage to a creature before the end of its next turn, it can roll the rally die twice, add the two results together, and add the final result to the damage dealt to that creature.



Lead the attack. As a bonus action, you can spend a rally die and choose an allied creature within 60 feet of you that can hear you. The creature can use its reaction to move up to its speed and make a single weapon attack, rolling the rally die and adding the result to the attack roll.

Rallying cry. As a bonus action, you can spend a rally die and choose up to three allied creatures within 60 feet of you that can hear you. Roll the die and add half your fighter level. Each chosen creature regains that many hit points, and its speed increases by 10 feet until the end of your next turn.

Strike fear. When you hit a creature with a weapon attack, you can expend a rally die to drive its morale into the ground. Roll the rally die and add the result to your damage roll for the attack. The target must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failed save, the creature is frightened of you until the end of your next turn.

Royal Envoy

A Purple Dragon Knight serves as an envoy of the Cormyrean crown. Knights of high standing are expected to conduct themselves with grace.

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

Great Leader

At 10th level, your rally dice become d8s. At 18th level, they become d10s.

Enduring Leader

Starting at 15th level, when you start your turn and have no rally dice remaining, you regain 1 rally die.

Bulwark

Starting at 18th level, you and your allies form a solid, unbeatable wall. When you use your Second Wind, you and each allied creature within 10 feet of you gains temporary hit points equal to the amount of hit points you just regained.

MARSHAL

W

When the Purple Dragons take to the field of battle they are commanded by experienced leaders who know the intricacies of tactics and strategy and who are able to command their allies in accomplishing great feats. When led by a marshal, these trained fighting men become a cohesive unit whose whole is far greater than the sum of its parts.

Battle Leader

When you choose this archetype at 3rd level, you learn to direct and inspire your allies. You can use the Help action as a bonus action.

Inspiring Words

At 3rd level, you gain the ability to inspire your allies to battle even in the face of mortal peril. As a bonus action, you may choose up to five creatures within 60 feet that can see and hear you. Each creature gains temporary hit points equal to your Fighter level.

You may use this ability a number of times equal

to your Charisma modifier and regain all expended uses when you finish a long rest.

Hammer and Anvil

At 7th level, when you make a melee weapon attack against a creature who has another enemy within 5 feet of it you may deal an additional 1d4 points of damage. This damage increases to 1d6 at 16th level and 1d8 at 20th level.

Coordinated Strike

Beginning at 10th level, once per turn when you hit a creature with a weapon attack, you can expend one use of your Inspiring Words feature and choose an ally within 5 feet of the target. That ally can immediately use its reaction to make a weapon attack.

Tactical Maneuvering

Starting at 15th level, you can use a bonus action to allow your allies to reposition. Choose a number of allies who can see and hear you equal to your Charisma modifier. Each can move a distance equal to one half their movement speed. Once you have used this feature you can't use it again until you finish a short or long rest.

Stand Tough

Starting at 18th level, if an ally within 30 feet who can see and hear you would take damage that would reduce them to 0 hit points and not kill them outright, you may use your reaction to make a Charisma saving throw (DC 5 + the damage taken). On a success, they instead drop to 1 hit point. Once you use this feature, you can't use it again until you finish a long rest.

COMMANDER [Fighter]

Commanders educate themselves in the art of war, having been trained in places such as a military academy and taught how to best direct a squad. Alternatively, they might have learned how to command in the field, while working as a town guard or mercenary company, and serving under a more experienced leader.

COMBAT SUPERIORITY

When you gain this archetype at 3rd level, you gain a number of maneuvers fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers, two of which must be chosen from the list of Command maneuvers. At 7th, 10th, and 15th level you learn two additional maneuvers, one of which must be a Command Maneuver. Each time you learn a maneuver, you can replace an existing maneuver.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

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

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Command Maneuvers. The following maneuvers are Command Maneuvers: assist focus, castling, commander's strike, disorientating attack, distracting strike, knight's gambit, maneuvering attack, rally, shake it off, superior assistance, superior diplomacy, and warning cry.

Other maneuvers can be added to this list at the discretion of the Dungeon Master.

Also at 3rd level, you learn how to spot openings in your enemy's defenses and coordinate with your allies. When you use your Action Surge feature, you can choose to grant your extra action to a companion instead of using it yourself. This ally must be a friendly creature within 60 feet who is able to take actions and can see and hear you. The friendly creature uses their reaction to immediately take an Attack, Dash, or Dodge action or cast a cantrip.

COMBAT LEADER

When you reach 7th level, when you are not surprised, you and friendly creatures within 60 feet who can see and hear you can choose to apply half your proficiency bonus to their initiative rolls.



TACTICAL SUPERIORITY

At 10th level, you add half your proficiency bonus to superiority dice rolls.

Evaluate Situation

Starting at 15th level, you can observe the unfolding battle and decide how to best act. When you have no remaining superiority die, as a bonus action you can assess the battle to regain 1 superiority die. This superiority die must be used before the end of your next turn.

Once you use this feature, you cannot use it again until after the next time you roll initiative.

Reliable Tactics

At 18th level, your talents in battle are less subject to swings of fortune. You can choose to use your Intelligence modifier in place of the superiority die roll. You can do so after the die is rolled but before any results are applied.

Once you use this feature, you cannot use it again until you complete a short or long rest

COMMANDER

(Fighter Alternate Class)

Commanders are courageous leaders whose words inspire valor and ferocity in their allies. Their bolstering words and selfless leadership help terrified infantry stand tall against the forces of evil.

Warning Shout (Alternate Class Feature)

When an ally you can see takes damage, you may reduce the damage taken by 1d10 + your fighter level as a reaction. Once you use this feature, you must complete a short or long rest before you can use it again.

This replaces the Second Wind class feature.

Indomitable Ally (Alternate Class Feature)

At 9th level, you can use your reaction to allow an ally within 30 feet who can see or hear you to reroll a failed saving throw. Once you use this feature, you must complete a long rest before you can use it again. Starting at 13th level, you can use this feature twice between long rests; starting at 17th level, you can use this feature three times between long rests.

Arcane Edge (Additional Class Feature)

Starting at 10th level, you deal extra damage equal to your Intelligence modifier when you damage a creature with a weapon attack.

Fighting Style (Modified Class Feature) You may choose a Fighting Style available to the ranger at 1st level instead of 2nd level.

This modifies the Fighting Style class feature.

Favored Enemy (Modified Class Feature) You gain the Favored Enemy class feature at 2nd level instead of 1st level.

This modifies the Favored Enemy class feature.

This replaces the Indomitable class feature.

SWORD COAST DUELIST

In a world with heavily armored knights and mages hurling thunder and flame, you prove that precision and skill are viable alternatives to massive weapons, and that agility can be just effective in avoiding harm as heavy armor. Your wit is as ready as your blade, and you take full advantage of your quick instincts in conflicts both social and martial. As you grow in skill, you choose a regional dueling

style that further enhances your ability to outwit and outfight opponents.

IN THE REALMS

As the name indicates, the popular image of duelists—nimble and intelligent, living by their wits, reflexes, and precise weapon training—has become a heroic ideal for young nobles across the Sword Coast, especially in Waterdeep and Baldur's Gate. Mastering dueling styles from different regions is a popular and competitive pursuit. In addition to the regional styles described here, you could work with your DM to create others, especially for characters native to lands beyond the Sword Coast—in fact, the current trend for studying such styles began with rival schools in Waterdeep teaching the popular Sembian Twin Sword style.

Duelist's Mark

At 3rd level, you can sync all your faculties to the ebb and flow of battle against a single opponent. Once per turn, when you hit a creature with a melee weapon attack, you can roll 1d4 and increase the weapon's damage by the result.

A creature that takes this extra damage, it is marked by you until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, while a creature is marked by you, even when it is not within 5 feet of you it has disadvantage on opportunity attacks.

The die you roll for the extra damage from this feature changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, a d10 at 16th level, and a d12 at 20th level.

Regional Technique

Starting at 7th level, you specialize in a unique dueling art associated with a region of the Sword Coast. Choose one of the following options:

The Amnian Thrust. Whenever you hit with an opportunity attack using a melee weapon that does not have the heavy or two-handed properties, you deal extra damage equal to your Wisdom modifier (minimum 1) and you reduce the creature's speed by 10 feet until the end of its next turn.

Baldurian Flourishes. When you are not wielding a two-handed weapon, you can take the Dash, Disengage, Help, or Use an Object action as a bonus action during your turn. Heartlands Parrying. You can use a bonus action to choose one creature you can see within 30 feet of you. Until the end of your next turn, you have resistance to damage dealt by that creature's weapon attacks.

Northerner. When you are wielding a weapon in one hand and have any object in your other hand that is not a weapon, you can use a bonus action to choose a target within 30 feet who can see you and make a Charisma (Deception or Performance) check against a DC equal to the target's passive Perception score. If you succeed, the target is distracted, causing the next attack roll against it before the start of your next turn to have advantage. If that attack hits, it inflicts extra damage equal to your Charisma modifier (minimum 1). Different northern cities are associated with distinct arsenals—a Neverwintian likely prefers a longsword in one hand and a torch or some kind of tool in the other, while a Luskan would rather have a shortsword and a cloak, Mirabarrans favor axe and shield, and Silvanerens are known for wielding a rapier with a lantern or wand. Waterdhavian. When you hit with a melee attack using a weapon that does not have the two-handed property, you can use a bonus action to force the target to make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Intelligence modifier). On a failure, the attack deals extra damage equal to your Intelligence modifier, and the target falls prone.

Once chosen, the option you select for this feature cannot be changed.

Signature Style

Starting at 10th level, you have personalized your fighting technique to an advanced degree, making it recognizably unique. You gain proficiency in your choice of two of the following skills: Acrobatics, Athletics, Deception, Insight, Intimidation, Performance, Persuasion, or Sleight of Hand.



In addition, whenever you roll initiative or make a melee attack, until the end of your next turn, your walking speed increases by 10 feet and your jumping distance is doubled.

Lethal Cunning

At 15th level, your quick and agile mind makes it nearly impossible to get the better of you, whether in combat or a duel of wits. Whenever you make a Strength, Dexterity or Charisma check that includes your proficiency bonus, you can roll 2d4 and add the result to your total.

Master Duelist

Beginning at 18th level, your mastery of your chosen dueling technique lets you turn failure to success in combat. If you miss with an attack, you can choose to roll the attack again with advantage. Once you use this ability, you cannot use it again until you finish a short or long rest.

BANNERLORD

Skilled in combat both mounted and on foot, Bannermen are the noble, powerful leaders of the battlefield. Also called bannerets, chevaliers, and men-at-arms, these soldiers direct the flow of battle and bolster their allies with their very presence. Leaders by example, they are some of the first to enter the field and one of the last to leave it.

FANFARE

When you take this archetype at 3rd level, you gain proficiency in one of the following instruments: bagpipes, drum, flute, or horn. When you roll initiative, you and each ally that can see or hear you within 60 feet can add 1d6 + your Charisma modifier to their initiative roll

RAISE THE COLORS

At 3rd level, you can stand out from the battlefield.

You can use a bonus action on your turn to raise a banner, flag, pennant, or other eyecatch to rally yourself and your allies, which you hold in one or both hands. You, and each friendly creature within 15 feet of you gains one of the following benefits, which you choose when you activate this feature:

But it is not this day. Each affected creature gains temporary hit points equal to 1d10 + your Charisma modifier.

Draw swords together. Each affected creature can use its reaction to become the target of an attack against another creature within 5 feet of it.

Do not go gentle. Each affected creature can add your Charisma modifier (minimum 1) to its death saving throws.

Fear Not, I am Here. Each affected creature has advantage on saving throws against fear.

Hold the line. Each affected creature can add your Charisma modifier (minimum 1) to its Strength checks.

Into the mouth of Hell. Each affected creature's movement speed increases by 10 feet.

Those are brave men, let's go kill them. Each affected creature adds your Charisma modifier (minimum 1) to its damage rolls.

While Raise the Colors is active, you can restore an ally's fighting spirit by expending one hit die as a bonus action. A friendly creature of your choice within reach of Raise the Colors gains the hit points from that hit die, instead of you.

Raise the Colors lasts for 1 minute, until you drop or sheathe the item used to trigger it, or until you are incapacitated. You can use Raise the Colors a number of times equal to 1 + your Charisma modifier per long rest.

HIGHBORN HORSEMAN

At 7th level, your nobleman's training comes to the forefront. You gain proficiency in two of the following skills: Animal Handling, History, Insight, Performance, or Persuasion.

You also have advantage on saving throws against being knocked off a mount. If you fall off a mount and fall no more than 10 feet, you are not knocked prone so long as you are not incapacitated. Mounting and dismounting a creature costs you 5 feet of movement, and you can choose to have attacks against your mount target you instead. Finally, Raise the Colors benefits each friendly creature within 60 feet of you when you are mounted.

LEAD THE CHARGE

Starting at 10th level, you can trigger a rush while Raise the Colors is active, whether you are mounted or not. When you move at least 15 feet in a straight line on your turn each creature affected by Raise the Colors can use its reaction to move up to its movement speed in the same direction as you.

The first enemy creature you or a charging ally comes within 5 feet of during a charge must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). A creature falls prone on a failed save, unless it is two or more sizes larger than a charging creature.

You can use Lead the Charge once per short rest.

UNQUENCHABLE MORALE

Beginning at 15th level, when you roll initiative and have no uses of Raise the Colors remaining, you gain one use. You can also use two effects whenever you use Raise the Colors, instead of one.

LEAD FROM THE FRONT

Starting at 18th level, when you persevere and access the well of strength hidden deep within, so can your allies. Whenever you use your action surge or second wind, one ally of your choice within 60 feet that can see or hear you can take an additional action.

SWORDDANCER

When you take this archetype at 3rd level, you can use your training in spinning meditative dance as a potent weapon in close quarters. You gain a new action, which you can use to make a melee weapon attack against any number of creatures of your choice within your reach, with a separate attack roll for each target. You then spin in place until the start of your next turn. During that time, attack rolls against you made by creatures within your reach have disadvantage. You cannot move while dancing.

At the start of your next turn you can choose to continue spinning, and make a melee weapon attack against all creatures of your choice within your reach again, or end the dance. You must end the dance after 1 minute, and cannot move while dancing. If another force (such as a shove or the thunderwave spell) moves you, your dance ends.

You can dance a number of times equal to your Strength modifier + your Dexterity modifier (minimum of 2) You regain all uses at the end of a long rest.

QUICK FEET

Beginning at 7th level, your movement speed increases by 10 feet, and you ignore movement penalties from difficult terrain. You gain proficiency in Acrobatics, and in Performance checks that rely on dancing. You can use your Dexterity modifier instead of your Charisma modifier for those Performance checks, as well

WHIRLWIND

At 10th level, you can now move without ending your dance, and if an effect forces you to move while dancing your dance doesn't end.

If you move on your turn while sworddancing and are attacked, you can use your reaction to add your attack bonus to your armor class until the end of your turn. If your armor class exceeds the attack roll after adding this bonus, the attack does not hit you.

Finally, at the end of your turn while dancing you can make a melee weapon attack against any number of creatures of your choice within your reach, with a separate attack roll for each target.

THE WORLD TURNS

Beginning at 15th level, when you roll initiative and have no uses of Sworddancer remaining, you regain one use.

DEATHWHEEL

Starting at 18th level, your spinning never really ends. The first time any creature of your choice comes within your reach while you move during your turn, it takes damage equal to half your fighter level. This damage uses the same type as the weapon you are currently wielding.

EXEMPLAR

Simple, mighty warriors who combine raw power with rigorous training. Regardless of the weapons they wield a Champion displays



martial prowess honed to deadly perfection. They might be even more effective than other warriors using the tried- and-true, or experiment with a variety of bizarre weapons and exotic fighting styles. A champion makes any warrior archetype possible.

STRIKE TRUE

You are the master of every weapon and every fighting form. When you take this archetype at 3rd level, you gain proficiency in exotic weapons. Any weapon you wield has a damage die of 1d8 while you use it, unless it already uses a larger die. Furthermore, your weapon attacks score a critical hit on a roll of 19 or 20. This expands to include a roll of 18 at level 15.

REMARKABLE ATHLETE

Starting at 7th level you may add your proficiency bonus to all Strength and Constitution checks that you are not already proficient in, and to the length of your long jumps and height of your high jumps. Your movement speed also increases by 5 feet.

EMPOWERED FIGHTING STYLES

At 10th level, your chosen fighting style provides further benefits.

Archery. The short range of your attacks with ranged weapons increases by 20 feet. This bonus cannot exceed the weapon's long range.

Brawling. You become proficient in improvised weapons, and your unarmed strikes deal 1d6 bludgeoning damage.

Defense. You gain an additional +1 to AC while wearing armor, and you can don and doff armor in half the time it normally takes.

Dueling. When you hit a creature with a weapon attack, you can use your bonus action to attempt to disarm the target. Flexibility, you can add your Dexterity modifier (maximum of +1 while one-handed, maximum of +2 while two-handed) to your damage rolls with versatile weapons if you are wielding a versatile weapon and not wielding a shield.

Great Weapon Fighting. If your size is small, you ignore disadvantage inflicted by using heavy weapons. If your size is medium, you can reroll 3s on damage dice in addition to 1s and 2s when attacking with a versatile or two-handed weapon. **Protection.** You may use your reaction to impose disadvantage on an attack roll against yourself as well as others. If you impose disadvantage on an attack and it misses, you can make one weapon attack against the creature who made it as part of the same reaction.

Two-weapon fighting. When you make the additional attack granted by two-weapon fighting, you can choose to deal half the damage you ordinarily would and attempt to shove the target prone.

FINAL STAND

Starting at 15th level, you can power through mortal injuries. Once per day when you succeed on a death saving throw, you regain 1 hit point, stand without consuming any movement, and can take your turn as normal. Any allied creature within 30 feet that can see you gains inspiration.

SURVIVOR

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

SHARPSHOOTER

Sharpshooters' impeccable aim make them invaluable allies on the battlefield, where they can pick off vital targets. Outside of war they are famous for both accuracy and showmanship. Sharpshooting holds a long history of competition and fame; skilled snipers can surpass great warriors.

EXHIBITION SHOOTER

When you take this archetype at 3rd level, you exceed a common archer or triggerman and enter the realm of entertainment. When you take this archetype at third level, you learn two of the following trickshots. They can only be used with ranged or thrown weapons,

and only one trickshot can be used on a single attack roll. **Thrice per short rest** when you use a trickshot, you can grant up to 6 creatures that can see and hear you temporary hit points equal to half your fighter level.

Barrage. You can use your action to attack all creatures within 5 feet of a point within range.

Close Quarters. Attacking within 5 feet doesn't impose disadvantage, and you can use your weapons and ammo as melee weapons that you are proficient in. Weapons deal 1d8 bludgeoning damage. Arrows and bolts are light and deal 1d4 piercing damage.

Doubled Up. You can expend two weapons or pieces of ammunition on an attack. The attack cannot exceed its normal range but if it hits it deals an additional damage die.

Hairtrigger. When you have advantage on attack rolls on your turn you can forgo it to make an additional attack as a bonus action.

Heavy Impact. When you hit a huge or smaller creature with you can push them 5 feet away from you.

Richochet. When you hit a creature with a weapon attack you can make a second attack against a creature within 30 feet of the original. This attack's damage is halved.

Sniper. The standard and long ranges of your weapons increase by 15 feet, you can Search as a bonus action, and you can sacrifice all of your movement to gain advantage on the first attack you make that turn.

Quickdraw. You add your proficiency bonus to initiative rolls. You can draw a weapon and make a single attack with advantage when initiative is rolled.

Thread the Needle. When you hit an enemy through cover, you regain one use of Exhibition Shooter. You must suffer to-hit penalties from cover, even if you have a feature negating it.

SHOWOFF

At 7th level you can add your attack bonus to Charisma checks while you are wielding a ranged or thrown weapon. If you make an attack against an object or creature that the target of your Performance check can see, you gain advantage on the roll.

When you hit a creature with a ranged weapon attack and the roll equals its AC, you can use a bonus action to give one creature that can see and hear you within 30 feet advantage on the first ability check it makes during their turn.

ADDITIONAL TRICKSHOTS

At 10th level you gain a third trickshot. You learn a fourth trickshot at 17th level.

TWAIN ARROW

Beginning at 15th level when you or another creature that you can see with are attacked by a ranged or thrown weapon, you can use your reaction to deflect their projectile with a shot. Make an attack roll. If your roll matches or exceeds the enemy's, the attack misses.

DEADSHOT

At 17th level your aim is devastating and you can target vital areas to take an enemy out of the fight more quickly. When you reduce an enemy to a number of hit points less than your fighter level with a ranged weapon attack, that target is immediately reduced to 0 hit points instead.

WARLORD

Warlords are accomplished and competent battle leaders. They stand on the front line issuing commands and bolstering their allies while leading the battle with weapon in hand. Warlords know how to rally a team to win a fight.

TACTICAL MANEUVER

At 3rd level, your tactical acumen allows you to provide direction to your allies that can tilt a battle in your favor. As a bonus action, you can choose one ally within 60 feet of you who can hear or see you. That ally can use its reaction to move up to half its speed.

TACTICAL COMMAND

Starting at 3rd level, your tactical cunning allows you to seize the moment in battle.



Tactics. You learn two tactics of your choice, which are listed under "Tactics" below. You gain an additional tactic at 7th and 15th level.

Uses. When you use your Tactical Maneuver feature, you can choose to apply one of your known tactics to the maneuver, granting the targeted ally an additional bonus. When you do so, the movement granted to the targeted ally does not provoke opportunity attacks.

You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest. You gain another use at 7th level and one more at 15th level.

COMMANDER'S SIGHT

At 7th level, you learn to view your surroundings in a way that grants you a better understanding of the battle as a whole. The range of your Tactical Maneuver increases to 120 feet.

LEAD FROM THE FRONT

Starting at 7th level, your battle experience has taught you how to act swiftly in dangerous situations. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

INSPIRING SURGE

Starting at 10th level, when you use your Action Surge feature, you can choose one ally within 120 feet of you who can hear or see you. That creature can make one weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 120 feet of you, rather than one.

THIRST FOR BATTLE

Starting at 15th level, when you roll initiative and have no uses of Tactical Command left, you regain one use.

PERFECT COORDINATION

Starting at 18th level, you gain the ability to unleash a devastating combination of your allies' abilities. As an action, select up to five allies within 120 feet of you who can see or hear you. Each ally can use its reaction to immediately move up to its speed without provoking opportunity attacks, and to take the Attack (one weapon attack, shove, or grapple only), Cast a Spell (one cantrip only), Dodge, Hide, Search, or Use an Object action.

Once you use this ability, you cannot use it again until you complete a long rest.

TACTICS

The tactics are presented in alphabetical order. Unless stated otherwise, any movement referenced by a tactic is the movement granted by your Tactical Maneuver feature.

Advance/Retreat. The targeted ally can move up to its speed, rather than only half its speed.

Charge. The targeted ally can attempt to shove one creature of your choice. This shove can be attempted at any point before, during, or after the move.

Cover That Flank. Attacks against the targeted ally have disadvantage until the start of your next turn.

Cut Them Down. The targeted ally has advantage on the next attack it makes against a creature of your choice that you can see before the start of your next turn.

Defend Yourself. The targeted ally gains temporary hit points equal to your fighter level + your Intelligence modifier (minimum of 1) for 1 minute.

Press Onwards. If the targeted ally is charmed or frightened, those conditions end on the creature.

Subdue Them. The targeted ally can attempt to grapple one creature of your choice. This grapple can be attempted at any point before, during, or after the move.

FIGHTER VARIANT FEATURES

The Extreme Effort variant feature can be added to the existing features granted by the fighter class. You gain it at 1st level.

Extreme Effort

When you make an ability check and dislike the result, you can spend a Hit Die to try to improve your check result. You do not regain any hit points from spending a Hit Die in this way, but you roll the Hit Die and add the number rolled to the result of your ability check.



MONK

KENSEI (REVISED)

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.

Kensei is monk which uses weapons, so we can't understand designer's decision which forces him to not use weapon.

This little change, we think, will help to create more stylish and interesting characters.

SOHEI

Sohei [Monk]

Among the Shou people of Xiousing are many who still practice their traditional fighting styles, and some of these have joined the Purple Dragons, bringing with them specialized expertise. Since then many adventurers and Purple Dragons, both of Shou and Cormyrean descent, now train at the Lightning Dragon Dojo which instructs its pupils in the Way of the Sohei.

Sohei are warriors who combine traditional Shou martial arts with intense training with weapons and armors of all types. They are warrior monks who traditionally protect large monasteries and small villages.

Bonus Proficiencies

When you choose the Way of the Sohei at 3rd level, you gain proficiency in light armor. You may choose to use your Unarmored Defense and Martial Arts features while wearing light armor, but not while wearing medium or heavy armor or while wielding a shield.

Additionally, you gain proficiency with the glaive and may treat the glaive as a monk weapon.

Spellcasting

Beginning at 6th level, you augment your martial prowess with the ability to channel divine energy. See Spell Rules for the general rules of spellcasting and the Spell Listing for the paladin spell list.

Spells Known

You know three 1st-level paladin spells of your choice. The Spells Known column of the Sohei Spellcasting table shows when you learn more

paladin spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the paladin spells that you know with another spell of your choice from the paladin spell list. The new spell must be of a level that you can cast.

Casting Sohei Spells

You can cast spells using your ki points. When you cast a spell, you must expend a number of ki points equal to twice the level of the spell. You can spend additional ki points to increase the level of a sohei spell that you cast, provided that the spell has an enhanced effect at a higher level. The spell's level increases by 1 for every 2 additional ki points you spend. You may not increase the level of a spell above the maximum level that you can currently cast.

Spellcasting Ability

Wisdom is your spellcasting ability for your paladin spells, since you draw your spells through the exertion of ki. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a paladin spell you can cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Way of the Sohei

Sohei Spellcasting

Monk Level Spells Known Max Spell Level

6th	3	1
7th	4	2
8th	5	2
9th	5	2
10th	6	2
11th	7	2
12th	7	2
13th	8	3
14th	9	3
15th	9	3
16th	10	3
17th	10	3
18th	10	3
19th	11	4
20th	12	4



Ki Frenzy

Beginning at 11th level, you gain the ability to focus your ki into a frenzy of berserk energy. On your turn, you can spend 2 ki as a bonus action to enter a frenzy. While frenzied, you gain the following benefits:

- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.
- When you hit a creature with a melee weapon attack, you can spend 1 Ki point to deal additional damage of the weapon's damage type equal to your Martial Arts die.
- When you use your Flurry of Blows feature, you can make the additional attacks with a melee weapon instead of unarmed strikes.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- You cannot cast spells or concentrate on spells that have been cast.

Your frenzy lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your frenzy on your turn as a bonus action.

Mettle

Beginning at 17th level, whenever you must make a saving throw you gain a bonus to the saving throw equal to your Wisdom modifier.

LINKS AND SOURCERS



PALADIN



RANGER

NEW FAVORED TERRAIN

OPTIONS

Whenever a feature allows you to choose a type of favored terrain, in addition to the options in the Player's Handbook (arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark), add the following to your options:

Enchanted. This includes wild magic zones and places where two planes overlap (such as area that crossover into the Feywild or Shadowfell), as well as any area under a large-scale magical effect (such as hallow).

Ruins. Usually includes dungeons, tombs, or any area of settlement built by intelligent creatures where significant structures remain but there are no longer 25 or more civilized inhabitants. Can also include underground structures in significant states of disrepair (such as an unmaintained sewer system).

Urban. Areas within settlements that have 25 or more civilized inhabitants, or any place within 1,000 feet of such a settlement.

Wastelands. Areas that are desolate, nearly lifeless, or blighted by magical or ecological catastrophes, such as dead magic zones.

Deft Explorer

1st-level ranger feature, which replaces the Natural Explorer feature

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

(1st Level)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

A halfling ranger explores the wilds

Roving (6th Level)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless (10th Level)

As an action, you can give yourself a number of temporary hit points equal to 1 d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Favored Foe

1 st-level ranger feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1 d6 at 6th level and to 1 d8 at 14th level.

Additional Ranger Spells

2nd-level ranger feature

The spells in the following list expand the ranger spell list in the Player's Handbook. The list is organized by spell level, not character level. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3). Xonathor's Guide to Everything also offers more spells.

1st Level

Entangle

Searing smite

2nd Level

Aid

Enhance ability

Gust of wind

Magic weapon

Summon beast*

3rd Level

Elemental weapon

Meld into stone

Revivify

Summon fey*

4th Level

Dominate beast

Summon elemental*

5th Level

Greater restoration

Spellcasting Focus

2nd-level ranger feature

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Primal Awareness

3rd-level ranger feature, which replaces the Primeval Awareness feature

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

Ranger Level	Spell
3rd	speak with animals
5th	beast sense
9th	speak with plants
13th	locate creature
17th	commune with nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Martial Versatility

4th-level ranger feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.



Nature's Veil

10th-level ranger feature, which replaces the Hide in Plain Sight feature

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

HUNTER

Добыча охотника

На 3 уровне вы можете выбрать следующую особенность, отличную от Сокрушителя орд, Убийцы великанов или Убийцы колоссов:

Усиленный удар.

Ваш опыт в борьбе с нежитью и оборотнями даёт вам возможность наносить им вред, даже не владея магическим оружием. Раз за ход, если вы сражаетесь с существом, обладающим сопротивлением к дробящему, колющему и рубящему урону от немагического оружия, то можете проигнорировать его. Если же вы совершаете удар магическим предметом, то существо получает дополнительные 1к8 урона от одной из ваших успешных атак.

Оборонительная тактика

На 7 уровне вы можете выбрать следующую особенность, отличную от Защиты от мультиатаки, Побега от Орды или Стальной Воли:

Стойкость следопыта.

Вы получаете преимущество на спасброски против паралича и эффектов, приводящих к уменьшению ваших максимальных хитов.

Мультиатака

На 11 уровне вы можете выбрать следующую особенность, отличную от Залпа и Вихревой атаки:

Прямо в сердце.

Совершая успешную атаку ближнего боя по избранному врагу, вы наносите ему дополнительные 6кб урона.

Улучшенная защита охотника

На 15 уровне вы можете выбрать следующую особенность, отличную от Невероятного уклонения, Увёртливости и Стояния против течения:

Великая стойкость. Вы получаете преимущества на спасброски от заклинаний и способностей, совершающихся вашим избранными врагами.

Beastmaster³

FALCONER

RANGER ARCHETYPE

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Falconry is a particularly popular pursuit in Cormyr, among the nobility and commoners alike. Some rangers form a lasting bond with a falcon, hawk, or other bird of prey which allows them to better hunt their quarry. The two operate less as a team and more as a single formidable entity, their actions perfectly complementing one another to bring about the destruction of their foes. Such rangers can often take down enemies that would be far too difficult for either of them individually.

RAPTOR COMPANION

Beginning when you select this archetype at 3rd level you gain a hawk (falcon), owl, vulture, raven, or eagle. Your companion gains a bonus to its attack rolls, ability checks, and saving throws equal to your Wisdom modifier. Its hit point total equals its normal maximum or four times your ranger level, whichever is higher.

Your companion acts independently of you, but always obeys your commands. It takes its turn on your initiative and acts immediately before you do. It cannot attack unless you use your reaction on its turn to command it to do so, but it can take other actions as normal. Your companion can occupy an enemy's space without provoking attacks of opportunity, but suffers attacks of opportunity normally if it leaves an opponent's reach.

If your companion dies, you can acquire another one by spending 8 hours magically bonding with another bird of prey that isn't hostile to you, either the same type as the previous raptor or a different one.

DISTRACTING PRESENCE

At 3rd level, your raptor helps distract your enemies, allowing you to exploit their vulnerabilities. Whenever you hit an enemy who is within 5ft of your raptor with a weapon attack, the creature takes an additional 1d6 damage. This damage increases to 1d8 at 7th level and 1d10 at 15th level. You can deal this extra damage only once per turn.

Additionally, whenever an enemy would leave your companion's reach it may use its reaction to move up to half of its speed.

BAFFLE

When you reach 7th level, your raptor helps prevent an opponent from taking advantage of lapses in your defenses. You may spend a bonus action to command your raptor to engage the enemy. Until the beginning of your next turn, an enemy who shares a space with your raptor cannot use reactions to make attacks of opportunity.

Shared life

At 7th level, you learn to ritually connect your life force with that of your companion. If your companion is reduced to 0 hit points but not slain outright, you may use your reaction and spend a number of hit dice equal to your Wisdom modifier. Roll the dice and your companion regains hit points equal to the total amount rolled.

Once you have used this feature, you cannot use it again until you have finished a short or long rest.

PROTECTIVE

At 11th level, whenever a creature attacks your companion, you may use your reaction to make an attack against that creature.

HARRY

At 15th level, you may use a bonus action to command your raptor to distract a single opponent in its space. You and your allies have advantage on attack rolls against that target until the beginning of your next turn.

Once you have used this feature, you cannot use it again until you have finished a short or long rest.

SCOUT

(Ranger Alternate Class)

Rangers and scouts are both warriors at home in the wilderness, but the scout does not possess the mystical bond the archetypal ranger has with the natural world. Scouts are often members of military or vigilante groups, and are trained in pack tactics, stealth, and reconnaissance.

Coordination (Alternate Class Feature)

Starting at 2nd level, you and your allies act as parts of a cohesive whole. When you attack a creature, a creature of your choice that can see or hear you may make a single attack against the same creature as a reaction. Once you use this feature, you must finish a short or

³ BETTER BEASTMASTER



long rest before you can use it again. Starting at 17th level, you can use this feature twice between rests.

At 20th level, instead of attacking, your ally may move up to their Speed or cast a spell with a casting time of one action as a reaction. This spell must target the same creature you attacked.

This replaces the Spellcasting and Foe Slayer class features.

Adaptable (Alternate Class Feature)

You lack the supernatural bond to the land other rangers have, but you make up for it in adaptability. Starting at 3rd level, you may spend a short rest studying your surroundings, as if attuning to a magic item, in order to change your favored terrain to your current environment. You may only use this ability once between long rests.

This replaces the Primeval Awareness feature.

Keen Senses (Additional Class Feature)

Beginning at 9th level, when you are attacked, you may add your Wisdom modifier to your Armor Class until the beginning of your next turn as a reaction. You must complete a long rest before you can use this feature again. Starting at 13th level, you can use this feature twice between long rests; starting at 17th level, you can use this feature three times between long rests.

Sudden Insight (Additional Class Feature)

Starting at 14th level, when you are in your favored terrain and make an Intelligence check to recall information about a creature you can see, you may temporarily designate the creature as your favored enemy (no action required) for the next minute. You must complete a short or long rest before you use this ability again.

LINKS AND SOURCERS



ROGUE

Weapon proficiencies: dagger, club, staff, light crossbow, hand crossbow, short sword, longbow, rapier, scimitar

ROGUE VARIANT FEATURES

The following variant features can be added to those granted by rogue class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Extreme Effort

When you make an ability check and dislike the result, you can spend a Hit Die to try to improve your check result. You do not regain any hit points from spending a Hit Die in this way, but you roll the Hit Die and add the number rolled to the result of your ability check.

Master of Disguise

You gain proficiency with disguise kits, and with your choice of one of the following: forgery kits, jeweler's tools, leatherworker's tools, or weaver's tools. In addition, you make ability checks to use disguise kits normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

(This replaces a 1st-level rogue's proficiency with thieves' tools.)

Quick Change

At 6th level, you gain a new use for the bonus action provided by your Cunning Action feature. You have a number of pre-made disguises or specialty outfits, known as looks, equal to 1 + your proficiency bonus. Due to hours of practice, when you put on one of these looks, you may do so immediately, using the bonus action granted by your Cunning Action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1

bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or the humble anonymity of a workaday commoner.

A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a look that is a specialty disguise based on a specific person, you must observe that person for 8 hours.

When your proficiency bonus increases, you automatically gain a new look. However, if you wish to replace one of your existing looks, doing so takes 8 hours.

(A rogue with this variant feature only gains the benefits of Expertise with one additional proficiency at 6th level, instead of two.)

New Roguish Archetype: ALLEYBLADE

The title "alleyblade" arose in Waterdeep, and it denotes one who not only survives, but thrives, in the most hardscrabble slums of unforgiving cities. As an alleyblade, you excel in recognizing and seizing opportunity. Even outside civilized walls, you retain a keen sense for sudden threats and the weaknesses of foes. Whether you meet life's unpredictabilities with wry wit or scheming self-interest, you've seen it all.

IN THE REALMS

"Alleyblade" began as upper-class Waterdhavian slang in the 14th century, yet those labelled soon claimed it for themselves. Rogues from Baldur's Gate and Luskan on the Sword Coast to Westgate and Nathlekh on the Dragon Coast have adopted the title, which they wear as a badge of honor.

Running Slash

At 3rd level, you've mastered the art of making a swift cut to a target's limb, crippling pursuit before retreating to a safe distance. If you move at least 10 feet in a straight line immediately before making a melee attack with a weapon that inflicts slashing damage, you can deal your sneak attack damage with that attack, even if you don't have advantage. All the other rules for the Sneak Attack feature still apply to you.

In addition, when you deal your sneak attack damage, until the end of the target's next turn, its speed is reduced by 10 feet and it can't make opportunity attacks against you.

Infuriating T aunt

At 3rd level, you are adept at taunting an enemy's failure, and can bait even unintelligent foes into recklessness. You gain proficiency with the Deception skill if you don't already have it. When a creature you can see within 30 feet of you fails an ability check or misses you with an attack, you can use your reaction to roll a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If you succeed, the target takes psychic damage equal to $1d6 +$ your proficiency bonus. When a creature takes psychic damage from this feature, it has disadvantage on the next ability check or attack roll it makes before the end of its next turn.

Once you successfully inflict psychic damage with this feature, you cannot use it again until you finish a short or long rest.

Fool's Dance

Starting at 9th level, when you use your Uncanny Dodge feature as a reaction, if there are three or more hostile creatures within 5 feet of you, as part of the same reaction you can move up to 10 feet without provoking opportunity attacks.

Misdirection

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Unlikely Escape

When you reach 17th level, you can use the bonus action granted by your Cunning Action to quickly free yourself from situations that impede you. When you do so, you end any of the following conditions that are afflicting you: grappled, paralyzed, prone, restrained, or stunned. In addition, if your speed has been reduced, it is restored to normal. When you use your bonus action in this way, until the end of the turn, your movement is unaffected by difficult terrain, you are immune to the listed conditions, and your speed cannot be reduced. As part of the same bonus action, you can move up to 30 feet without provoking opportunity attacks. Once you use this feature, you cannot do so again until you finish a short or long rest.

MINSTREL

There have always been those who understand the power of performance through words in poetry, song, stories, and speeches. Minstrels perform as musical entertainers. Storytellers chronicle the deeds of legends as tales. Orators deliver rousing speeches with persuading rhetoric. Poets use the art of wordcraft to describe ideas and scenes. You have a range of diverse knowledge and an understanding of social skills, and as an entertainer and sage you are often welcomed and offered hospitality in exchange for a few tales.

Performer

When you choose this archetype, you gain skill proficiency in Performance. You also gain two of the following tools proficiencies of your choice: disguise kit, forgery kit, ink pen, gaming set, musical instrument (may choose two games or instruments).

If you are already proficient in Performance, you double your proficiency bonus on ability checks with that skill or when using that tool.

Inspiring Words

Beginning at 3rd level, you learn how to inspire the best in others. Maybe you tell your ally the story of a conquering hero in a similar



situation, relate a parable appropriate to the situation at hand, deliver a motivational speech, recite rousing poetry, or sing a moving song.

To inspire your ally, you must use a bonus action and

choose a friendly creature within 60 feet of you who can hear you. That creature gains one Inspiration die, a d6.

Once within the next 10 minutes, the inspired creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but they must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

Your Inspiration die changes when you reach certain levels in the rogue class; the die becomes a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

Song of Rest

Also beginning at 3rd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest.

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Jack of All Trades

Upon reaching 9th level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Countercharm

At 13th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn.

During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Silver-Tongued

At 17th level, you have learned how to talk your way out of almost anything. As an action, you speak to a creature and force them to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). Your target must be able to understand you and they have advantage on their saving throw if you or your companions are fighting it. If your target creature fails, they are charmed by you for 1 minute or until they take any damage.

The creature can make another saving throw if they are asked to do something they would not normally do (e.g., "let us in; no one will know"). Once this effect ends, if the creature was forced to do something it would not normally do, it may make another Wisdom saving throw to realize something was affecting its mind, at which point it will become hostile.

You may use this ability a number of times per day equal to your Charisma modifier (minimum 1). You regain all expended uses after completing a long rest.

ЗАДИРА

Задиры - это бойцы в лёгких доспехах, наносящие быстрые и точные удары лёгким оружием в обеих руках. Максимальной эффективности он достигает в бое один на один. Возникает ощущение, что это быстрый, находчивый и точный художник, но это заблуждение. Задира - наёмный убийца с быстрым и смертоносным стилем.

Доблесть

Присоединяясь к этому архетипу на 3 уровне, вы учитесь особым техникам, подпитываемым особым запасом силы, называемой доблестью.

Техники. Вы изучаете три техники на ваш выбор. Они описаны в разделе «техники», расположенном ниже. Во время одной атаки

вы можете использовать только одну из техник. Вы узнаете по дополнительной технике на 9, 13 и 17 уровнях. Каждый раз, при изучении новых техник, вы можете также заменить одну из известных вам техник на другую.

Доблесть.

У вас есть очки доблести, равные бонусу мастерства x2. Чтобы потратить их вы должны вооружиться фехтовальным оружием в одну руку, а вторую оставить пустой, или взять в неё кинжал. За ход тратиться по одному очку доблести. Вы восполняете все потраченные очки доблести в конце короткого или продолжительного отдыха.

Спасброски. Некоторые из техник дают возможность цели избежать эффекта, при успешном спасброске. Сложность спасброска = 8 + бонус мастерства + модификатор Ловкости.

Танцующий клинок

Также на 3 уровне вы можете использовать рапиру в качестве лёгкого оружия, но при условии того, что в другой руке у вас нет ничего тяжелее лёгкого оружия.

Первый удар, последний удар

Начиная с 9 уровня ваши рефлексы оттачиваются до предела, давая вам преимущества на проверки инициативы. Кроме этого, если вы были застигнуты врасплох, то потратив одно очко доблести вы можете совершить Атаку в ваш ход.

Виртуоз

На 13 уровне выберите два навыка из следующих - Акробатика, Атлетика, Обман, История, Запугивание, Убеждение, Ловкость рук. Вы получаете владение ими, либо ваш бонус мастерства удваивается, если вы уже получили их.

Глубокий резерв

Начиная с 17 уровня, если вы совершаете бросок инициативы, не имея очков доблести, вы получаете два o\|M.

ТЕХНИКИ

Техники расположены в алфавитном порядке:

Без особых усилий.

При выполнении действия Отход вы можете потратить 1 очко доблести и игнорировать любую немагическую труднопроходимую местность. Кроме этого, до конца вашего хода лазанье не занимает у вас дополнительного движения. Вы можете потратить дополнительно 1 очко доблести и проскочить через 1 существо, не провоцируя его атаку.

Быстрые удары.

Совершая вторую атаку лёгким оружием в вашей руке, вы можете потратить 1 очко доблести, чтобы добавить модификатор вашей характеристики к броску урона.

Глубокий порез.

Нанося урон по существу вашим фехтовальным оружием вы можете потратить 1 очко доблести и нанести ему глубокую, кровоточащую рану. В начале каждого своего хода существо (должно совершать успешный спасбросок Телосложения, или получить 3 (Ткб) колющего урона. При успехе эффект техники заканчивается. Существо или его ближайший союзник также может закончить эффект техники, если потратит действие на использование набора целителя или успешную проверку Мудрости (Медицина). Любое количество исцелённых хитов также заканчивает эффект. Глубокий порез не действует на коструктов и нежить.

Дерись и двигайся.

Совершив атаку фехтовальным оружием, вы можете бонусным действием потратить 2 очка доблести и переместиться на половину от вашей скорости. Это движение не провоцирует атак от других существ.

Захват.

Если вы успешно совершили атаку фехтовальным оружием, то можете потратить 2 очка доблести, чтобы автоматически схватить существо, по которому попали. На захват распространяются правила размера и досягаемости. Выберите одну из атак существа, до тех пор, пока оно схвачено, существа получает помеху на эту атаку. Вы можете продолжать захват, даже имея в руках лишь кшл.іа.

Меткий удар.



Попадая по существу фехтовальным оружием вы можете потратить 2 очка доблести и совершить отвлекающую атаку по нему (разрезать ремень, повредить сустав или любое другое действие, отвлекающее его от боя). Цель должна совершить успешный спасбросок Телосложения, или получить помеху на первую совершенную атаку или проверку способности в его ходу. Эффект заканчивается если цель совершает успешный спасбросок, или тратит действие, чтобы устранить помеху (чинит ремень, вправляет сустав и т.д.).

Молниеносное нападение.

При совершении действия Атака вы можете потратить 2 очка доблести и оттолкнуть вашу цель назад. В конце вашего каждого хода каждый раз при успешном попадании фехтовальным оружием атакованное существо должно пройти спасбросок Ловкости или быть отброшенным назад на 5 футов. Существо не может быть крупнее вас больше чем на один размер. После этого вы можете немедленно занять освободившееся от противника пространства, не провоцируя атак от других существ. Обезоруживающая парирование. Если вы промахиваетесь по существу в ближнем бою, то можете потратить 1 очко доблести, и реакцией вынудить его совершить спасбросок Силы, в случае провала существо роняет оружие, держащие в руках. Если у вас есть свободная рука, то вы можете совершить успешную проверку Ловкости Сл то и поймать предмет. Иначе он приземляется в ю футах от нападающего.

Острая шутка.

Реакцией на бросок атаки, проверку характеристики и спасбросок от существа, что вы видите, но до объявления успешны ли они, или неудачны, вы можете потратить 2 очка доблести и поиздеваться, либо поддержать существо. Если оно слышит вас, бросьте ИЦ - результат добавляется или вычитается из броска (на ваш

И!..!бу'.

Стена из сверкающей стали.

При совершении атаки ближнего боя, реакцией вы может потратить 2 очка доблести и совершить атаку фехтовальным оружием. Если результат попадания этой атакой превышает ваш КД, то до конца вашего следующего хода вместо значения КД вы используете значения от попадания. Потенциально это может привести к тому, что атака по вам закончится промахом.

Удар наверху.

При совершении атаки вы можете потратить 2 очка доблести и поразить противника наверху оружием, вместо его лезвия. Нанесите и<б дробящего урона, вместо стандартного и цель должна совершить успешный спасбросок Телосложения, или стать недееспособной до конца своего следующего хода. Существо не может быть крупнее вас больше чем на один размер.

DARING DUELIST

archetype

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The nobility of Suzail has a long his-tory of dueling to settle differences. Typically such duels are fought only to first blood, though on occasion they are more lethal. The most skilled swordsmen often hire themselves out as fencing instructors or join the Purple Dragons or chartered adventuring parties to prove their steel in defense of the kingdom.

deeds of derring-do

Starting at 3rd level, the daring duelist learns to fight with style. The daring duelist learns 3 deeds, and learns 1 additional deed at 9th and 17th lev-el. Deeds of derring-do use Sneak Attack dice to perform amazing combat related stunts. You may use only a single deed with each attack and must declare which deed you will be attempting before you make your attack roll. Sneak Attack dice spent to activate a deed of derring-do are discarded and are not rolled as damage. The save DC of a deed is equal to 8 + Charisma + Proficiency bonus.

Disarm. You may spend one sneak attack die to dis-arm your target, forcing it to drop one item of your choice that it is holding. The target must succeed on a Dexterity saving throw. On a failed save, it drops the object you choose. The object lands at its feet. Beginning at 9th level, you may grab the item if you have free use of at least one hand. Be-ginning at 13th level, you may spend an additional sneak attack die to impose disadvantage on your target's Dexterity saving throw to resist this deed.

Distracting Banter. You may spend one sneak attack die to distract your target. The target must succeed on a Wisdom saving throw or have disadvantage on its next attack roll, saving throw, or skill check. Beginning at 13th level, you may spend an addi-tional sneak attack die to impose disadvantage on you target's Wisdom saving throw against this deed.

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Dos-A-Dos. You may spend one sneak attack die to pull your opponent into a bad position. The target must succeed on a Dexterity saving throw. On a failed save, you may move your opponent 5 feet in any direction, though it must end its move-ment adjacent to you. Beginning a 9th level, you may move into the space that your opponent was forced out of.

False Bravado. You may spend one sneak attack die to gain temporary hit points equal to 1d6 + your Charisma modifier. Beginning at 9th level, you may spend two sneak attack dice to gain temporary hit points equal to 2d6 + your Charisma modifier. At 13th level, you may spend three sneak attack dice to gain temporary hit points equal to 3d6 + your Charisma modifier.

Head Strike. You may spend two sneak attack dice to disorient your target. The target must succeed on a Wisdom saving throw or be blinded until the start of your next turn. Beginning at 13th level, you may spend two additional sneak attack die to impose disadvantage on your target's Dexterity saving throw against this deed.

Nimble Escape. You may spend one sneak attack dice to throw off your target's combat rhythm. The target may not make opportunity attacks against you until the beginning of your next turn.

Pull the Rug Out. You may spend one sneak attack die to trip your target. The target must succeed on a Dexterity saving throw or be knocked prone. Be-ginning at 13th level, you may spend an additional sneak attack die to impose disadvantage on your target's Dexterity saving throw against this deed.

Steal the Initiative. You may spend one sneak attack die increase your initiative in subsequent rounds by a value equal to your Charisma modifier.

Throat Punch. You may spend two sneak attack dice to silence your target. The target must succeed on a Constitution saving throw or be unable to speak. They may make a new save at the end of each of

their turns. Beginning at 13th level, you may spend an additional sneak attack die to impose disad-vantage on your target's initial Constitution saving throw against this deed.

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Duelist's Stance

Starting at 9th level, you learn to adopt special stances that allow you to adapt to different com-bat situations. You may adopt one of the following stances as a bonus action. A stance ends after 1 minute, if you are restrained or incapacitated, or if you lose your concentration (as if concentrating on a spell). If your stance ends, you may adopt a new one as a bonus action. You may shift between different stances as a bonus action on your turn.

Aggressive Stance. You deal 1d6 additional dam-age when you hit an enemy with a melee weapon attack.



Focused Stance. While you are in this stance, you choose a single opponent you can see at the start of each of your turns. That creature has disadvantage on attack rolls against you. All other creatures have advantage on attack rolls against you.

Opportunist Stance. Creature's provoke an opportunity attack from you when they move 5 feet or more while within your reach.

Swift Stance. You increase your speed by 10 feet.

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Riposte

Starting at 13th level, when an enemy misses you with a melee attack, you may use your reaction to make a melee attack against them. You may use this ability a number of times equal to your Charisma modifier and regain all uses when you finish a short or long rest.

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perfect Strike

Starting at 17th level, when rolling damage for an attack with a melee weapon you gain a special benefit whenever a damage die rolls its maximum amount. When one or more of your damage dice show the maximum possible result (such as a 6 on a d6), you may reroll each such die and add its result to the original damage total. You may reroll each die only once.

ROGUE: DUELIST ARCHETYPE

The roguish duelist is a lightly armored combatant who favors quick, precise attacks with a light weapon in each hand. The duelist is murderously effective when fighting one-on-one. The quick, resourceful, and precise duelist may look like an artist, but more often he or she is just another killer for hire—but one with a dashing and lethal sense of style.

PROWESS

When you choose this archetype at 3rd level, you learn techniques that are fueled by a special reserve of strength called prowess.

TECHNIQUES. You learn three techniques of your choice from those described below (see “Techniques”). You can use only one technique per attack. You learn one additional technique of your choice at 9th, 13th, and 17th levels. Each time you learn a new technique, you can also replace one technique you know with a different one.

PROWESS. You have an amount of prowess equal to your proficiency bonus x 2. To spend prowess, you must be wielding a finesse weapon in one hand and have either nothing or a dagger in your other hand. You can spend prowess once per turn. You regain all spent prowess when you finish a short or long rest.

SAVING THROWS. Some of your techniques require your target to make a saving throw to resist an effect. The saving throw DC = 8 + your proficiency bonus + your Dexterity modifier.

DANCING BLADE

Also at 3rd level, you can wield a rapier as a light weapon, provided you have nothing heavier than a light weapon in your other hand.

STRIKE FIRST, STRIKE LAST

Starting at 9th level, your reflexes are honed to a razor's edge, granting you advantage on initiative checks. Additionally, if you are surprised, you can take the Attack action on your first turn by spending i prowess.

VIRTUOSO

At 13th level, choose two skills from the following list: Acrobatics, Athletics, Deception, History, Intimidation, Persuasion, Sleight of Hand. You gain proficiency in the chosen skills, or add double your proficiency bonus if you are already proficient.

DEEP RESERVE

Starting at 17th level, when you roll initiative and have no prowess remaining, you regain 2 prowess.

TECHNIQUES

The techniques are presented in alphabetical order.

CLINCH, Immediately after you hit with a finesse weapon, you can spend 2 prowess to automatically grapple the creature you hit, Normal size and reach restrictions apply, Select one of the creature's attack actions; for as long as the grapple persists, the creature has disadvantage with that attack, You can maintain this grapple even if you hold a dagger in your offhand,

DEEP SLICE, When you inflict damage with a finesse weapon, you can spend 1 prowess to deal a deep, bleeding wound, At the start of its turn, the bleeding creature must make a successful Constitution saving throw or take 3 (id6) piercing damage, On a successful save, the effect ends, The creature or its adjacent ally can end the effect by spending an action to use a healer's kit or to make a successful Wisdom (Medicine) check against your technique save DC, Any amount of healing also ends the effect, A deep slice has no effect against constructs and undead,

DISARMING PARRY, When you are missed by a melee attack, you can spend i prowess as a reaction to force the attacker to make a Strength saving throw, If it fails, the attacker drops the weapon it attacked with, If you have a free hand, you can catch the weapon with a successful DC 10 Dexterity check; otherwise it lands 10 feet away from the attacker in a random direction,

DRIVING ASSAULT, When you take the Attack action, you can spend 2 prowess to press your target back, Until the end of your turn, each time you hit with a finesse weapon, the target must succeed on a Dexterity saving throw or move 5 feet away from you, The target can be no more than one size category larger than you, You can immediately advance into the space the target vacated if you wish, without triggering an opportunity attack,

EFFORTLESS STEPS, When you take the Dash action, you can spend i prowess to ignore nonmagical difficult terrain, and climbing doesn't cost extra movement until the end of your turn, You can spend i additional prowess to move through a single foe's space without triggering an opportunity attack from that creature,

POMMEL PUNCH, When you make an attack, you can spend 2 prowess to strike the target with the pommel of your weapon instead of the blade, This does id6 bludgeoning damage instead of the weapon's normal damage dice, and the target must make a successful Constitution saving throw or be incapacitated until the end of its next turn, The target can be no more than one size category larger than you,

RAPID STRIKES, If you make a second attack with a light weapon in your off-hand, you can spend i prowess to add your ability bonus to this attack's damage roll,

STICK AND MOVE, After you attack with a finesse weapon, you can spend 2 prowess as a bonus action to move half your speed, This movement doesn't provoke opportunity attacks,

TAGGING STRIKE, When you hit a creature with a finesse weapon, you can spend 2 prowess to impair your target by cutting a strap, injuring a joint, or dealing some other distracting blow, The target must make a successful Constitution saving throw or have disadvantage on the first attack roll or ability check it makes during its turn, The effect ends when the creature makes the saving throw successfully or spends an action to end it (readjusting its gear, regaining its balance, etc.)

WALL OF FLASHING STEEL, As a reaction when you are hit by a melee weapon attack, you can spend 2 prowess to attack with a finesse weapon, If the result of your attack roll exceeds your AC, use the attack roll in place of your AC until the start of your next turn, This can cause the triggering attack to miss,

WITTY REPARTEE, As a reaction after a creature you can see makes an attack roll, ability check, or saving throw ' but before success or failure is revealed, you can spend 2 prowess to encourage or mock



the creature. If the creature can hear you, roll a d4; the result is added to or subtracted from the creature's attack roll (your choice),

ROGUE: FIXER ARCHETYPE

You are a fixer—you make connections between thugs, burglars, trap-smiths and second-story men. You know people, you know where to find what you need, and you know who to pay to get things done. You realize the most valuable currency is knowledge, and you make very sure to be flush with coin to obtain the information you seek.

STREET SMART

When you choose this archetype at 3rd level, you can apply your proficiency bonus to Intelligence and Charisma ability checks made to identify or locate a person (or type of person) that you are seeking. You can also use this ability when attempting to track down a buyer or seller for exotic equipment or magic items.

SCROUNGER

At 3rd level, you can find unwanted or unattended items of gear and “appropriate” them. Once per week, you can obtain one or more mundane items with a total value of no more than 25 gp without parting with any cash, subject to the GM's discretion.

SLIPPERY CUSTOMER

At 3rd level, you can use your reaction to move up to half your speed when an enemy approaches to within 5 feet of you. This move doesn't trigger opportunity attacks.

WELL CONNECTED

At 9th level, you can apply double your proficiency bonus to Intelligence and Charisma ability checks to track down a specific person or type of person. In addition, the total

value of items that you can scrounge in a week increases to 100 gp.

A JADED EYE

At 9th level, you gain advantage on Wisdom (Insight) checks to determine whether someone is lying and on saving throws against illusions.

GOING UNDERCOVER

At 13th level, you are able to provide others with tools and coaching to help them conduct acts of subterfuge. With a minimum of four hours preparation and by spending 25 gp per person, you can give up to six individuals (including yourself) advantage on Charisma (Deception) checks for one hour.

ROGUSH LUCK

When you reach 17th level, your survival instincts become finely tuned. When a melee attack reduces you to 0 hit points, you can use your reaction to leap 5 feet in any direction. If this moves you out of reach of the attack, you take no damage from it. Using this ability does not trigger opportunity attacks. After using this ability, you must complete a long rest before using it again.



SORCERER

WAR MAGE

During its early expansion, the Coryani Empire found that its most devastating auxiliaries were those comprised of War Mages. Exceedingly rare, these men and women were able to tap into the most destructive mystic arts while at the same time close with the enemy and be just as deadly with a gladius.

Over time, other militaries saw the wisdom in fielding such highly skilled and versatile soldiers; their only drawback being the difficulty in finding those with the temperament to serve as a War Mage.

Military Training

As you take levels in the eldritch sorcerer, you continue to train with both arms and armor and your magic. You gain the abilities below at the indicated levels in this class.

Physical Training: Starting at 1st level, your hit point maximum increases by 3. In addition, any time you increase your level in this class, your hit point maximum increases by 1.

Martial Training: At 1st level, you gain proficiency in light and medium armor as well as simple and martial weapons.

Force of Will: Starting at 2nd level you can add your Charisma modifier to any Constitution saving throw you make to maintain your concentration on a spell which is currently affecting a friendly creature.

Never Unarmed: At 3rd level you learn the spell *call to arms*.*

Battlefield Magic

When you cast a spell, you can siphon and reshape some of its arcane power, channeling into your allies. You may choose one of the following Metamagic options, learning an additional option at 4th level and 6th level. You can use a Metamagic option you gain from this feature even if you have already used a different Metamagic option during the casting of a spell.

Sarishan Sorcerer-Priests and the Summoning of Infernals

Sarishans do not worship demons, devils, or other fiends in any way, shape, or form. On the contrary, Sarish is known as the Binder of Infernals, meaning that these beings are forced to do His bidding.

Thus, when a Sarishan Sorcerer-Priest casts *summon* Sarish's own to bring forth an imp, that creature is being forced to fight on the summoner's behalf. The imp isn't fighting willingly or because it shares the same goals as the Sarishan.

However, Sarishans must be careful when dealing with infernals more powerful than they are, especially free-willed infernals, those who have never been bound by any Sarishan and lack the mark. These creatures are loath to give up their freedom, even for a short period of time, and they must be bargained with in order to acquire their services. A Sarishan may always attempt to mark an Infernal and bind it to the service of Sarish, but this is a very risky prospect and requires specialized training and a complex ritual.

· **Enhance Arms Spell:** When you cast a spell, you can spend 2 arcane points to temporarily enchant any weapons held by friendly creatures you can see within 20 feet of you. For 1 minute, those weapons are considered magical for the purposes of bypassing immunities and resistances.

· **Fortifying Spell:** When you cast a spell, you can spend 1 arcane point to grant 5 + your Charisma modifier temporary hit points to a friendly creature you can see within 10 feet. These temporary hit points remain for 1 hour.

· **Inspiring Spell:** When you cast a spell, you can spend 1 arcane point to grant a friendly creature you can see within 10 feet immunity to fear for 1 minute.

Battle Mage

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Additionally, any time you cast a spell that targets one or more friendly creatures, you can make a melee attack as a bonus action.

War Magic

Starting at 14th level, when you use your action to cast a spell, you can make a melee attack as a bonus action.

Eldritch Strike

Starting at 18th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells.

When you hit a creature with a weapon attack, that creature does not benefit from its resistances or immunities for the next spell you cast before the end of your next turn.

LINKS AND SOURCERS



WARLOCK

PACT OF THE BLADE

Pact weapon. 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.

Battle training. 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.

Hexwarrior. 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, 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 smites
5th	banishing smites, cone of cold

Blade not Blast. damage of eldritch blast will become 1d8 and nothing can add bonus damage to it.

INVOCATIONS

- Hexblade's Curse
- improved Pact Weapon
- Eldritch Smite
- Extra attack
- Lifedrinker
- Shielding steel
- Wind of Steel

Hexblade's Curse

Prerequisite: 6th 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.

Extra attack

Prerequisite: 5th level, Pact of the Blade feature

When you attack with your pact weapon or with weapon you enchanted using pact feature you attack twice.

Lifedrinker

Prerequisite: 12th level, Pact of the Blade feature, Hexblade's Curse

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 long rest.

Wind of steel

Prerequisite: Pact of the Blade feature, 10 level

You know steelwind strike spell and can cast it once. You will gain ability to do it again after long rest.

LINKS AND SOURCERS



WIZARD

SCHOOL OF SWORDMAGE

The War Wizards of Cormyr recruit from many different wizard colleges, including some located in Cormyr itself, and from many backgrounds and specialties. Among the more recent wizard academies in Cormyr is the Academy Orbyn named for the longsword crafted by the High Mage Amedahast. The academy is jointly taught by a retired battlemaster of the Purple Dragons and a member of the War Wizards. They teach both martial combat as well as the arcane arts, an approach embraced by former High Mage Caladnei.

Spellblade
Beginning when you select this school at 2nd level, you gain proficiency with light armor, greatswords, longswords, shortswords, rapiers, and scimitars. In addition, you may perform a brief ritual when you finish a long rest. During this ritual, you may bond to any melee weapon with which you are proficient. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. You may use the weapon as an arcane focus for your Wizard spells, and may perform the somatic components of Wizard spells even if you are wielding a weapon in both hands. This benefit lasts until you finish a long rest.

Arcane Regeneration
Beginning at 6th level, as a bonus action you may expend a Wizard spell slot to regain hit points equal to 1d8 per level of the spell slot you expended. You must then finish a short or long rest to use this ability again.

Arcane Blade
Starting at 10th level, you can use your magic to enhance your weapon. Your spellblade does an additional 1d8 damage when you hit with a melee attack. This extra damage can be acid, cold, fire,

lightning, or thunder damage, chosen when you bond with your spellblade. At 14th level the additional damage increases to 1d10.

Mystic Assault
Beginning at 14th level, whenever you take the Attack action on your turn you may use a bonus action to cast a spell with a casting time of one action.

BATTELMAGE

(Wizard Alternate Class)

Not all wizards concern themselves solely with scholastic matters. Some take an interdisciplinary approach to combat, forgoing certain magical studies to train extensively with martial weapons.

Arcane Weapon Training (Alternate Class Feature)

You know only one cantrip of your choice from the wizard list at 1st level, and do not gain additional cantrips at 4th and 10th level. Choose three one-handed martial weapons. You gain proficiency in these weapons, and they function as a spellcasting focus for your wizard spells. This modifies the Cantrips class feature.

BATTELMAGE

Trained in weaponry, mounted combat, and destructive arcane traditions, battlemages are potent spellcasters and warriors. They survey the field near and far, turning the tide with their martial prowess and the seemingly endless reach of their spells.

Perhaps the most famous battlemages are those trained at the Crucible of Mesos in Calastia, who are considered among the Black Dragon's military elite. However, battlemages are also known among the famed War

Colleges of Darakeene and elsewhere.

Battlefield Training

When you adopt this tradition at 2nd level, you gain proficiency with light and medium armor and with one melee weapon of your choice. You also gain proficiency in the Animal Handling skill.

Battlemage's Fortitude

Also starting at 2nd level, you may apply your proficiency bonus on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

Wizard 81

Battlefield Magic

Beginning at 6th level, you learn counterspell. In addition, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Battlemage's Reach

Starting at 10th level, when you cast a spell that has a range of 5 feet or greater, you can double its range. Alternately, if you cast a spell that has a range of touch, you can make the range of the spell 30 feet.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, reduce your current hit points by 2d12 per level of the spell immediately after you cast it. Each time you use this feature again before finishing a long rest, the hit point reduction per spell level increases by 1d12.

LINKS AND SOURCERS



SPELL LISTS

SPELL LISTS BY CLASS

Bard

Cleric

Druid

Paladin

Ranger

Sorcerer

Warlock

Wizard

SPELL LISTS BY SCHOOL

SPELL LISTS BY LEVEL

LINKS AND SOURCERS



SPELLS DESCRIPTION

EXPANDED SPELL DESCRIPTION

Casting time

Subschool

Components

Verbal, Somatic, Material,

A

B

C

D

E Prayer

3rd-level conjuration

Casting Time: Bonus action

Range: 25 feet

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. Until the spell ends, each target gains the blessing of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Holy Vigor

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Your touch imbues a willing creature with blessed vigor. It gains 3d8 + 9 temporary hit points for the duration. These hit points can exceed the creature's hit point maximum, and they cannot be regained. If the creature takes any damage, these hit points are lost first.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 2d8 for each level above 3rd.

Righteous Shield

4nd-level abjuration

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

Holy power radiates from you, protecting friendly creatures within 10 feet of you. For the duration, each friendly creature in the area,

including you, gains resistance to bludgeoning, piercing, and slashing damage.

Hail of Thorns

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d12 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st (to a maximum of 6d12).

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each slot level above 1st.

2nd level

Melfs Acid Arrow

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 6d4 acid damage immediately and 3d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 2d4 for each slot level above 2nd.



Hold Person
D&D Palant Edition

Duration: up to 1 hour

Hold Person*
2-level Enchantment

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to bludgeoning, piercing, and slashing damage.

Casting Time 1 action
Range 60 feet
Duration up to 1 minute

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Components V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

H

Holy Power

At higher levels: At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

LINKS AND SOURCERS

Class(es): Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Barkskin
2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

3rd level
Beacon of Hope
3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and a target regains the maximum number of hit points possible from any healing.

4th level
Stoneskin
4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)



LINKS, REFERENCES AND SOURCES



APPENDIX A



APPENDIX B



APPENDIX C



LEGAL NOTICE

OGI

FAN CONTENT

CREATIVE COMMONS

PALANTIR GUIDE TO COMBAT

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