

Combat

Maneuvers

Combat Traditions

Combat traditions are the basic disciplines of fighting that a warrior relies upon: Adamant Mountain, Biting Zephyr, Mirror's Glint, Mist and Shade, Rapid Current, Razor's Edge, Sanguine Knot, Spirited Steed, Tempered Iron, Tooth and Claw, and Unending Wheel.

Maneuvers in Combat

Adventurers can do much more than just hit an opponent or dodge a blow, instead delivering special attacks that debilitate or turn a foe's missed assault into a painful mistake. Many of these techniques are combat maneuvers, sublime methods and tactics that make every combatant and their approach to fighting unique.

You know a number of combat maneuvers determined by your class and class level. Your known combat maneuvers are chosen from the combat traditions you are proficient with. Whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower.

Using a combat maneuver requires spending one or more exertion points and either a bonus action, reaction, or action. Certain combat maneuvers require two or more attacks (from Extra Attacks or the use of other class features), and if you are unable to use the Attack action to make as many attacks on your turn as the combat

maneuver requires, you cannot use that combat maneuver.

A maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Maneuver DC = 8 + your proficiency bonus + your Strength or Dexterity modifier

Combat maneuvers are nonmagical.

Prerequisites

In order to learn a combat maneuver, you must know its combat tradition and meet any prerequisites. New combat maneuvers learned through a feat or by taking levels in an additional class may be up to the highest degree of combat maneuvers you are able to learn.

Stances

Activating a combat stance requires a bonus action. Once activated, a combat stance remains active until you are knocked unconscious, stunned, activate a different combat stance, begin a long rest, or choose to end it on your turn.

Exertion Pool

To use a combat maneuver, you must expend exertion points. You have a maximum number of exertion points equal to double your proficiency bonus. You regain any spent exertion points at the end of a short or long rest.

Alternatively, you can meditate, refocus, and stretch to refill your exertion pool more quickly. You expend Hit Dice to do so, recovering 1d4 exertion points for each Hit Die expended. The process takes 1 minute per expended Hit Die.

Basic Maneuvers

Several basic maneuvers are presented below. The Narrator can use these to help adjudicate other improvised actions, following a similar structure and using similarly weighted effects.

All creatures can use basic maneuvers, even if they do not have access to combat maneuvers. No exertion points are required to use a basic maneuver. Unless otherwise noted, using a basic maneuver replaces an attack made on your turn.

Basic Melee Damage. When you successfully use a basic maneuver you also deal basic melee damage. This is equal to 1 + your Strength modifier. Basic melee damage is bludgeoning damage, but at the Narrator's discretion may be piercing or slashing damage.

You cannot use a basic maneuver to activate any features that deal additional damage (such as Sneak Attack or Divine Smite) unless the feature specifically states otherwise.

Any creature with a Challenge Rating of 0 cannot deal basic melee damage.

Disarm

You can use the Disarm maneuver to attempt to knock an item or weapon from a creature's hand. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

The target must be within your reach and be holding an item (either carried or wielded). The target makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you deal basic melee damage and the target drops the item in its space. The target has advantage if it is larger than you or holding the item

with two or more hands, and a target smaller than you has disadvantage.

Grab On

While you cannot grapple a creature two or more size categories larger than you, you can grab onto it. By jumping onto its back or climbing up a limb, you can make a Strength or Dexterity saving throw against the creature's maneuver DC to cling to or balance upon its body. On a success, you move into the creature's space and can move upon its body as if it is difficult terrain.

While grabbing onto a larger creature, you gain advantage on attack rolls against it. The larger creature may be able to attack you as normal, depending on its limbs or attacks. It can also use an action or replace one of its attacks on its turn to try to dislodge you, for instance shaking you loose or bashing you against a wall, forcing you to make a Strength or Dexterity saving throw against its maneuver DC or fall prone into the nearest space adjacent to the creature, taking its basic melee damage in the process.

If the creature chooses to roll over in order to dislodge you, it becomes prone, but you have disadvantage on the saving throw to hang on.

Grapple

You can use the Grapple maneuver to grab or wrestle a creature. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

You must have at least one free hand to attempt a grapple, your target must be within your reach, and the target must be no more than one size category larger than you. The target makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you deal basic

melee damage and the target becomes grappled (see Conditions). In addition to other circumstances that end the condition, you can release the target at any time (no action required).

Escaping a Grapple. While grappled, a creature can use its action to attempt to escape. It must succeed on a Strength or Dexterity saving throw against your maneuver DC.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you. When you do so, your Speed is halved, unless the creature's weight is within your carrying capacity and you are not encumbered by bulky items.

Freeing a Grappled Creature. You can use the Grapple maneuver to try to free another grappled or restrained creature. The creature grappling or restraining the target makes a Strength saving throw against your maneuver DC. If it fails the saving throw, the grappled or restrained creature is freed. Additionally, you may move the freed creature 5 feet in any direction.

Knockdown

You can use the Knockdown maneuver to trip or push a creature down. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

The target must be within your reach and be no more than one size category larger than you. The target makes a Strength saving throw against your maneuver DC. On a failure, you deal basic melee damage and knock the target prone.

Overrun

You can use an action or bonus action to make an Overrun maneuver to move

through a hostile creature's space by forcing your way past. Make a Strength saving throw against the target's maneuver DC. On a success, you deal basic melee damage and can move through the hostile creature's space once this turn. The creature can choose to just let you pass instead of rolling. You have advantage if you are larger than the target, or disadvantage if you are smaller. If you are two or more sizes smaller than the target, you can move through the hostile creature's space without making a save. You still provoke opportunity attacks if you move beyond a creature's reach.

Shove

You can use the Shove maneuver to push a creature away. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

The target must be within your reach and be no more than one size category larger than you. The target makes a Strength saving throw against your maneuver DC. On a failure, you deal basic melee damage and push the target a number of feet away from you up to $5 + 5$ for every 5 points it failed its saving throw by. You can move the creature in any direction away from you (to the side, forward, or diagonally away).

A creature that is shoved off of a precipice is propelled off of whatever it is standing on—it does not receive any saving throw or ability check to grab onto something to avoid falling down below.

Combat Maneuvers

Agile Feint: Gain advantage against a nearby creature.

Anticipate Spell: Attack an adjacent creature which tries to cast a spell.

Any Weapon Stance: Focusing on your in depth training with certain weaponry gives you proficiency with all weapons.

Armor Lock: Use an enemy's armor against them, paralyzing them.

Assisted Roll: Roll away from an opponent who misses you.

Back To Back: Both you and an adjacent ally gain +2 AC.

Battering Strike: Knock your opponent's weapon flying.

Blinding Blow Stance: Attack in a shifting flow of deft strikes that make it easy to blind enemies.

Blinding Strikes: Deprive your opponents of any ability to see, whether with their eyes or otherwise.

Blind Instinct: Briefly see without the use of sight and use a reaction to chase down a fleeing enemy.

Blindshot: Attack hidden targets without disadvantage.

Bloody Roar: Unleash a powerful yell that injures and frightens your foes.

Bodyguard: Take a hit for an ally and reduce the damage it inflicts on you.

Bounding Strike: Jump at an enemy and use your ability check as your attack roll.

Branding Steel: Brand a foe to make it reticent to approach or attack you.

Break Spell: Make a melee attack against an enemy casting a spell.

Brotherhood Stance: Take the Help action whenever you hit with a melee weapon attack.

Burning Embers of Faith: Use a reaction when you would be reduced to 0 hit points to heal yourself.

Catch Your Breath: Pause to regain hit points.

Cavalier Stance: Increase your mount's AC.

Charge: Move and make a melee attack.

Cleaving Swing: Make an additional attack with a heavy weapon.

Countershot: Shoot a missile out of the air.

Covering Fire: Protect an ally from opportunity attack.

Crushing Blow: Paralyze your opponent with a heavy weapon.

Dashing Razor: Charge forward to strike an enemy and feed off of the adrenaline from hitting, increasing your Speed.

Dangerous Signature: Cut a symbol into your target in order to frighten it.

Dangerous Strikes: Score critical hits on a roll of 19–20 for one round.

Death Blow: Make an attack that critically hits and possibly even incapacitates your opponent.

Deceptive Stance: Gain an expertise die on Deception and Sleight of Hand checks in combat.

Deflect Strike: Reduce damage from an attack.

Defy Magic: Make a spellcaster miss you with its spell attack.

Devoted Assault: Ignoring other enemies allows you to strike one foe more accurately.

Disarming Assault: Knock your enemy's weapon or shield from their grasp.

Disarming Counter: Your enemy drops their weapon when they miss you.

Discerning Strike: Learn the health and defenses of opponents you damage.

Dispelling Assault: Your attacks are critical hits on rolls of 19–20 and they end spells.

Disrupting Charge: Dart up to an opponent casting a spell and strike them, possibly disrupting the magic.

Dive For Cover: Use your reaction to take cover behind a creature or object when a ranged attack misses you.

Doubleshot: Fire two missiles and do extra damage.

Double Tackle: You and an ally knock a creature prone.

Doubleteam: A nearby ally can push a creature as a bonus action.

Doubletime: You and up to 3 allies can disengage and move their Speed.

Douse: Dash a container of liquid over a nearby foe.

Drive Back: Push your foe 10 feet on a hit.

Dual Grapple: You and an ally restrain a creature.

Expert Sidestep: Gain an AC bonus when you are hit.

Expert Tumble: Increase your AC as long as you move at full Speed.

Exploit Footing: Trip a creature which misses you.

Eye Slash: Blind your enemy with a well-aimed strike.

Faith Within: Reroll a saving throw when charmed, frightened, poisoned, or stunned.

Farshot Stance: Increase the range of your missiles.

Feinting Strike: Use a Sleight of Hand check as your attack bonus.

First Blood: React to danger with unnatural swiftness.

Flowing Form: Make melee attacks against all enemies who miss you.

Flowing Steps Stance: Ignore difficult terrain and be better able to resist being immobilized.

Follow-Up Topple: Attack a creature an ally has attacked to knock it prone.

Force Hesitation: Trick a creature into not attacking anyone but you.

Furious Barrage: Make a frenetic series of attacks until one of your strikes misses.

Gaze Of Conviction: Force a creature to attack you.

Gut Strike: Strike your enemy and cause fatigue.

Hear The Wind: Concentrate on what you can hear to see what cannot be seen and deftly evade attacks.

Heart Of The Sword: Focusing on your training with a weapon, you make your attacks more devastating and ignore an enemy's defenses.

Heartseeker: Aim for and exploit a foe's weak spot with a dangerous shot.

Heavy Stance: Gain an expertise die on Athletics checks and saving throws against combat maneuvers, and reduce difficult terrain.

Heightened Concentration: Use a reaction to retain concentration when you would otherwise lose it.

Heightened Reflexes: Gain additional reactions for this round.

Horizon Shot: Use a ranged weapon to attack to shoot a creature from as far away as you can see.

Hurl Ally: Throw a smaller ally at a creature within 20 feet.

Imposing Glare: Frighten a nearby foe.

Instant Strike: Quickly draw a melee weapon and attack a creature.

Instinctive Counterattack: Use a reaction to make a melee attack.

Iron Will: Get advantage to resist being charmed or frightened.

Knockdown Assault: Knock your target prone when you hit with a melee attack.

Lancer Strike: Deal extra damage and knock your target prone with a lance.

Launched Strike: Leap from your mount to score a critical hit against an enemy.

Leading Throw: Use your reaction to throw an enemy who misses you.

Lean Into It: Knock your target prone when you hit with a melee attack.

Leaping Strike: Move up to 40 feet and either push or knock your target prone.

Legion Stance: An ally can attack a foe you hit with a critical hit.

Look At Me!: Turn your weapon attacks into distractions that allow allies to move through the battlefield more freely.

Mercurial Striking Stance: Focus on making every hit with a natural weapon, unarmed strike, or dual-wielding weapon have a satisfying impact.

Mind Over Body: Reduce the damage you take.

Missile Volley: Attack a group of creatures within 10 feet of a focal point.

Mistaken Opportunity: Use a reaction to turn a strike that misses into an attack against a different opponent.

Mounted Charge: Move your mount's Speed and gain advantage on your first attack.

Mugging Hit: Make a Sleight of Hand check against a creature you have hit.

Mundane Missile Stance: Give nearly any weapon the thrown property.

Off-Balancing Strikes: Knock your target off-balance, reducing its Speed and agility.

Painful Pickpocket: Use your reaction to make a Sleight of Hand check against a target which hits you.

Parrying Counter: Increase your AC against one creature and gain a free attack if it misses you.

Perceptive Stance: Enhance your perception.

Perfect Assault: Exhaust your exertion pool to transform all of your attacks into combat maneuvers.

Perfect Edge Stance: Focus on making your strikes as devastating as possible, increasing how often you score a critical hit.

Perplexing Flurry: Cause your enemy to suffer disadvantage while you focus all your attacks on them.

Pickpocket: Use your reaction to make a Sleight of Hand check.

Pilfer Object: Move next to an enemy about to use an item and take it from their hands.

Point Blank Shot: Use a bonus action to make ranged weapon attacks in melee without disadvantage.

Practiced Roll: Move 20 feet without provoking opportunity attacks.

Preternatural Strikes: Strike targets who normally require magic.

Primal Intercept: Attack a creature which grapples you.

Prodigious Leap: Use a reaction and spur your mount to jump impossible distances.

Purge Magic: Make a melee attack against an enemy casting a spell.

Quickdraw: Use your reaction to draw a weapon and make a ranged attack when initiative is rolled.

Rake: Do extra damage when making multiple attacks.

Raking Strikes: On a hit, hit the target again with disadvantage.

Rallying Cry: Use a reaction to inspire an ally to fight onward when they take a hit.

Rapid Drink: Quickly consume or administer a potion.

Rapid Strike: Make an additional attack against a creature you have hit.

Reactive Knockdown: Trip your foe as an opportunity attack.

Rearing Menace: Frighten nearby foes from atop your mount.

Reassuring Pat: Encourage your mount and restore some of its hit points.

Redirect: Redirect an attack to strike an adjacent creature.

Reflect Attack: Use a reaction to turn an attacker's strike back upon them.

Retributive Blow: Use a reaction to respond to a weapon attack with a strike of your own that disrupts a foe's offensive.

Ricochet: Ignore your target's cover with a ranged attack.

Ride Enemy: Jump onto a larger creature.

Riding Leap: Increase the size of your mount's jump.

Rolling Strike: Move and make a melee attack.

Sacrifice Mount: Make your mount the target of an attack.

Saddled Blows: On a hit, make your target confused, prone, or slowed.

Sharpened Awareness: Use a reaction when attacked to evade by relying on your Perception, gaining an edge on your attacker with a successful dodge.

Shield Wall: Adjacent allies with shields gain +2 AC.

Shoulder Check: Shove a creature 10 feet when it attacks an ally.

Shrug It Off: Use your reaction to avoid being frightened, poisoned, or stunned.

Speed Over Strength: Make a quick attack against a large foe or a foe which attacks you with a heavy weapon.

Spell Shattering Strike: Disrupt an enemy's spellcasting and fray the magic to disorient them as well.

Spinning Parry: Use a reaction to evade an opponent's attack and swap places with your attacker, stunning them.

Spirited Whistle: As long as you can see your mount with but a whistle it rushes to your side.

Springing Stance: Increase your jump distances.

Spur Mount: Grant advantage to your mount's ability checks and saving throws.

Stand Tall Stance: Be bigger than you really are.

Steal Momentum: Make a quick strike against a foe that moves within your reach and arrest their movement.

Steely Steed Stance: Fight with and alongside your mount, altering your

assault to make it deadlier and harder to hurt.

Striding Swings: Move up to 15 feet though hostile spaces.

Strike the Cracks Stance: Focus on weak spots to deal more critical hits that inflict more damage.

Stunning Assault: Stun your target with a successful attack.

Swift Stance: Increase your Speed by 5 feet.

Take Weapon: Snatch your foe's weapon away when they miss you.

Throwing Stance: Give your weapon the rebounding and thrown properties.

Tidal Parry: Use a reaction when hit with an attack to possibly turn it into a miss.

Trample: Move and knock those in your path prone.

Trickshot: Perform an impressive trick with a ranged weapon attack.

Tsunami Dash: Flow past your enemies and deliver a strike against each of them.

Twist The Blade: Use a reaction to turn a roll of 18 or more into a critical hit.

Unbreakable: Defy death.

United We Stand: Fall upon an enemy in concert with your allies and make their attacks more effective with every blow struck.

Unsettling Injury: Make your target unable to cast spells or use combat maneuvers.

Unstoppable: Prevent yourself from being paralyzed, petrified, or stunned.

Unyielding: Heal yourself when reduced to 0 hit points.

Use The Pain: Get a free attack against a foe who scores a critical hit against you.

Victory Pose: Grant allies advantage on death saving throws when you score a critical hit.

Warding Wield: Increase your AC by 2 for one round.

Warning Strike: Stop a creature from moving away from you.

Wary Stance: Gain an expertise die on Insight checks and increase your passive Insight score.

Wheeling Charge: Caper about an enemy and rain down attacks from atop your mount, circling back with every strike.

Whirlpool Strike: Attack all creatures adjacent to you and deal extra damage.

Whirlwind Strike: Attack all creatures adjacent to you.

Wild Capering: Move and gain a climb speed.

Wild Swing: Turn a miss with a heavy weapon into an attack against a different target.

Wind Strike: Make a strike so superb that the wake it cuts through the air damages an enemy beyond your reach.

World-Shaking Strike: Create a massive shockwave by striking the ground with a heavy weapon.

Wounded Animal Gambit: Pretend to die and then strike when an opponent makes themselves vulnerable.

Wounding Strike: Cause ongoing damage to your target.

Zealous Stance: Gain expertise dice on attacks in exchange for granting expertise dice to your foes.

Adamant Mountain Maneuvers

Hardiness, Might, Power

Engaging in combat means enduring some amount of suffering and those who make use of Adamant Mountain maneuvers are well prepared to weather their opponents' blows, relying not just on their might but the careful and expert application of force in all aspects of battle.

Catch Your Breath (2 points)

1st degree Adamant Mountain bonus action

You regain hit points equal to 1d6 + your proficiency bonus + your Constitution modifier (minimum 0).

Cleaving Swing (2 points)

1st degree Adamant Mountain reaction

When you hit with a melee weapon attack using a weapon with the heavy property, you can use your reaction to make an additional melee weapon attack against a second creature that is also within your reach.

Heavy Stance (1 point)

1st degree Adamant Mountain bonus action (stance)

You gain an expertise die on Athletics checks that use Strength, you gain an expertise die on saving throws made to resist combat maneuvers, and you ignore the first 10 feet of difficult terrain when you move on your turn.

Lean Into It (2 points)

1st degree Adamant Mountain action

When you activate this maneuver, you take the Attack action and make a

weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit a creature with a melee weapon attack it makes a Strength saving throw or it is knocked prone.

Reactive Knockdown (1 point)

2nd degree Adamant Mountain reaction

When a creature within your reach provokes an opportunity attack, you can use your reaction to make a melee weapon attack. On a hit, the creature makes a Strength saving throw or it moves 10 feet in a straight line and is knocked prone.

Shrug It Off (2 points)

2nd degree Adamant Mountain reaction

When an effect causes you to be frightened, poisoned, or stunned, you can use your reaction to prevent it.

Warding Wield (1 point)

2nd degree Adamant Mountain bonus action

Until the start of your next turn, your AC increases by 2.

Battering Strike (1 point)

3rd degree Adamant Mountain reaction

When you hit a creature using a melee weapon that has the heavy property, you can use your reaction to force it to make a Strength saving throw. On a failure, a weapon it is wielding (your choice) flies from its grip to land in a randomly determined space 10 feet away.

A creature that is two or more size categories larger than you has advantage on its saving throw.

Crushing Blow (2 points)

3rd degree Adamant Mountain action

Prerequisite: Extra Attack

Make a melee weapon attack roll using a weapon that has the heavy property. A creature damaged by the attack makes a Strength saving throw, and on a failure it is paralyzed until it takes damage or the end of your next turn (whichever comes first).

Unbreakable (3 points)

3rd degree Adamant Mountain reaction

When you fail a death saving throw, you instead succeed. You can take this reaction even if you are incapacitated.

Stand Tall Stance (1 point)

4th degree Adamant Mountain bonus action (stance)

You count as being one size category larger. When you use an Adamant Mountain maneuver that requires a saving throw against a creature smaller than you, it has disadvantage on its saving throw.

Unstoppable (3 points)

4th degree Adamant Mountain reaction

When an effect causes you to be paralyzed, petrified, or stunned, you can use your reaction to prevent it. You can take this reaction even if you are incapacitated.

Wild Swing (1 point)

4th degree Adamant Mountain reaction

When you miss with an attack using a weapon that has the heavy property, you can use your reaction to make an attack with the same weapon against another target within your reach.

Unyielding (3 points)

5th degree Adamant Mountain reaction

When you are reduced to 0 hit points, you can use your reaction to regain hit points equal to 1d12 + your proficiency bonus + your Constitution modifier (minimum 0).

You can take this reaction even if you are incapacitated.

World-Shaking Strike (3 points)

5th degree Adamant Mountain action

Prerequisite: Extra Attack

You hit the ground using a weapon that has the heavy property, sending out a shockwave in a 30-foot cube centered on you. Other creatures in the area each must succeed on a Strength saving throw or take damage as if hit by the weapon and fall prone.

Biting Zephyr Maneuvers

Distance, Sharpshooting, Thrown Weapons
Warriors that know Biting Zephyr techniques are superlative ranged combatants, not only for the accuracy of their attacks but also the myriad tricks they've mastered to routinely make shots that should be impossible.

Covering Fire (1 point)

1st degree Biting Zephyr action

Choose a number of creatures equal to your proficiency bonus that you can see within your weapon's normal range. Until the start of your next turn, a chosen creature's movement does not provoke opportunity attacks from creatures you can see as you pelt the area nearby with missiles.

For each opportunity attack a chosen creature would have otherwise provoked, you expend one piece of ammunition or thrown weapon.

Doubleshot (1 point)

1st degree Biting Zephyr bonus action

The next ranged weapon attack you make uses two missiles instead of one. On a hit, you deal an additional weapon damage die.

Farshot Stance (1 point)

1st degree Biting Zephyr bonus action (stance)

When you use a weapon to make a ranged attack, increase its normal range by 20 feet and long range by 50 feet.

Point Blank Shot (1 point)

1st degree Biting Zephyr bonus action

Until the end of your next turn, being within 5 feet of a hostile creature who can see you and who isn't incapacitated does not give you disadvantage when making a ranged attack using a weapon.

In addition, when an adjacent hostile creature that you can see moves 5 feet or more away from you, you can use your reaction to make a ranged weapon attack against it.

Countershot (1 point)

2nd degree Biting Zephyr reaction

When you see a missile from a ranged weapon attack enter into the normal range of a weapon you are wielding, you can use your reaction to deflect it. Use a weapon to make a ranged attack against an AC equal to the attack roll of the missile. On a hit, the missile is deflected and misses its target.

At the Narrator's discretion, certain ranged weapon attacks (like a giant's thrown rock) may be too heavy to be deflected by Countershot.

Quickdraw (2 points)

2nd degree Biting Zephyr reaction

As long as you are not surprised, when initiative is rolled you can use your reaction to draw a weapon and make a ranged attack with it.

Trickshot (1 point)

2nd degree Biting Zephyr action

Make a ranged weapon attack against an unattended object. On a hit, you can use the result of the attack roll instead of making a Performance check, and you gain an expertise die when doing so. Otherwise the kinds of trick shots you can make are at the Narrator's discretion.

Blindshot (1 point)

3rd degree Biting Zephyr bonus action

Make a Perception check against the passive Stealth of a target you cannot see that is within 30 feet. On a success, you know the target's location and do not have disadvantage on your next ranged attack against it before the end of your turn.

Missile Volley (2 points)

3rd degree Biting Zephyr action

Prerequisite: Extra Attack

Make a ranged weapon attack against a number of creatures within 10 feet of a point you can see within your weapon's range.

You may only target a number of creatures equal to or less than your proficiency bonus, you must have ammunition for each target, and you make a separate attack roll for each target.

Ricochet (2 points)

3rd degree Biting Zephyr bonus action

On the next ranged weapon attack you make before the start of your turn, you can completely ignore a target's cover.

Only targets that have total cover from being entirely enclosed by an object or effect (such as inside of a chamber with no openings to shoot through or a sphere from *wall of force*) have cover against this attack, and you do not have disadvantage from attacking a target you cannot see.

Dive For Cover (2 points)

4th degree Biting Zephyr reaction

When you are targeted by a ranged attack, after it hits or misses you, you can use your reaction to move up to your Speed.

If your movement ends adjacent to either a solid barrier as big as you are or a creature the same size as you or larger, until the beginning of your next turn you have three-quarters cover against ranged attacks (+5 bonus to AC and saving throws) as long as you remain adjacent to the barrier or creature.

Heartseeker (2 points)

4th degree Biting Zephyr action

Make a ranged weapon attack with advantage against a creature within your weapon's normal range.

If both attack rolls would hit, it's a critical hit. If only one of the rolls would be a critical hit but the other roll would still hit, you deal an additional weapon damage die.

Mundane Missile Stance (2 points)

4th degree Biting Zephyr bonus action (stance)

While you are wielding a weapon that does not have the heavy or special property, it gains the thrown property.

Hear the Wind (3 points)

5th degree Biting Zephyr bonus action

Until the end of your next turn, you gain blindsight to a range of 20 feet. When you are hit by a ranged attack, you make a Perception check against a DC equal to the attack roll.

On a success the attack misses you, and on a critical success you redirect it back at the attacker.

Horizon Shot (3 points)

5th degree Biting Zephyr action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make a ranged weapon attack, as well as any additional attacks granted by Extra Attack. Choose one target you can see. Until the start of your next turn, the target is considered to be within your weapon's normal range and it gains no benefit from cover less than total cover.

Mirror's Glint Maneuvers

Flowing, Insightful, Reactive

At its heart combat is a dance between opponents and practicing the Mirror's Glint tradition means reading, interpreting, and anticipating one's foe. Using instinct and your insight from battles won and lost, you are excellent at reacting to an enemy in order to gain the upper hand.

Knockdown Assault (1 point)

1st degree Mirror's Glint action

When you activate this maneuver, you take the Attack action and make a melee weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit with a melee weapon attack against a creature and deal 8 or more damage it must succeed on a Dexterity saving throw or be knocked prone.

Leading Throw (1 point)

1st degree Mirror's Glint reaction

When a creature within your reach misses you with a melee weapon attack, you can use your reaction to try to throw it. The creature makes a Dexterity saving throw. On a failure it moves 15 feet in a straight line in a direction of your choice.

Warning Strike (1 point)

1st degree Mirror's Glint reaction

When a hostile creature that you can see moves out of your reach, you can use your reaction to make a melee weapon attack and on a hit its Speed is reduced to 0 until the start of its next turn.

Wary Stance (1 point)

1st degree Mirror's Glint bonus action (stance)

You gain an expertise die on Insight checks and increase your passive Insight score by 3.

Assisted Roll (1 point)

2nd degree Mirror's Glint reaction

When a creature within your reach misses you with a melee weapon attack, you can use your reaction to move 15 feet without provoking opportunity attacks.

Off-Balancing Strikes (1 point)

2nd degree Mirror's Glint bonus action

Until the start of your next turn, when you hit a creature with a melee weapon attack instead of dealing damage you can choose to use pulls, shoves, and strikes to put your target off-balance.

Until the end of your next turn, the target moves at half Speed, and it has disadvantage on ability checks and Dexterity saving throws.

Take Weapon (2 points)

2nd degree Mirror's Glint reaction

When a creature misses you with a melee weapon attack against you using a weapon, you can use your reaction to flip it out of the creature's hands. The creature makes a Dexterity saving throw, and on a failure it drops the weapon and you grab it from mid-air.

You can spend 2 exertion points to immediately use the weapon to make a melee weapon attack against the creature.

Flowing Form (2 points)

3rd degree Mirror's Glint action

You take the Dodge action. Until the start of your next turn you make one melee weapon attack against each target that misses you with a melee weapon attack, and you have disadvantage on Wisdom (Perception) checks.

Heightened Reflexes (1–3 points)

3rd degree Mirror's Glint bonus action

You gain a number of reactions equal to exertion points spent. You must use these reactions before the start of your next turn.

Redirect (2 points)

3rd degree Mirror's Glint reaction

When you are hit with a melee weapon attack, you can use your reaction to force the attacker to make an Intelligence saving throw. On a failure, you take no damage and the attack targets another creature within 5 feet. A Huge-sized or larger attacker has advantage on the saving throw. Once you have used this maneuver against a creature, until the end of combat it has advantage on saving throws to resist Redirect.

Discerning Strike (2 points)

4th degree Mirror's Glint action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you deal damage to a creature you learn its current hit points, hit point maximum, immunities, resistances, and vulnerabilities.

If you score a critical hit you can choose one of the creature's resistances or immunities. The creature loses that resistance or immunity until the end of your next turn. In addition, until the beginning of your next turn you gain advantage on melee weapon attacks against that creature.

Retributive Blow (2 points)

4th degree Mirror's Glint reaction

When you are hit with a melee weapon attack, you can use your reaction to make a melee weapon attack against the attacker. On a hit, that creature has disadvantage on attack rolls against you until the beginning of your next turn.

Strike the Cracks Stance (2 points)

4th degree Mirror's Glint bonus action (stance)

When you make melee weapon attacks, you score critical hits on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

You deal one additional weapon damage die when determining the extra damage for a critical hit with a melee weapon attack.

Blinding Strikes (3 points)

5th degree Mirror's Glint action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you use a melee weapon to deal damage against a creature, it is blinded and can't benefit from either blindsight or tremorsense.

At the beginning of each of its turns, a creature blinded by this maneuver can make a Constitution saving throw, ending the effect on itself on a success.

Reflect Attack (3 points)

5th degree Mirror's Glint reaction

When you are hit with a melee weapon attack, you can use your reaction to redirect the force back to the attacker. The attack misses you and the creature makes an Intelligence saving throw. On a failure, the attack is redirected and it becomes the target. If you have already hit that creature with a Mirror's Glint maneuver since the beginning of your last turn, the redirected attack is a critical hit.

Mist and Shade Maneuvers

Diversion, Feinting, Mental

Making the wrong move in a fight can be fatal—particularly when an opponent causes such a misstep. Warriors that rely on Mist and Shade maneuvers are confounding foes that play mental games amidst battle, feinting and leading their enemies into crucial mistakes they are all too ready to exploit.

Anticipate Spell (1 point)

1st degree Mist and Shade bonus action
Until the start of your next turn, when you see a creature within 5 feet of you cast a spell you can use your reaction to make either an opportunity attack or a Sleight of Hand check against it.

Deceptive Stance (1 point)

1st degree Mist and Shade bonus action (stance)
You gain an expertise die on Deception and Sleight of Hand checks made in combat.

Painful Pickpocket (1 point)

1st degree Mist and Shade reaction
When a creature hits you with a melee attack, you can use your reaction to make a Sleight of Hand check against it.

Perplexing Flurry (1 point)

1st degree Mist and Shade action
When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. As long as all of your attacks on your turn are melee weapon attacks that target the same creature, that creature has

disadvantage on attack rolls against you until the start of your next turn.

Agile Feint (2 points)

2nd degree Mist and Shade bonus action
Choose a creature within your reach. You have advantage on your next weapon attack roll against it.

Force Hesitation (2 points)

2nd degree Mist and Shade action
A creature within your reach makes an Intelligence saving throw. On a failure, it reacts to a strike from you that never comes. As long as you remain within the target's reach, until the start of your next turn it cannot attack any creature other than you.

After you have used this maneuver against a creature, until the end of combat it has advantage on saving throws against Force Hesitation.

Mugging Hit (1 point)

2nd degree Mist and Shade bonus action
Choose a creature you can see. On a hit with your next melee attack against it before the start of your next turn, you can also make a Sleight of Hand check against the creature.

Douse (1 point)

3rd degree Mist and Shade bonus action
You splash a held container of liquid, such as a contact poison, holy water, or alchemical substance, at a target within 20 feet. The target must succeed on a Dexterity saving throw or be hit by the liquid.

This maneuver can also be used to extinguish a small nonmagical fire in a 5-foot-square area.

Feinting Strike (2 points)

3rd degree Mist and Shade action

Make a melee weapon attack roll using the result of a Sleight of Hand check instead of your attack bonus.

Pickpocket (1 point)

3rd degree Mist and Shade reaction

When a creature is within your reach, you can use your reaction to make a Sleight of Hand check against it.

Blinding Blow Stance (2 points)

4th degree Mist and Shade bonus action (stance)

After you hit a creature with a melee weapon attack, you can spend 1 exertion to make a Sleight of Hand check, blinding the creature if the result is higher than its AC.

At the beginning of each of its turns, the blinded creature can attempt a Wisdom saving throw to recover from its blindness.

Spinning Parry (2 points)

4th degree Mist and Shade reaction

You can use your reaction to make a Sleight of Hand check when a creature makes a melee attack against you, turning it into a miss if your result is higher than the attack roll.

In addition, you may also swap places with the attacker (no opportunity attacks provoked), forcing it to succeed on a Wisdom saving throw or be stunned until the beginning of its next turn.

Steal Momentum (2 points)

4th degree Mist and Shade reaction

When a creature moves into your reach you can use your reaction to make a

Sleight of Hand check against its AC. On a success, the creature becomes restrained until the beginning of its next turn.

Armor Lock (3 points)

5th degree Mist and Shade action

Prerequisite: Extra Attack

Make a Sleight of Hand check against the AC of a creature within reach that is wearing armor, paralyzing it on a success. At the beginning of each of its turns, a creature paralyzed by this maneuver can make a Strength saving throw, ending the effect on itself on a success (unlike normal, the paralyzed creature doesn't automatically fail this save).

A creature wearing heavy armor has disadvantage on its saving throw.

Pilfer Object (3 points)

5th degree Mist and Shade reaction

When a creature within 15 feet draws an item or takes the Use an Object action, you can use your reaction to move adjacent to it and force it to make a Wisdom saving throw. This movement does not provoke opportunity attacks. On a failure, you can either take the item for yourself or choose the target of the creature's Use an Object action.

Rapid Current Maneuvers

Fast Strikes, Mobility, Swiftess

It is not always the hardest hits that win a fight—sometimes striking first is far more important. Embracing rapid blows and agility, warriors of the Rapid Current tradition know how to use speed to its utmost to defeat a foe.

Charge (1 point)

1st degree Rapid Current action

Move up to 30 feet in a straight line and make a melee weapon attack. You can't take the Dash action and use this maneuver on the same turn.

Eye Slash (2 points)

1st degree Rapid Current action

Make a melee weapon attack against a creature that relies on sight. On a hit, it must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Speed Over Strength (1 point)

1st degree Rapid Current reaction

When a creature attacks you with a melee weapon that has the heavy property, or a Large-sized or larger creature attacks you with a natural weapon, you can use your reaction to make a melee weapon attack against it using a weapon that has the dual-wielding or finesse property.

Swift Stance (1 point)

1st degree Rapid Current bonus action (stance)

Your Speed increases by 5 feet.

Parrying Counter (1 point)

2nd degree Rapid Current reaction

At the end of your turn, you can use your reaction to gain an expertise die to your AC against one creature you can see within reach. This increase to your AC only applies to the chosen creature and ends at the start of your next turn.

If the creature misses with one or more attacks against you before the start of your next turn, you can make a melee weapon attack against it.

Rapid Drink (2 points)

2nd degree Rapid Current bonus action

You drink a potion or administer a potion to a creature within reach.

Rolling Strike (1 point)

2nd degree Rapid Current action

Move up to 20 feet without provoking opportunity attacks and make a melee weapon attack.

Disarming Counter (2 points)

3rd degree Rapid Current reaction

When a creature makes a melee weapon attack against you and misses, you can use your reaction to force it to make a Dexterity saving throw. On a failure, a weapon it is wielding (your choice) flies from its grip to land in a randomly determined space 10 feet away.

Rapid Strike (2 points)

3rd degree Rapid Current action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. After hitting a creature with a melee weapon attack, you can use your bonus action to make an additional attack against the same creature.

On a hit with this additional attack, you can use your reaction to spend 2 exertion points and attack the same creature again.

Whirlwind Strike (2 points)

3rd degree Rapid Current action

Prerequisite: Extra Attack

Make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target. You may only target a number of creatures equal to or less than your proficiency bonus.

First Blood (3 points)

4th degree Rapid Current reaction

After rolling initiative, you can use your reaction to treat your initiative as if you had rolled a critical success.

Flowing Steps Stance (3 points)

4th degree Rapid Current bonus action (stance)

You allow your movements to adapt to all conditions. You have advantage on saving throws made to resist being grappled, paralyzed, restrained, or stunned. In addition, you ignore difficult terrain.

Whirlpool Strike (3 points)

4th degree Rapid Current action

Prerequisite: Extra Attack

Make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target. For each subsequent hit after the first, you deal an additional 1d6 damage.

Tidal Parry (2 points)

5th degree Rapid Current reaction

When a creature hits you with a melee attack, you can use your reaction to evade the attack. The creature makes a Dexterity saving throw, and on a failure its attack becomes a miss. A creature that scored a critical hit has advantage on its save.

Tsunami Dash (3 points)

5th degree Rapid Current action

Prerequisite: Extra Attack

You take the Dash action. During your turn, any time you become adjacent to a creature, you can make a melee attack against it using a weapon that has the dual-wielding or finesse properties.

You cannot attack the same creature twice in a row in this manner or make more attacks than your proficiency bonus.

Razor's Edge Maneuvers

Awareness, Concentration, Discipline

The most impressive strikes and superlative parries are not matters of luck or circumstance when made by a warrior utilizing the Razor's Edge—they are the fruits of keen awareness, concentration, and iron-clad discipline.

Dangerous Strikes (1 point)

1st degree Razor's Edge action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your weapon attacks score a critical hit on a roll of 19–20.

If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Exploit Footing (2 points)

1st degree Razor's Edge reaction

When a creature makes a melee weapon attack against you with advantage and misses, or when it has disadvantage and both attack rolls would miss, you can use your reaction to trip it. The creature must succeed on a Dexterity saving throw or is knocked prone.

Iron Will (1 point)

1st degree Razor's Edge reaction

When you make a saving throw to resist being charmed or frightened, you can use your reaction to gain advantage on the saving throw.

Perceptive Stance (1 point)

1st degree Razor's Edge bonus action (stance)

Your passive Perception score increases by 3. In addition, you gain an expertise die on Perception checks.

Practiced Roll (1 point)

2nd degree Razor's Edge bonus action

Move 20 feet. This movement doesn't provoke opportunity attacks from creatures you can see.

Twist the Blade (2 points)

2nd degree Razor's Edge reaction

When you hit a creature with a melee weapon attack on a roll of 18 or 19, you can use your reaction to turn the attack into a critical hit.

Use The Pain (1 point)

2nd degree Razor's Edge reaction

When a creature makes a critical hit against you using a melee weapon attack, you can use your reaction to make a melee weapon attack against it.

Drive Back (2 points)

3rd degree Razor's Edge action

Make a melee weapon attack against a creature. Whether or not you hit, the creature is pushed back 10 feet.

Instinctive Counterattack (2 points)

3rd degree Razor's Edge reaction

When your exertion pool is not empty, you can use your reaction to make a melee weapon attack.

Mind Over Body (1 point)

3rd degree Razor's Edge bonus action

Until the start of your next turn, reduce any damage you take by 2.

Dashing Razor (1 point)

4th degree Razor's Edge action

Prerequisite: Extra Attack

Move up to your Speed and make a melee weapon attack against a creature. On a hit, for the next minute your Speed is increased by 10 feet.

Perfect Edge Stance (2 points)

4th degree Razor's Edge bonus action (stance)

Your weapon attacks score a critical hit on a roll of 18–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Sharpened Awareness (3 points)

4th degree Razor's Edge reaction

You can use your reaction to make a Perception check when a creature makes an attack against you, turning it into a miss if your result is higher than the attack roll. In addition, if the attack is turned into a miss you gain advantage on attacks made against that creature until the end of your next turn.

If the attack still hits you, the creature has disadvantage on its next attack made against you before the end of its next turn.

Death Blow (3 points)

5th degree Razor's Edge action

Prerequisite: Extra Attack (2)

Make a melee weapon attack against a creature. On a hit, your attack becomes a critical hit, and if your attack would have already been a critical hit the creature makes a Constitution saving throw. On a failure, the creature is reduced to 0 hit points.

Heightened Concentration (3 points)

5th degree Razor's Edge reaction

When you lose concentration, you can use your reaction to prevent yourself from losing concentration.

Sanguine Knot Maneuvers

Legion, Teamwork, Trust

A battle fought alone is often a battle already lost and practitioners of the Sanguine Knot tradition focus on the opportunities presented when an ally is nearby to help. While they may be weaker alone, these warriors are lethal in tandem and the trust they have for their companions

make them truly valuable adventurers to keep nearby.

Doubleteam (1 point)

1st degree Sanguine Knot bonus action

Choose a creature within your reach. The next ally within 20 feet that makes a melee weapon attack against that creature can use their bonus action to make an Athletics check against the target's maneuver DC to grapple or push the target 10 feet.

Legion Stance (1 point)

1st degree Sanguine Knot bonus action (stance)

When you score a critical hit against a creature, an ally within reach of the same creature can use their reaction to make an opportunity attack against it.

Shield Wall (1 point)

1st degree Sanguine Knot bonus action

While you are wielding a shield, you can choose one ally within 5 feet that is also wielding a shield. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions both you and your ally increase your AC by 2.

Shoulder Check (1 point)

1st degree Sanguine Knot reaction

After a creature within your reach makes a melee attack against an ally, you can use your reaction to make an Athletics check against the creature's maneuver DC. On a success you shove the creature 10 feet away from you and you move 10 feet in that direction.

This movement does not provoke opportunity attacks.

Back To Back (1 point)

2nd degree Sanguine Knot bonus action

Choose an ally within 5 feet. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions, and both of you are unmounted, you and your ally increase your AC by 2.

In addition, each of you gets an extra reaction that can be used before the start of your next turn to either make an opportunity attack or activate a combat maneuver.

Double Tackle (3 points)

2nd degree Sanguine Knot action

Choose an ally you can see. Your ally can use their reaction to move up to 20 feet to be adjacent to a creature you designate.

As long as you move at least 20 feet and both you and your ally are adjacent to the creature, it makes a Strength saving throw or is knocked prone.

Alternatively, you and your ally may both choose to go prone to force the creature to fail its save. You cannot use this maneuver against creatures more than one size category larger than you or your ally.

Dual Grapple (2 points)

2nd degree Sanguine Knot bonus action

Make an Athletics check against the maneuver DC of a creature an ally has grappled. If you succeed, the creature is restrained until the grapple ends, and either you or your ally (your choice) are also restrained until the grapple ends.

Follow-Up Topple (2 points)

3rd degree Sanguine Knot reaction

When an ally within your reach hits a creature with a melee weapon attack, you

can use your reaction to make a melee weapon attack against that creature. On a hit, the creature makes a Dexterity saving throw or is knocked prone.

Hurl Ally (3 points)

3rd degree Sanguine Knot bonus action

Choose a willing ally within your reach that is at least one size category smaller than you. You hurl your ally at a creature within 20 feet. Your ally lands in a space adjacent to the creature and can use their reaction to make a melee weapon attack against it. On a hit, the creature must succeed on a Dexterity saving throw or the attack becomes a critical hit (or if the attack is already a critical hit your ally deals maximum damage).

Look At Me! (2 points)

3rd degree Sanguine Knot action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you make a melee weapon attack against a creature you can choose one ally within reach. The chosen ally does not provoke opportunity attacks from that creature until the start of your next turn.

In addition, the next melee attack the chosen ally makes against that creature before the end of their next turn gains an expertise die.

Bodyguard (3 points)

4th degree Sanguine Knot reaction

When an ally within your reach is hit by an attack, you can use your reaction to swap places with them and become the target of that attack, taking half as much damage as normal.

Brotherhood Stance (3 points)

4th degree Sanguine Knot bonus action (stance)

Whenever you hit a creature with a melee weapon attack, you can also take the Help action. On a critical hit, the target of your Help action can use their reaction to take the Dodge action.

Doubletime (2 points)

4th degree Sanguine Knot action

You take the Disengage action, and up to 3 allies within your reach can use their reactions to take the Disengage action and move their Speed.

Rallying Cry (3 points)

5th degree Sanguine Knot reaction

When an ally you can see takes damage from an attack, you can use your reaction to release a hearty rallying cry. As long as they are able to hear you, your ally regains an amount of hit points equal to twice your proficiency bonus.

United We Stand (3 points)

5th degree Sanguine Knot action

Prerequisite: Extra Attack

Make a melee weapon attack against a creature. Any willing ally within your reach can use their reaction to make a melee weapon attack against the same creature.

If the creature is hit by two attacks, it takes extra damage equal to your proficiency bonus.

If the creature is hit by three attacks, it takes extra damage equal to twice your proficiency bonus and it is knocked prone.

If the creature is hit by four or more attacks, it takes extra damage equal to twice your proficiency bonus, it is knocked prone, and it is stunned until the end of its next turn.

Spirited Steed Maneuvers

Mounted, Soldiering, Warfare

There are many warriors that fight on horseback—or an altogether different kind of creature—and master the tricks of battling in tandem with their mount.

Cavalier Stance (1 point)

1st degree Spirited Steed bonus action (stance)

While you are riding your mount, its Armor Class increases by an amount equal to half your proficiency bonus.

Lancer Strike (1 point)

1st degree Spirited Steed action

You must be wielding a weapon with the reach property, mounted, and move 20 or more feet in order to use this maneuver.

Make a melee weapon attack against a creature within your weapon's reach. On a hit, you deal an extra 1d6 damage and the creature must succeed on a Strength saving throw or is knocked prone.

Mounted Charge (2 points)

1st degree Spirited Steed action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. You must be mounted to use this maneuver.

Move up to your mount's Speed in a straight line. If at the end of your movement there is a creature within your reach, the first attack you make against it as part of this maneuver has advantage.

You can't take the Dash action and use this maneuver on the same turn.

Riding Leap (1 point)

1st degree Spirited Steed bonus action

As long as you are mounted and move at least 30 feet in a straight line first, your mount can jump further and higher than usual. The height of the jump increases by a number of feet equal to your proficiency bonus and the distance of the jump increases by a number of feet equal to twice your proficiency bonus.

Your movement this turn does not provoke opportunity attacks.

Rearing Menace (3 points)

2nd degree Spirited Steed action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. You must be mounted to use this maneuver.

Choose a number of creatures equal to your proficiency bonus that are within 20 feet. Each creature makes a Wisdom saving throw. On a failure, a creature is frightened until the end of your next turn.

A creature of the same size as your mount or larger has advantage on the saving throw.

Spur Mount (1 point)

2nd degree Spirited Steed reaction

While you are riding your mount, when it makes an ability check or saving throw you can use your reaction to grant it advantage.

Trample (2 points)

2nd degree Spirited Steed bonus action

You must be mounted to use this maneuver.

Move up to half your Speed without provoking opportunity attacks. Creatures in your path that are at least one size

smaller than your mount make a Dexterity saving throw. On a failure, a creature takes 2d6 bludgeoning damage and is knocked prone.

Launched Strike (2 points)

3rd degree Spirited Steed action

You must be mounted to use this maneuver.

You leap 10 feet away from your mount and make a melee weapon attack against a creature within your reach before you land. On a hit, your attack becomes a critical hit.

Sacrifice Mount (2 points)

3rd degree Spirited Steed reaction

You must be mounted to use this maneuver.

When a creature targets you with an attack you can use your reaction to swing down the side of your mount, making it the target of the attack instead of you.

Saddled Blows (3 points)

3rd degree Spirited Steed action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. You must be mounted to use this maneuver.

Until the end of your next turn, when you use a melee weapon attack to hit a creature of a size smaller than your mount, it makes a Strength saving throw. On a failure, it suffers one of the following (your choice): confused until the start of your next turn, knocked prone, or slowed until the end of your next turn.

Prodigious Leap (3 points)

4th degree Spirited Steed reaction

When your mount makes an Athletics check to jump, you can use your reaction to grant it a fly speed equal to half its Speed until the end of your turn. Your mount can only fly in a straight line.

Spirited Whistle (2 points)

4th degree Spirited Steed action

When you have become separated from your mount but can see it, you can use an action to whistle. As long as your mount is able to hear you, it uses its reaction to move until it is adjacent to you.

Your mount suffers a level of fatigue if this movement is more than twice its Speed.

Steely Steed Stance (3 points)

4th degree Spirited Steed bonus action (stance)

When you make a melee attack against a creature, your mount gains advantage on attack rolls against that creature until the start of your next turn.

In addition, your mount has advantage on saving throws and it takes half as much damage as normal.

Reassuring Pat (3 points)

5th degree Spirited Steed reaction

When your mount is hit by an attack, you can use your reaction to pat it reassuringly. Your mount regains hit points equal to your level.

If your mount is charmed, poisoned, or restrained, it can use its reaction to end those conditions.

Wheeling Charge (3 points)

5th degree Spirited Steed action

Prerequisite: Extra Attack

Your mount takes the Dodge action. If it moves at least 10 feet in a straight line and there's a creature within your reach, make a melee attack against that creature.

If you can continue your movement for at least 10 more feet, you can turn around and attack the same creature again.

You must end your movement at least 10 feet away from the creature.

Tempered Iron Maneuvers

Confidence, Conviction, Zealotry

To achieve victory over any opponent a warrior must be confident and those who utilize the techniques of Tempered Iron are certain of their every step and swing, often zealous in their pursuit of a foe and motivated by a daunting drive to succeed no matter the cost.

Imposing Glare (1 point)

1st degree Tempered Iron bonus action

Choose one hostile creature you can see within 30 feet. If it can see you, it must succeed on a Charisma saving throw or be frightened of you until the end of your next turn.

After you have used this maneuver against a creature, until the end of combat it has advantage on saving throws to resist Imposing Glare.

Purge Magic (1 point)

1st degree Tempered Iron reaction

When a creature you can see within your reach casts a spell, you can use your reaction to make a melee weapon attack against it.

Striding Swings (1 point)

1st degree Tempered Iron action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Move up to 15 feet. This movement can be through the space of hostile creatures that are up to one size category larger than you, and the spaces of other creatures do not count as difficult terrain.

Zealous Stance (1 point)

1st degree Tempered Iron bonus action (stance)

When you make your first attack on your turn, you can decide to gain an expertise die on melee weapon attack rolls until the start of your next turn. When you do so, until the start of your next turn attack rolls against you gain an expertise die.

Faith Within (1 point)

2nd degree Tempered Iron reaction

When you fail a saving throw against a spell or other magical effect that makes you charmed, frightened, poisoned, or stunned, at the start of your turn you can use your reaction to repeat the saving throw.

Gaze Of Conviction (2 points)

2nd degree Tempered Iron bonus action

You stare down a creature you can see within 30 feet, and if it can see you it makes a Wisdom saving throw. On a failure, the creature is compelled to attack you. On its turn the creature moves towards you and makes as many attacks against you as it can.

The effects of this maneuver end when you attack a different creature or the creature is unable to attack you.

Stunning Assault (3 points)

2nd degree Tempered Iron action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit a creature with a melee weapon attack it must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Break Spell (2 points)

3rd degree Tempered Iron reaction

When a creature you can see within your reach casts a spell, you can use your reaction to make a melee weapon attack against it. On a hit, the creature must succeed on a Constitution saving throw (against your maneuver DC or as normal, whichever is higher) or the spell is interrupted (expending the spell slot) and has no effect.

Defy Magic (2 points)

3rd degree Tempered Iron reaction

When you see a creature within 30 feet make a spell attack against you, you can use your reaction to defy it. The creature must succeed on a spellcasting ability check against your maneuver DC or automatically misses with its spell attack.

If the spell is of 7th-level or higher, this combat maneuver has no effect.

Dispelling Assault (2 points)

3rd degree Tempered Iron action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the

start of your next turn, your weapon attacks score a critical hit on a roll of 19–20, and when you score a critical hit against a creature any spell of 3rd-level or lower on the creature ends.

If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Devoted Assault (3 points)

4th degree Tempered Iron bonus action

Choose one creature you can see within 30 feet. Until the start of your next turn, you cannot attack any other targets and you have advantage on weapon attacks made against that creature.

On a critical hit, you can spend exertion to use a Tempered Iron maneuver that you know against the creature so long as it can be activated with an action or bonus action.

Disrupting Charge (2 points)

4th degree Tempered Iron reaction

When a creature you can see casts a spell, you can use your reaction to move up to your Speed. If you end your movement adjacent to that creature, you can make a melee weapon attack against it. On a critical hit, the spell is interrupted (expending the spell slot) and has no effect.

Spell Shattering Strike (2 points)

4th degree Tempered Iron reaction

When a creature you can see within your reach casts a spell, you can use your reaction to make a melee weapon attack against it. On a hit, the creature must succeed on a Wisdom saving throw or the spell is interrupted (expending the spell slot) and it rolls 1d4 to determine how the

fraying magic affects it: 1—the creature's Speed is reduced to 0, 2—the creature becomes confused until the end of its next turn, 3—the creature has disadvantage on checks made to concentrate on spells until it succeeds on a concentration check, 4—the creature is stunned until the end of its next turn and rattled for the next minute.

Branding Steel (3 points)

5th degree Tempered Iron bonus action

Before the start of your next turn, when you hit a creature with a melee weapon attack you can choose to brand it. A branded creature has disadvantage on concentration checks and on attacks made against creatures other than you. In addition, a branded creature able to see you cannot move closer to you without making a Wisdom saving throw. The brand on a creature is removed when it regains 30 hit points or more from a healing spell or similar magic.

Burning Embers of Faith (3 points)

5th degree Tempered Iron reaction

When you are reduced to 0 hit points, you can use your reaction to heal a number of hit points equal to your proficiency bonus.

If you were reduced to 0 hit points by a spell, you instead heal a number of hit points equal to your level. In addition, for the next minute you gain advantage on attack rolls made against the creature that reduced you to 0 hit points, and your weapon attacks against it deal extra damage equal to your proficiency bonus.

Tooth and Claw Maneuvers

Animalistic, Movement, Natural

Wielders of Tooth and Claw are animalistic in their attacks, moving around in combat and pouncing upon an opponent's every weakness.

Bounding Strike (1 point)

1st degree Tooth and Claw action

Move 15 feet in a straight line and make an Acrobatics or Athletics check to jump as you do so. If a creature is within your reach when you land, you can make a melee weapon attack against it using the result of your check instead of an attack roll.

Raking Strikes (2 points)

1st degree Tooth and Claw action

Make a melee weapon attack. On a hit, you can make an additional attack against the same target. You have disadvantage on this additional attack.

Ride Enemy (2 points)

1st degree Tooth and Claw reaction

When a creature at least one size category larger than you attacks you with a natural weapon, you can use your reaction to use the Grab On basic maneuver, making your Strength or Dexterity saving throw with advantage.

Springing Stance (1 point)

1st degree Tooth and Claw bonus action (stance)

You increase the distance of your horizontal jumps by a number of feet equal to your proficiency bonus, and the distance of your vertical jumps by a number of feet equal to half your proficiency bonus. In addition, you gain

an expertise die on Acrobatics checks and checks made to jump.

Expert Tumble (2 points)

2nd degree Tooth and Claw bonus action

As long as you move your full Speed on your turn (and your Speed is greater than 0), your AC increases by an amount equal to your proficiency bonus until the start of your next turn.

Leaping Strike (1 point)

2nd degree Tooth and Claw action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Move up to 40 feet in a straight line. If you hit with a melee weapon attack at the end of your movement, the target makes a Strength saving throw, and on a failure it is either knocked prone or pushed back 10 feet (your choice).

Primal Intercept (2 points)

2nd degree Tooth and Claw reaction

When a creature makes a melee weapon attack or attempts to grapple you, you can use your reaction to make a melee weapon attack against it.

Gut Strike (3 points)

3rd degree Tooth and Claw reaction

When you hit a creature with a weapon attack, you can use your reaction to give the target one level of fatigue for 1 minute. On a critical hit, the target gains two levels of fatigue instead. A target cannot gain more than two levels of fatigue from this maneuver.

Rake (1 point)

3rd degree Tooth and Claw action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit a creature with two or more melee weapon attacks, each hit after the first deals 1d8 extra damage.

Wild Capering (1 point)

3rd degree Tooth and Claw bonus action

Move 30 feet. Until the start of your next turn, you gain a climb speed equal to your Speed and your minimum jump distance increases to 10 feet vertically and 15 feet horizontally.

Blind Instinct (3 points)

4th degree Tooth and Claw bonus action

You gain blindsight out to a range of 30 feet. If a creature leaves the range of your blindsight, you can use your reaction to mark it as prey and move up to your Speed. The next melee weapon attack you make against that creature before the end of your next turn deals an additional weapon damage die.

Bloody Roar (3 points)

4th degree Tooth and Claw action

Make a melee weapon attack against a creature. On a hit, you release a mighty roar that shakes the very earth and firmament in a 30-foot cube centered on you. Each hostile creature in the area makes a Wisdom saving throw. On a failure, a creature takes psychic damage equal to twice your proficiency bonus and it becomes frightened until the end of its next turn, or on a success it takes half damage and does not become frightened.

Mercurial Striking Stance (1 point)

4th degree Tooth and Claw bonus action (stance)

The minimum result on a damage die rolled with a natural weapon, unarmed strike, or weapon with the dual-wielding property is a 3.

Furious Barrage (3 points)

5th degree Tooth and Claw action

Prerequisite: Extra Attack

Make a melee weapon attack against a creature. On a hit, make another melee weapon attack. You can keep attacking until you miss. You cannot make more attacks than your proficiency bonus in this manner.

Attack rolls against you have advantage until the beginning of your next turn.

Wounded Animal Gambit (3 points)

5th degree Tooth and Claw reaction

When you lose hit points, you can use your reaction to fall prone and pretend to be dead. All hostile creatures able to see you consider you to be dead or dying.

If a creature moves within your reach before the beginning of your next turn, you can immediately stand up and spend exertion to use a Tooth and Claw maneuver you know against it. No action is required to activate the maneuver and any melee attacks made as part of the maneuver have advantage.

After you have used Wounded Animal Gambit against a creature, if you activate it again before the end of combat it receives a Wisdom saving throw. On a success, it realizes you are playing dead.

Unending Wheel Maneuvers

Mastery, Patience, Training

Achieving exceptional skill over specific weaponry can be an efficient means to victory. By patiently focusing your martial studies you unlock secrets that general practitioners of combat never glean, and with dedicated training you master their use.

Dangerous Signature (1 point)

1st degree Unending Wheel reaction

Choose a simple symbol (such as a letter) to be your signature. When you have advantage on a melee weapon attack roll, on a hit you can leave your signature on the creature or object you attacked. Your signature remains on a creature until it is fully healed and has taken a long rest.

While a creature bears your signature, you can use a bonus action to try to intimidate it. The creature makes a Wisdom saving throw against your maneuver DC or becomes frightened of you until the start of your next turn.

Throwing Stance (1 point)

1st degree Unending Wheel bonus action (stance)

Choose a weapon when you learn this combat maneuver. While you are wielding the chosen weapon it has the rebounding property and thrown property (range 30/60 feet).

Victory Pose (1 point)

1st degree Unending Wheel reaction

Choose a weapon when you learn this combat maneuver. When you score a critical hit with this weapon, you can use your reaction to pose dramatically as you finish the strike.

As you dramatically pose, choose a number of allies equal to your proficiency

bonus that you can see within 30 feet.

The chosen allies have advantage on the next death saving throw each makes before the end of combat.

Wounding Strike (2 points)

1st degree Unending Wheel bonus action

Choose a weapon when you learn this combat maneuver. If you hit with your next attack roll using the chosen weapon against a living creature, you deliver a wound that deals 1d4 ongoing damage.

At the start of each of the wounded creature's turns, it makes a Constitution saving throw, ending the effect on itself on a success.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Medicine check against your maneuver DC, ending the ongoing damage on a success.

Healing magically or from a trait (such as Regeneration) also ends the effect.

Deflect Strike (1 point)

2nd degree Unending Wheel reaction

When a creature hits you with a weapon attack, you can use your reaction to reduce the attack's damage by a number of d6 equal to your proficiency bonus.

If this maneuver reduces the damage to 0, the attack becomes a miss.

Instant Strike (3 points)

2nd degree Unending Wheel bonus action

Choose a creature within your reach. You draw a melee weapon and use it to make an attack against that creature. You cannot use this combat maneuver against the same creature more than once per combat.

Preternatural Strikes (1 point)

2nd degree Unending Wheel action

Choose a weapon when you learn this combat maneuver. When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your weapon attacks using that weapon ignore resistance to nonmagical weapon damage.

Disarming Assault (1 point)

3rd degree Unending Wheel action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your strikes can deprive foes of their armaments. In addition to dealing damage, when you hit a creature with a melee weapon attack it makes a Strength saving throw. On a failure, an item of your choice that the creature is holding (including a shield) flies from its grip to land in a randomly determined space 10 feet away.

Expert Sidestep (2 points)

3rd degree Unending Wheel reaction

When a creature makes a weapon attack against you, you can use your reaction to gain a bonus to AC equal to your proficiency bonus, possibly turning a hit into a miss.

Unsettling Injury (3 points)

3rd degree Unending Wheel action

Choose a weapon when you learn this combat maneuver. Make a melee weapon attack using the chosen weapon, and on a hit the target makes a Constitution saving throw. On a failure the target loses

concentration on any spell it has cast, any combat stance it is using ends, and it cannot use combat maneuvers or cast spells until the end of your next turn.

Any Weapon Stance (1 point)

4th degree Unending Wheel bonus action (stance)

You gain proficiency with all weapons (including rare weapons).

Mistaken Opportunity (2 points)

4th degree Unending Wheel reaction

When you miss with a melee weapon attack against a creature, you can use your reaction to take your momentum and target a different creature within your reach with a melee attack using the same weapon.

This attack is made with advantage and deals extra damage equal to your proficiency bonus. If both attack rolls would hit the creature, it is stunned until the end of its next turn.

Wind Strike (3 points)

4th degree Unending Wheel action

Choose a weapon when you learn this combat maneuver. You can use the chosen weapon to strike a distant target with air pressure, giving your attack a normal range of 20 feet and long range of 60 feet. This functions as if your weapon had the thrown property except you don't actually throw it.

You have advantage on attack rolls made using this maneuver. If both attack rolls hit, you deal an additional weapon damage die.

After using this maneuver to hit a creature, it can use an action to make a Perception check against your maneuver DC. On a success, for the next minute

any uses of Wind Strike do not grant advantage on attack rolls made against the creature.

Heart of the Sword (3 points)

5th degree Unending Wheel bonus action

Choose a weapon when you learn this combat maneuver. For the next minute, attacks made with the chosen weapon score a critical hit on a roll of 19–20 and ignore any damage resistances a target might have. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Perfect Assault (3 points)

5th degree Unending Wheel action

Prerequisite: Extra Attack

When you activate this maneuver, you take the Attack action and make two weapon attacks, as well as double the number of additional attacks granted by Extra Attack. You can replace any number of these attacks with combat maneuvers that do not grant more than one attack. At the end of your turn your exertion pool is reduced to 0 and you suffer a level of fatigue.