

# Armed Combat



# Levels and Features

Level	Proficiency Bonus	Features	Superiority Dice
1	+2	Great Weapon Master & Second Wind	
2	+2	Action Surge	
3	+2	Remarkable Athlete & Combat Superiority (3)	4d8
4	+2	Ability Score Improvement	4d8
5	+3	Extra Attack (1)	4d8
6	+3	Combat Superiority (4)	4d8
7	+3	Improved Critical	5d8
8	+3	Ability Score Improvement	5d8
9	+4	Indomitable (1)	5d8
10	+4	Combat Superiority (5)	5d10
11	+4	Extra Attack (2)	5d10
12	+4	Ability Score Improvement	5d10
13	+5	Indomitable (2)	5d10
14	+5	Combat Superiority (6)	5d10
15	+5	Superior Critical	6d10
16	+5	Ability Score Improvement	6d10
17	+6	Action Surge (2) & Indomitable (3)	6d10
18	+6	Survivor	6d12
19	+6	Ability Score Improvement	6d12
20	+6	Extra Attack (3)	6d12

## Great Weapon Master

You can reroll a 1 or 2 on damage dice if it is a two-handed weapon.

## Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to  $1d10 + \text{your fighter level}$ .

Once you use this feature, you must finish a short or Long Rest before you can use it again.

## Action Surge

You can push yourself beyond your normal limits for a moment. On Your Turn, you can take one additional action on top of your regular action and a possible Bonus Action.

Once you use this feature, you must finish a short or Long Rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## Remarkable Athlete

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Your battle prowess allows you to take advantage of battle tactics which few possess. You possess a number of superiority dice listed in the table above, and they fully restore after a short or long rest. You learn a number of "Maneuvers" from the list below equal to the corresponding number next to this feature at your level. You can only use 1 maneuver per attack and must claim the maneuver you make and spend 1 superiority die before you roll to attack. (hit or miss, the die is spent). Some maneuvers require the target to make a saving throw. Your Maneuver Save DC is equal to 8 + proficiency bonus + strength modifier.

#### Maneuvers:

**Commander's Strike:** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

**Disarming Attack:** When you hit a creature with a 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.

**Distracting Strike:** When you hit a creature with a weapon attack, you can expend one 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.

**Evasive Footwork:** When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

**Feinting Attack:** You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

**Goadng Attack:** You can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Lunging Attack:** You can expend one superiority die to increase your reach for that attack by 5 feet if you succeed on a DC 12 acrobatics check, and add the superiority die to the attack's damage roll.

**Maneuvering Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

**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.

**Parry:** When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your dexterity modifier.

**Precision Attack:** You focus your aim so that you can expend one superiority die to add it to the roll.

**Pushing 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 less than or equal to your size, it must make a strength saving throw. On a failed save, you push the target up to 10 feet away from you.

**Rally:** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can hear you. That creature gains temporary hit points equal to the superiority die roll + your charisma modifier.

**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.

**Sweeping Attack:** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

**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.

## **Extra Attack**

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

## **Indomitable**

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

## **Improved Critical & Superior**

**Improved Critical:** You can critically hit on a 19.

**Superior Critical:** You can critically hit on an 18.

## **Survivor**

At 18th level, at the start of each of your turns, you regain hit points equal to  $5 + \text{your constitution modifier}$  if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.