

Additional Fighting Style Options

The following options are available to Fighters when selecting a Fighting Style. At a DM's discretion, these options can be taken by other characters that have a feature granting them a Fighting Style.

Note: In 2024, these options are considered Fighting Style feats and can be selected as a feat by anyone with the Fighting Style feature.

Flex Weapon Fighting

While using a flail, whip, heavy chain, nunchucks, bola, rope dart, or kusarigama, you gain a +2 to any attack rolls made with it.

While holding one of these weapons, you may also use it to grapple a target without needing a free hand; while grappling a target with your weapon, you cannot make attacks with it. You can add your bonus from this fighting style to any DCs set or ability checks made for grappling a target with your weapon.

Improvised Weapon Fighting

You gain proficiency in improvised weapons. When you make an attack with an improvised weapon, you can use a d8 for the damage die of improvised weapons you are holding in one hand and a d12 for improvised weapons held with two hands. When you hit with an improvised weapon, you gain a +2 bonus to the damage roll.

Reactionary Fighting

When you take the Ready action, the next attack roll, ability check, or saving throw that you make as part of the readied action can be made with advantage. Additionally, if you ready the Attack action, you can benefit from Extra Attack and features like it.