

Combat Maneuvers Compendium

**HOMEBREW**

Handbook (PHB), Tasha's Cauldron of Everything (TCoE), and Homebrew (HB) Maneuvers included!

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A document for Combat Maneuvers. Player'

Official Maneuvers

The maneuvers are presented in alphabetical order.

**Ambush (TCoE)** 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

**Bait and Switch (TCoE)** 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, you or the other creature (your choice) gains a bonus to AC equal to the number rolled

**Brace (TCoE)** When a creature you can see moves into the reach you have with the melee weapon you're wielding you can use your reaction to expend one superiority die and make one attack against the creature using that weapon. If the attack hits, add the superiority die to the weapon's damage roll

**Commanding Presence (TCoE)** 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.

**Commander's Strike (PHB)** 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 (PHB)** 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 (PHB)** 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.

**Evasive Footwork (PHB)** 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 (PHB)** 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 before the end of your turn. If that attack hits, add the superiority die to the attack's damage roll

**Goading Attack (PHB)** When you hit a creature with a weapon 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 (PHB)** 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

**Maneuvering Attack (PHB)** 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 (PHB)** 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 (PHB)** 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 (PHB)** 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

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

**Rally (PHB)** 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 see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

**Grappling Strike (TCoE)** 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.

**Riposte (PHB)** 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

**Quick Toss (TCoE)** 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

**Tactical Assessment (TCoE)** 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.

**THp Attack (PHB}** 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.

**Sweeping Attack (PHB}** 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.

Homebrew Maneuvers

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**Blinding Attack (HB)** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to temporarily blind or daze the target. You add the superiority die to the attack's damage roll, and the creature must make a Constitution saving throw. On a failed save, the creature is blinded until the end of your turn.

**Commander’s Eye (HB}** On your turn, you can use a bonus action and expend one superiority die to make a Wisdom (Perception) check to spot a hidden creature or object. You add your superiority die to the total roll

**Darting Dervish (HB}** As a bonus action on your turn, you can expend one superiority die to enter a limber flowing stance. Until the end of your next turn or until you're incapacitated, your movement speed is increased by 10 feet and attack of opportunities are made against you at disadvantage.

**Disabling Attack (HB}** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to numb or slow their actions. You add the superiority die to the attack's damage roll and the creature must make a Constitution saving throw. On a failed save, the target is unable to use its reaction until the end of your next turn.

**Execution Attack (HB}** When you hit a hostile creature with a weapon attack, you can expend one superiority die to attempt to slay the target and bolster your courage and resolve. You add the superiority die to the attack’s damage roll If the target is reduced to 0 hit points from this attack, you also gain temporary hit points equal to the number rolled on the superiority die + your fighter level

**Focus Attack (HB}** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to shatter their concentration. You add the superiority die to the attack's damage roll and if the creature makes a Constitution save to maintain concentration on a spell subtract the number rolled on the superiority die from the creature's roll

**Focused Striker (HB}** As a bonus action on your turn, you can expend one superiority die to enter a focused battle stance. Until the start of your next turn or until you're incapacitated, you ignore disadvantage on all weapon attack rolls.

**Hobbling Attack (HB}** When you hit a creature with a weapon attack, you can expend one superiority die to hobble the foe. You add the superiority die to the attack's damage roll and the creature must make a Strength saving throw. On a failed save the creature's movement speed is reduced to 0 until the end of your next turn.

**Tumbling Strike (HB}** As a bonus action, you can expend one superiority die to tumble through a foe's space. Choose one hostile creature within 5 feet of you, until the end of your turn you can move through the hostile creature's space and you can make a single melee weapon attack as a part of the same bonus action. If that attack hits, add the superiority die to the attack's damage roll

**Invigorating Cry. (HB)** As a reaction you can expend one superiority die when an ally who can see or hear you fails a saving throw that would charm or frighten them. The ally adds the superiority dice to their roll potentially causing the saving throw to succeed

**Muting Attack (HB}** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to silence the target. You add the superiority die to the attack's damage roll and the creature must make a Constitution saving throw. On a failed save, the target is unable to speak until the end of your next turn.

**Shifting Attack (HB}** When you succeed on a grapple or shove attack, you can expend one superiority die to quickly strike the target. The grappled or shoved creature takes bludgeoning damage equal to the superiority die roll + your Strength modifier.

**Stunning Attack (HB}** When you hit a creature with a weapon attack, you can expend one superiority die to devastate the foe stunning them. You add the superiority die to the attack's damage roll and if this attack is a critical hit the creature must make a Constitution saving throw. On a failed save, the creature is stunned until the start of your next turn.

**Unmovable Mountain (HB}** As a reaction, when a roll succeeds against you or you fail a roll that results in you being knocked prone, pushed, or grappled you may roll a superiority die and either add or subtract it from the relevant roll, potentially preventing it.

**Unflinching Wall (HB}** As a bonus action on your turn, you can expend and roll one superiority die to enter a hardened defensive stance. Until the start of your next turn or until you're incapacitated, you reduce all damage by an amount equal to half the superiority die's result (minimum 1}

**Wounding Attack (HB}** When you hit a creature with a weapon attack, you can expend one superiority die to make a damaging wound on the target. At the start of the targets turn they lose Hit Points equal to your superiority die roll for each time you've wounded it with this feature, and it can then make a Constitution saving throw, ending the effect of all such wounds on itself on a success. The target or a creature within 5 feet of it can use an action to make a Wisdom (Medicine) check against your maneuver save DC to end the effect of all such wounds on it on a success. The wounds are also cured if the target receives magical healing or a healers kit is used on them.

Optional Items

Scroll of Battle (HB)

*Wondrous Item, Uncommon (Requires use by a creature with at least one superiority die)*

This scroll contains detailed images and descriptions of a single combat maneuver among those available from the Battle Master archetype in the fighter class. If you spend 12 hours over a period of 6 days or fewer studying the scroll's contents and practicing its motions, you learn the maneuver in the scroll

Tome of Battle (HB)

*Wondrous Item, Very Rare (Requires use by a creature with at least one superiority die)*

This ancient book holds secrets to the art of war and battle. It details three combat Maneuvers among those available from the Battle Master archetype in the fighter class. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its motions and guidelines, you learn the three maneuvers in the tome and gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source} A creature can only benefit from the same Tome of Battle once.

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Art

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