Martial Feats Fixes

Адаптация правил из Арканиса для Марванга и правил общей кампании

Дизайн правил

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# 1. Изменение базовых правил

## Fighting with two weapons

1. Чтобы сделать атаку офф-хендом, достаточно чтобы только офф-хендовое оружие было легким.

2. При наличи экстра атаки – первая атака офф хендом делается как часть действия Атаки. При наличии двух экстра атак (файтер 11) – можно сделать вторую атаку офф-хендом бонусным действием. При наличии трех атак – можно сделать вторую атаку как часть действия атаки и третью бонусным действием[[1]](#footnote-1).

3. Можно стрелять из двух легких дистанционных оружий[[2]](#footnote-2).

# 2. Переделка Fighting Styles

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can’t take a Fighting Style option more than once, even if you later get to choose again.

## Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

## Canny Defense[[3]](#footnote-3)

While not wearing armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use shields and still gain this benefit.

## Defense

While you are wearing armor, you gain a +1 bonus to AC.

## Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

## Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

## Knife Fighter

Any time you successfully hit with a dagger or knife you deal +2 damage. Additionally, if you have a hand free you may draw up to two daggers as part of any attack.

## Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

## Pugilist

Your unarmed strike now deals 1d4 + your Strength modifier in bludgeoning damage. As long as you have a free hand, any time you take the Attack action, you can make an unarmed strike as a bonus action.

## Two-Weapon Fighting[[4]](#footnote-4)

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you can draw or stow two one-handed weapons when you would normally be able to draw or stow one.

# 3. Замена базовых martial feats на combat school

## Базовые фиты к замене:

**~~Great weapon master~~**

~~You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:~~

~~On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.~~

~~Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.~~

**~~Charger~~**

~~When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.~~

~~If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit)~~ or push the target up to 10 feet away from you (if you chose to shove and you succeed).

**~~Dual Wielder~~**

~~You master fighting with two weapons, gaining the following benefits:~~

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

~~You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.~~

~~You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.~~

**~~Sentinel~~**

~~You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:~~

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

~~Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.~~

~~When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.~~

**~~Shield Master~~**

~~You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:~~

~~If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.~~

~~If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.~~

~~If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.~~

**~~Martial Adept~~**

~~You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:~~

~~You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).~~

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

**~~Savage Attacker~~**

~~Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.~~

## Combat School Training & Personal Combat Style Feats

### Combat School Training

### Personal Combat Style

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| --- | --- |
| Combat School Training  Benefits:  1. Specialist  Physical training, 2 resolve die, 1 maneuver, 2 techniques  2. Master  Increasing of resolve die (d6->d8), 1 dice, 1 maneuver, 2 techniques | Personal Style Training  Benefits:  1. Specialist  2 resolve die, 1 maneuver, 2 techniques  2. Master  Increasing of resolve die (d6->d8), 1 dice, 1 maneuver, 1 technique |

Личный стиль – версатильнее, но теряет 1 технику, физическую тренировку.

Кубы от этих фит должны ли стакаться с Баттлмастером? Скорее всего да.

## Arcanis Combat Schools

### - Two Light Blades

Prerequisites: Gladiator or Veteran background, or Dexterity 13 or higher

Maneuver and Technique DC: 8 + your Dexterity modifier + your proficiency bonus

Physical Training: When you first join this combat school, your Dexterity score increases by 1, to a maximum of 20.

Weapons: Twin Sword Style style utilizes twin daggers, gladii, short swords, scimitars or any combination of two light, finesse or versatile weapons.

### - Spear & Shield

Prerequisites: Proficiency with shields, Strength or Dexterity 13 or higher

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Flower of Battle style utilizes a combination of shield and spear, taking advantage of the spear’s flexibility and the shield’s utility.

### Iron Hand - Heavy armor & heavy melee weapon

Prerequisites: Heavy armor proficiency, Strength 13 or higher

Maneuver and Technique DC: 8 + your Strength modifier + your proficiency bonus

Physical Training: When you first join this combat school your Strength score increases by 1, to a maximum of 20.

Weapons: The Iron Hand style relies on heavy armor with gauntlets and heavy or two-handed melee weapons.

### Primary Shield - Shield & Blade

Prerequisites: Proficiency with shields, Strength 13 or higher

Maneuver or Technique DC: 8 + your Strength modifier + your proficiency bonus

Physical Training: When you first join this combat school your Strength score increases by 1, to a maximum of 20.

Weapons: The Militares Gradus utilizes the traditional combination of the gladius, longsword, or a shortsword paired with a shield.

### Single Blade

Prerequisites: Strength or Dexterity 13 or higher

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Single Blade style uses a weapon in one hand, usually a shortsword, while the other hand is left free.

### Dual Blades

Prerequisites: Strength or Dexterity 13 or higher

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead. Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Two Blades style uses two edged weapons of equal length, usually combining twin longswords or small swords.

### Primary Shield - Short sword & Shield

Prerequisites: Proficiency with the gladius, Strength 13 or higher

Maneuver and Technique DC: 8 + your Strength modifier + your proficiency bonus.

Physical Training: When you first join this combat school your Strength score increases by 1, to a maximum of 20.

Weapons: Primary Shield utilizes the shield and gladius, exploiting the shield’s superior cover and the gladius’ speed.

### Dance of Swords – Any sword

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Tal Lamenth specializes in the use of the short sword, long sword, and great sword.

### Master of Bow – Arrow storm

Requirements: Proficiency with either longbow or shortbow, Dexterity of 13 or higher.

Weapons: Longbow and shortbow

Physical Training: When you first learn this combat style, increase your Dexterity score by 1, to a maximum of 20.

Maneuver and Technique DC = 8 + your Dexterity modifier + your proficiency bonus.

### Trident & Net

Requirements: Strength (Athletics) and proficiency with trident and net.

Weapons: Net and trident

Physical Training: When you learn this combat style, increase your Strength or Dexterity score by 1, to a maximum of 20.

Maneuver and Technique DC = 8 + your Dexterity or Dexterity modifier + your proficiency bonus.

### Galloping Ram - Mounted Archer

Requirements: Proficiency with shortbow, Dexterity of 13 or higher.

Weapons: Shortbow

Physical Training: When you first learn this combat style, increase your Dexterity score by 1, to a maximum of 20.

Maneuver and Technique DC = 8 + your Dexterity modifier + your proficiency bonus.

### Laughing Viper - Feinting sword & shield

Originally developed by the Order of the Laughing Vipers, holy champions of Larissa, this fighting style relies on drawing the opponent off-guard and taking advantage of their mistakes. The practitioner puts on a show, taunting through quips or movements, goading the opponent to strike.

Requirements: Member of the Order of the Laughing Viper or cleric of Larissa, proficient in gladius, side sword and shields.

Weapons: Gladius, short sword, shield and side sword.

Physical Training: When you first learn this combat style, increase your Dexterity score by 1, to a maximum of 20.

Maneuver and Technique DC = 8 + your Dexterity modifier + your proficiency bonus.

### Road maces - Deft bludgeoning weapons

Requirements: Proficiency with quarterstaff, mace, and Dexterity (Acrobatics).

Weapons: Quarterstaff or twin “iron rods” (maces).

Physical Training: When you first learn this combat style, increase your Strength or Dexterity score by 1, to a maximum of 20.

Maneuver and Technique DC = 8 + your Dexterity or Dexterity modifier + your proficiency bonus.

## Неиспользованные маневры из PHB

## Maneuvers

### Базовый подход к изменению маневров

Маневры Арканиса переводим в маневры battlemaster-а из PHB. То же самое делаем с тактическими маневрами Тактика (Tactician из Arcanis Campaign Setting). При этом Тактика вводим как дополнительный архетип.

Resolve dice заменяем на superiority dice.

Уточняем формулировки во избежание разночтений. Сразу прописать RAI толкование.

Указываем тип маневра для каждого из маневров – ranged, reaction

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| Blinding Strike  When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Constitution saving throw or be blinded until the end of their next turn. |  |

Blinding Strike похожа на Menacing Attack но более мощная (blinded -> frightened),поэтому для баланса стоит добавить время активации – бонусное действие.

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| Crippling Strike  When you successfully hit a creature with a weapon attack you may spend 1 resolve die. Roll it and add the result to your weapon damage. Your target must also make a Dexterity saving throw. On a failed save, one of the creature’s speed is reduced by half or by 20 ft if half of speed is more then 20, until they complete a short rest. |  |

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| Disarm Foe  When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Dexterity saving throw or drop their weapon. If your target is wielding one or more weapons, you choose which one they drop. | 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.  Source: PHB, page 74 |

Использовать формулировку из ПХБ.

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| Grasp the Blade (reaction)  Any time you are the target of a melee weapon attack, as a reaction you may spend 1 resolve die to grasp your foe’s weapon. Roll the resolve die you spent and add the result to a grapple check you make to seize your target and to your Armor Class against the triggering attack. If you sucessfuly grapple your target and their attack misses, they cannot make attacks with the weapon they used for the triggering attack. On their turn, your target can drop the weapon they used for the triggering attack, ending the grapple. You must have a free hand to use this maneuver and it is ineffective against unarmed strikes or natural attacks. |  |

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| Precision Strike  When you miss with a weapon attack, you may spend 1 resolve die. Roll it and add the result to your attack roll. If your new attack roll would have hit your target, roll damage as normal. | Precision Attack  When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.  Source: PHB, page 74 |

Использовать формулировку из ПХБ.

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| Pressing attack  When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Strength or Dexterity saving throw or be moved back 10 feet. If you choose you may move with your target. | 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.  Source: PHB, page 74 |

Использовать формулировку из ПХБ.

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| Redirect Attack (reaction)  When you are missed with a melee attack, as a reaction you may spend 1 resolve die to redirect that attack to another creature adjacent to you. Roll the resolve die you spent and add your result to the creature’s original attack roll and damage rolls against your chosen target. |  |

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| Riposte (reaction)  When you are missed with a melee attack, as a reaction you can spend 1 resolve die to make an opportunity attack against the triggering creature. Roll the resolve die you spent and add its result to both your attack and damage roll. | 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.  Source: PHB, page 74 |

Используем вариант из ПХБ.

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| Unbalancing Attack  When you successfully hit a creature with a weapon attac, you can spend 1 resolve die to force your target to make a Wisdom saving throw. If they fail, a friendly creature adjacent to your target can make opportunity attack against them. Your ally rolls the resolve die you spent and adds it to the attack roll and damage roll of the opportunity attack. |  |

Чем-то похоже на Commander’s Strike, но слабее так как требует провала спас-броска, и сильнее за счет прибавки броска к атаке и урону.

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| Double Arrow (ranged)  As a bonus action you may spend 1 resolve die to notch two arrows for a single ranged weapon attack. You roll a single attack roll against one target or two different targets which must be within 10 feet of each other. |  |

Замена бонус экшена на возможность кинуть еще одну атаку против одной или двух целей, при этом дайс тратится за саму такую попытку.

Стоит добавить этот дайс один раз к урону.

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| Snap Shot (ranged)  When you successfully hit a creature with a ranged weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must make a successful Dexterity saving throw or drop an object they are holding, which falls at their feet. If your target is holding one or more items, you choose which one they drop. You cannot disarm shields, worn weapons, or anything that is strapped onto the person. |  |

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| Entangling Defense (reaction)  Anytime you are the target of a melee weapon attack, as a reaction you may spend 1 resolve die to entangle your opponent in your net. This reaction is resolved prior to the triggering attack. The attacker must make a Dexterity saving throw or become restrained. |  |

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| Galloping Shot (ranged, mounted)  While on horseback, when you successfully hit an opponent with a ranged weapon attack after riding your mount 20 feet or more, you may spend a resolve die, adding the result to your attack’s damage. Additionally, add that same result to your mount’s armor class until the beginning of your next turn. |  |

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| Stunning Blow (bludgeoning weapon)  When you successfully hit a creature with a melee weapon attack, you may spend 1 resolve die. Roll the resolve die you spent and add the result to the damage dealt. Your target must make a successful Constitution saving throw or be stunned until the end of their next turn. |  |

Слабее станнинг страйка монаха и требует ресурса. Норм.

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| Cunning Feint  When you successfully hit a creature with a melee weapon attack, you can spend 1 resolve die to force your target to make a Wisdom saving throw. If they fail their saving throw you gain advantage on all subsequent melee attacks against that creature until the end of your turn. | 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 this turn against that creature. If that attack hits, add the superiority die to the attack's damage roll.  The advantage is lost if not used on the turn you gain it.  Source: PHB, page 74 |

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| Slashing Trip  When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Dexterity saving throw or fall prone. | 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.  Source: PHB, page 74 |

Использовать формулировку из ПХБ.

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|  | Goading Attack  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. |

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|  | 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. |

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|  | **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. |

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|  | Lunging Attack  When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll. |

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|  | **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. |

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|  | **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. |

## Техники

Для каждой техники уточняем формулировку и указываем тип – stance, reaction. Если есть пересечение с маневрами Battle master-а – меняем название.

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| Balanced Hands (two weapon fighting)  When you take the Attack action and attack with a melee weapon that you’re holding in one hand, you can use a bonus action to attack with another melee weapon that you’re holding in the other hand. You don’t add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it. | Dual Wielder feat  You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. |

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| Blade Step  When you make an opportunity attack you may move up to 10 feet as part of that attack. This movement does not provoke an opportunity attack from the creature that triggered the opportunity attack. |  |

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| Blood for Steel (stance)  When you take the Attack action, you can choose to lower your AC by 2 to gain a +1 bonus to all your attack and damage rolls until the end of your turn. |  |

Не слабовато ли менять 2 АЦ на +1 ту хит / +1 ту демедж?

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| Charge  When you take the Dash action you may make a single melee attack as a bonus action at the end of your move. If you hit, you deal double your proficiency bonus in additional damage. This damage is of the same type as your weapon. | Charger  PHB  When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.  If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).  Source: PHB, page 165 |

Мне нравится в варианте Арканиса привязка к профишенси дайсу.

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| Defensive Stance (stance)  If you are not wielding a shield, as a bonus action you can increase your AC by 2 until the end of your next turn. |  |

При неиспользовании щита, вроде бы достаточно балансно и в таком виде.

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| Deadly strike (stance)  When you take the Attack action, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus. This damage is of the same type as your weapon. | Great Weapon Master  Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. |

В отличие от ГВМ нет ограничения на heavy weapon, поэтому для одноручного оружия должно быть размещено в фите уровня Master.

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| Distracting strike  When you successfully strike an opponent with an opportunity attack they may not take reactions until the beginning of their next turn. | 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.  Source: PHB, page 74 |

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| Fancy Footwork  Any time you score a critical hit or reduce a creature to 0 hit points, as a reaction you can take the Dash or Disengage action. |  |

Fancy footwork похожа на Flowing Sand – использует триггер из ГВМ, но позволяет использовать Dash or Disengage.

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| Flowing Sand  Any time you score a critical hit or reduce a creature to 0 hit points with a melee attack, as a reaction you can move up to 10 feet and make a single melee attack. | Great Weapon Master  On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. |

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| Force the Opening  When you score a critical hit with a melee attack against a creature, you gain advantage to all subsequent melee attacks against that creature until the end of your turn. |  |

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| Polearm expertise (spear, polearm)  When you wield a spear or other polearm, it gains the reach property. In addition, when a creature enters your reach you can make an opportunity attack against that creature. (Keep in mind, the reach quality increases your reach all the time, not just when you are making an attack.) | Polearm Master |

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| Reactive Strike  When a creature within 5 feet of you makes an attack against one of your allies, they provoke an opportunity attack from you. | Sentinel  When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature. |

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| Shield Bash (shield)  When you take the Attack action while wielding a shield, you can attempt to shove a creature as a bonus action. | Shield Master  If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield. |

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| Shield Defense (shield)  You can apply your shield’s bonus to your AC to your Dexterity saving throws. Additionally, when you succeed on a Dexterity saving throw against an effect which would deal half damage with a successful save, as a reaction you can reduce the damage to 0. | Shield Master  If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.  If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect. |

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| Threatening Stance  Creatures within your reach provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. | Sentinel Phb  Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. |

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| Unfetterd Defense  If you are wearing light or no armor, and not wielding a shield, you gain a +1 bonus to your AC. |  |

Похоже на элемент Dual Wielder.

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| Flexible as a Reed (staffs, maces, unique)  In your hands staves, and maces gain the finesse quality. | n/a |

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| Mother’s Reach (staff)  While wielding a staff, your reach increases by 5 feet, and creatures within your reach provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. While wielding twin maces, if a creature moves into an area within 10’ of you, you may use your reaction to move 10’ and perform a single melee attack against that creature. | n/a |

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| Snap Shot (ranged)  If you start the combat with an arrow nocked and are not surprised you may take an opportunity attack with your bow against one target within 30 feet. You may not apply sneak attack dice, smites, or maneuvers to this attack. | n/a |

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| Quick Reactions (ranged)  You may take opportunity attacks with your bow as if you had a reach of 10 feet. | n/a |

Хромает формулировка.

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| Close Quarters Archery (ranged)  Attacking with a longbow or shortbow in melee does not impose disadvantage on your ranged weapon attack rolls. | n/a |

Использовать формулировку из кроссбоу эксперт.

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| Netting (net)  You do not suffer disadvantage for throwing a net while in melee combat. Additionally, if you miss with your attack you may reset the net as a bonus action, allowing you to attack with it a second time during the same attack action. | n/a |

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| Shielding Net (net)  While wielding a net in your off hand, you increase your AC by +2. | n/a |

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| Shifting Saddle (mounted)  When your mount is successfully attacked or forced to make a saving throw, you may spend a reaction to replace your mount’s AC against that attack or replace your mount’s saving throw with your passive Wisdom (Animal Handling). | n/a |

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| Fancy Riding (mounted)  You gain proficiency in Animal Handling. If you are already proficient with that skill, you gain advantage on all Wisdom (Animal Handling) checks involving riding or maintaining control of your mount. |  |

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| Nimble Horsemanship (mounted)  Mounting your horse only costs you 5 feet of your movement, you gain advantage on all Dexterity saving throws to remain in the saddle, and may dismount as a free action any time your mount is knocked prone. |  |

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| Biting Taunts  You gain proficiency in Intimidation. If you are already proficient, you gain double your proficiency bonus when making Charisma (Intimidation) checks. If you possess the Challenge feat, anyone who fails their Wisdom saving throw against your challenge also suffers disadvantage on their next attack roll against you. |  |

Надо посмотреть фиту Челлендж.

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| Defensive Duelist  While using a one-handed weapon while leaving your off hand completely free (including not holding a shield), any time you are the target of a melee attack you may use your reaction to gain a +2 bonus to your AC until the beginning of your next turn. | Defensive Duelist (feat, PHB) |

Ослабленная версия Defensive Duelist, пригодная для использования в качестве техники.

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|  | **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. |

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|  | Savage Attacker - Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total. |

Как для техники – неплохо.

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|  | Polearm Master - When you take the Attack action and attack with only a glaive, halberd, quarterstaff, or spear, you can use a bonus action to make a melee attack with the opposite end of the weapon; this attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage. |

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|  | Fast Shield  Снимать / одевать щит бонус экшеном |

## Тактические маневры Тактика[[5]](#footnote-5)

Приведение их в норму – задача второочередная.

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| Brutal Ambush  When you and your allies catch an enemy by surprise the results are simply devastating. When you attack a surprised creature, you may spend 1 tactical point as a reaction to grant all friendly creatures within 30 feet who can hear or see you advantage on their next attack roll before the end of their next turn. |  |

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| ~~Distracting Strike~~  ~~With an attack, you draw a creature’s attention, allowing your allies to disengage safely. When you hit a creature with a melee attack, you may spend 1 tactical point to prevent that creature from taking reactions until the end of your next turn.~~ |  |

Не нужно – есть маневр Дистрактинг страйк

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| Hammer and Anvil  You set up a combined attack, trapping your opponent between you and your allies. As an action, you may make a single melee weapon attack and, if you hit, you may spend 2 tactical points to force that creature to make a Wisdom saving throw. If your target fails, they immediately provoke an opportunity attack from any single friendly creature of your choice that is adjacent to the creature you struck. | 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. |

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| Knight’s Move  You position yourself and an ally into an advantageous position. Immediately after making an opportunity attack, you may spend 1 tactical point to allow a single friendly creature within 30 feet who can hear and see you to instantly move 15 feet. | 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. |

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| On My Mark  Sometimes it’s best to lead by example. As part of an attack action, you may spend 1 tactical point to grant a single ally within 30 feet who can hear and see you advantage on their next attack roll against the creature you attack. If your ally successfully hits with this attack they deal an additional 1d6 damage. This damage increases to 1d8 when you reach 5th level, 11th level becomes 1d10 and finally, 1d12 at 17th level. |  |

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| Rallying Cry  You call upon your allies and inspire them to greater acts of heroism. As an action, you may spend 2 tactical points to grant all friendly creatures within 60 feet who can hear or see you a number of temporary hit points equal to 1d10 + your Intelligence modifier. These temporary hit points fade away after 1 minute. | 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 see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier. |

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| Stand your Ground  With a shout, you command your allies to set themselves to receive a charge. When a creature moves within 10 feet of you or an ally within 30 feet of you, as a reaction you can call out to your allies to be ready for an attack. You spend 1 tactical point and all friendly creatures within 30 feet who can hear or see you gain resistance against bludgeoning, piercing, and slashing damage from non-magical weapons until the end of their next turn. |  |

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| Strategic Maneuver  In battle, positioning is everything. As a bonus action, you may spend 1 tactical point to let a friendly creature within 60 feet who can hear or see you use their reaction to move up to their speed. |  |

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| Strike the Rod  You can put the fear of a training sergeant into your allies, helping them to shake off lesser fears. Whenever one of your allies becomes frightened, as a reaction you can help them regain their composure. You spend 1 tactical point and all friendly creatures within 60 feet who can hear or see you can make a new saving throw to shake off any effect which has resulted in the frightened condition. If the effect that granted the frightened condition does not grant a saving throw, your allies must make a DC: 20 Charisma saving throw to remove the frightened condition. |  |

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| Tempting Target  By making yourself a target for an attack, you force your opponent to overextend, leaving a perfect opening for your allies. When you take the Attack action, you may spend 1 tactical point as a bonus action to force a creature within your reach to make a Wisdom saving throw. If your target fails its saving throw, all friendly creatures who saw the attack gain advantage on their next attack roll against your target. Regardless of the result of the saving throw, if the target attacks anyone other than you during its next turn it suffers disadvantage on their attack roll |  |

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| Warning Shout  You warn your allies to dive for cover! When a friendly creature within 60 feet who can hear and see you is the target of a spell, you can use your reaction to shout a warning to them. You spend 1 tactical point and that creature gains advantage on their saving throw against the triggering spell. If the spell has no save your ally gains resistance against the triggering spell’s damage instead. |  |

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# 4. Источники дополнительного вдохновения

## Gambits & Stratagemas of Warlord

### Gambits.

The gambits are presented in alphabetical order.

**Aggressive Advance.**

You and your allies howl in rage and glower at your foes, making a display that sends fear into their hearts.

Hostile creatures within 60 feet of you that can see you must make a Wisdom saving throw. On a failed save, a creature is frightened of your tactical focus. A creature frightened by this effect can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. As part of this gambit, you may take the attack action.

[In future, may be changed to require you or an ally to be present within the focus.]

**Cut Them Down!.**

You direct your allies to strike with perfect timing. Landing blows just as your enemies are of balance to send them tumbling to the ground.

Until the end of your next turn, hostile creatures in your tactical focus that you can see must make Strength saves each time they are hit by an attack. On a failed save, they are knocked prone. As part of this gambit, you may take the attack action.

**Luring Gambit.**

You entangle your weapon with a chose foe, luring it to duel you as your allies close in for the kill.

As part of this gambit, you may take the attack action. If you hit a creature with a weapon attack during your turn, it must make a Wisdom saving throw. On a failed save, your allies are invisible to it until the end of your next turn.

**Pile On.**

You direct your allies' attacks against a target, each blow building on the next to build a devastating result. Select a creature in your tactical focus that you can see. At the start of your next turn, that creature must make a Constitution saving throw if you or an ally has hit it with an attack since you used this ability. It suffers disadvantage on the saving throw if it has been hit by three or more attacks [in future, this may be changed to "hit by three or more creatures"]. On a failed saving throw, the creature is stunned until the end of your next turn.

As part of this gambit, you may take the attack action.

**Pincer Movement.**

With precise timing, you order your allies to charge into the enemy, dealing body checks that leave your foes entangles and helpless.

Up to two allies that can see or hear you can use their reactions to move up to their speed. Any creature adjacent to both of your allies or to you and one of the chosen allies at the end of their movement must make a Strength saving throw or become restrained until the end of your next turn. As part of this gambit, you may take the attack action.

**Vexing Maneuvers.**

With precise movements, you and your allies dash around the foes to leave them confused and unable to pick out their most dangerous targets.

Each enemy in your tactical focus that you can see must make an Intelligence saving throw. On a failed save, it cannot leave your tactical focus using its move until the end of your next turn. As part of this gambit you may take the attack action.

### Tactical Focus

At 3rd level, your tactical acumen allows you to study an area of a battlefield and provide direction to your allies that can tilt a battle in your favor.

As a bonus action or as part of the attack action, you can select an area on the ground that measures 10 feet on each side. This area is your tactical focus. It remains your tactical focus until you use this ability again or you are unable to take actions.

When you select an area as your tactical focus, you choose one of your tactics to apply to that area.

### Tactics.

**Advance.**

You and your allies can move 10 ft. in your tactical focus for every 5 feet of movement expended there.

Changed during stream to "You and your allies can basically teleport into your focus. Movement on allies turn." Specifically, the movement is not made as a reaction—your allies can use their movement on their turn(s) to move towards the focus, and gain bonuses to speed or other effects (for example, ignoring difficult terrain, or movement does not provoke opportunity attacks) to aid and incentivize this. Additionally, this may replace "Cover That Flank" in future.

**Clear the area.**

If an ally hits a creature in your tactical focus with an attack, the ally can move that creature 5 ft. in addition to the attack's other effects.

**Cover That Flank.**

When a hostile creature that you can see enters your tactical focus, up to three target creatures of your choice that can see the creature can use a reaction to move up to their speed. The targets must end their movement in the tactical focus. A target creature that ends this movement adjacent to the triggering creature regains its reaction.

**Form Shield Wall.**

Allies in your tactical focus gain a +2 bonus to AC while they are adjacent to an ally using a shield.

[In future, this will likely be changed to benefit only creatures not already wielding a shield, and to affect each creature at most once.]

**Get Down.**

If an allied creature in your tactical focus must make a Dexterity saving throw it can use its reaction to move up to its speed. If this movement takes it out of the range or area of the effect that caused the saving throw, it is no longer subjected to the effect. [In future, this may be changed to instead give advantage on the saving throw, or require the creature to drop prone, or cancel the creature's next move.]

**Reorder Ranks.**

Allies in your tactical focus do not provoke opportunity attacks while they are within 5 feet of an ally. In addition, you and your allies can end movement in an ally's space. That ally immediately moves so that you do not occupy the same space, but it must end that move at least partially occupying your tactical focus.

## Martial exploits of weapon master

### Path of the Shadow Harlequin

The Shadow Harlequin path is a school of artful sword play and mesmerizing flourishes. Its practitioners attack a foe's mind and body, maneuvering their foes into tactical blunders with cunning feints and sudden, surprising moves.

Shadow Harlequins typically fight with light, agile weapons, such as rapiers and short swords, but their talents are useful to almost any warrior.

Come Forth to Dance.

Your weapon moves in a lazy, hypnotic pattern, luring your foe to blunder ahead and walk into your trap.

As an action, expend a martial exploit and select a creature that can see you within 15 feet of you. The target must make a Wisdom saving throw. If it fails, it moves up to 15 feet closer to you. You then make a single melee attack against it using your martial exploit with one die fewer.

Cutting Dialogue.

If this exchange of blows is a dramatic play, let your rejoinder be its final act.

As a reaction when a creature makes a melee attack against you, you can expend a martial exploit and make a melee weapon attack against that creature. You can select one of the dice rolled and add it to your AC against the target's attack.

Dramatic Exit.

Your overly dramatic strike distracts your opponent, allowing you to slip away from their grasp.

When you expend a martial exploit when making a melee weapon attack, you can move up to 5 feet, without provoking opportunity attacks, per exploit die rolled after your attack.

### Path of the Stone Dragon

The Stone Dragon path focuses on brutal power and overwhelming toughness. Most of these exploits require you to attack with a two-handed melee weapon or a versatile melee weapon you wield in two hands.

Warriors of the Stone Dragon are often cruel destroyers. They fight with the subtlety and irresistible force of an avalanche. Their punishing attacks render their enemies immobile, allowing them to then take careful aim for one, final executioner's blow.

Adamantine Bones.

You focus your mind and grit your teeth, pushing aside pain and drawing on wellsprings of energy that blot out the pain of your wounds.

When you expend a martial exploit when attacking with a two-handed melee weapon or a versatile one wielded in two hands, after rolling the dice you can select one or more of them. You gain temporary hit points equal to the total of the dice + your Constitution modifier (minimum of 1).

You can also activate this ability as a bonus action. In that case, you roll your martial exploit dice and gain temporary hit points equal to their total + your Constitution modifier.

Colossus Strike.

You swing your weapon in an upward arc, catching your foe in the chest and sending them flying across the battlefield.

When you expend a martial exploit when attacking with a two-handed melee weapon or a versatile one wielded in two hands, after rolling the dice you can select one or more of them and disregard their result. For each die selected, you push the target 5 feet in a straight line along the ground if your attack hits.

Jaws of the Stone Dragon.

Like a mighty dragon pouncing upon a helpless victim, you take stock of an immobilized foe before landing a crushing strike.

When you expend a martial exploit when attacking a target that cannot move or with a speed of 0 with a two-handed melee weapon or a versatile one wielded in two hands, you gain an additional +2 bonus per die used as a bonus to your weapon damage roll.

Mountain's Grasp.

Your blows land with such force that your enemy is left off balance, unable to escape your brutal assault.

When you expend a martial exploit when attacking with a two-handed melee weapon or a versatile one wielded in two hands, after rolling the dice you can select at least two of them and disregard their results. The target must make a Constitution saving throw. If it fails, its speed is reduced to 0 until the end of your next turn.

Sweeping Bludgeon.

As you ready to strike your enemy, you sweep your weapon around you in a great arc that builds momentum and forces your enemies to dive to the ground to avoid a crushing blow.

When you expend a martial exploit when attacking with a two-handed melee weapon or a versatile one wielded in two hands, after rolling the dice you can select one or more of them and disregard their result. For each die selected, pick a creature within reach of your attack. Each chosen creature must make a Strength saving throw or be knocked prone.

1. Уточнить все что касается экономики бонусных действий и количества атак с 11 уровня у файтера. Возможен вариант на пятом уровне: первая атака офф-хендом как часть действия, вторая за бонус. [↑](#footnote-ref-1)
2. К примеру из двух ручных арбалетов можно на первом уровне сделать две атаки в одном ходу – первую за действие, вторую за бонусное действие. Фактически замена бенефита кроссбоу эксперта [↑](#footnote-ref-2)
3. Проблема баланса с bladesong / monk ability на высоких тирах [↑](#footnote-ref-3)
4. Требует переделки с учетом хоумрула по бою двумя оружиями [↑](#footnote-ref-4)
5. Tactician – смесь bard of valor / Battle master из Arcanis [↑](#footnote-ref-5)