

THE MARTIAL ARMS TRAINING MANUAL



V 23

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FIGHTING STYLES

An orc ducks below a blade, then wildly swings his fist at an elf in close combat. A debonair kenku defends himself with a rapier as he deftly strikes a blow. A paladin leaps between her wounded ally and the beholder's disintegrating ray. These are fighters utilizing techniques honed from years of practicing fighting styles.

Once a fighting style is learned, it presents each fighter with an additional option when attacking or defending in their chosen style.

ARCHERY

Fighter, Ranger

You gain a +2 bonus to Attack rolls you make with Ranged Weapons.

Take Aim - As an action you can take aim at a creature's weak points. Until the end of your next turn, your next ranged weapon attack against that creature has an additional bonus of +2 to hit, and deals an extra 1d4 damage. In addition, if you have taken aim, the maximum long range of your ranged weapon is extended by its normal range. (e.g. Longbow, 150/600 to 150/750)

BRAWLING

Fighter, Paladin

Your unarmed strikes deal bludgeoning damage equal to 1d4 + your Strength modifier instead of the normal damage for an unarmed strike. This increases to 1d6 at 8th level. In addition, you can treat your fists as two light weapons for all appropriate actions, benefits, and feats.

If you have the Tavern Brawler feat, you can also increase the damage of your improvised weapons at 8th level.

Counter – If you take the dodge action, and a creature misses a melee attack against you, you can use your reaction to make a single unarmed strike or grapple against that creature. You must not be wielding any weapons, and not be wearing a shield to perform a counter.

CAVALRY

Fighter, Paladin, Ranger

Whenever you are mounted, you can add your proficiency bonus to the saving throws and AC of your steed. In addition you have advantage on any Wisdom (Animal Handling) checks made to control your mount when you attempt a risky maneuver.

Charging Attack – When you are mounted, if you move at least 20 feet in a straight line you can use your action to make a special melee attack against a large or smaller creature within your reach. If the attack hits, the creature must make a Dexterity saving throw. On a failed save, the creature is pushed up to 10 feet away from you and knocked prone. The DC for the save is equal to 8 + your Strength modifier + your proficiency bonus.

CLOSE QUARTERS SHOOTER (R)

Fighter, Ranger

You have a +1 bonus to attack rolls on ranged attacks against targets within 30 feet of you. Also, your ranged attacks ignore half cover against targets within 30 feet of you.

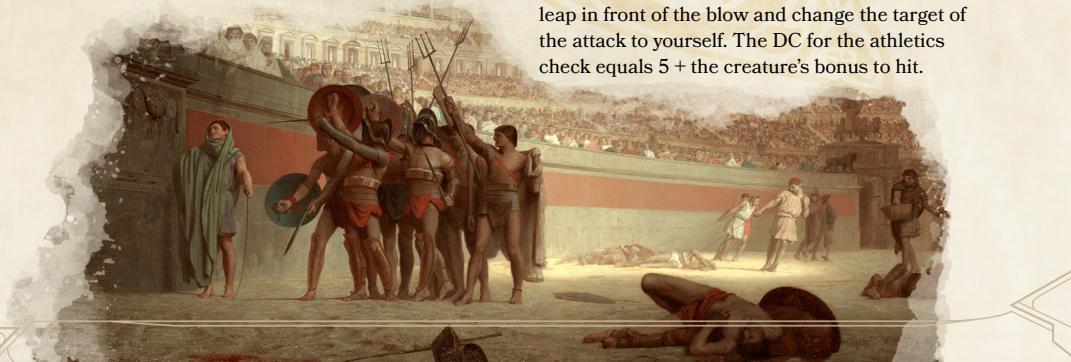
Point Blank - Whenever a hostile creature willingly ends its movement within 5 feet of you, you can use your reaction to steady your aim against that creature. You have advantage on the next ranged weapon attack you make against that creature as long as it is within 5 feet of you. Your aim remains steady until the end of your next turn.

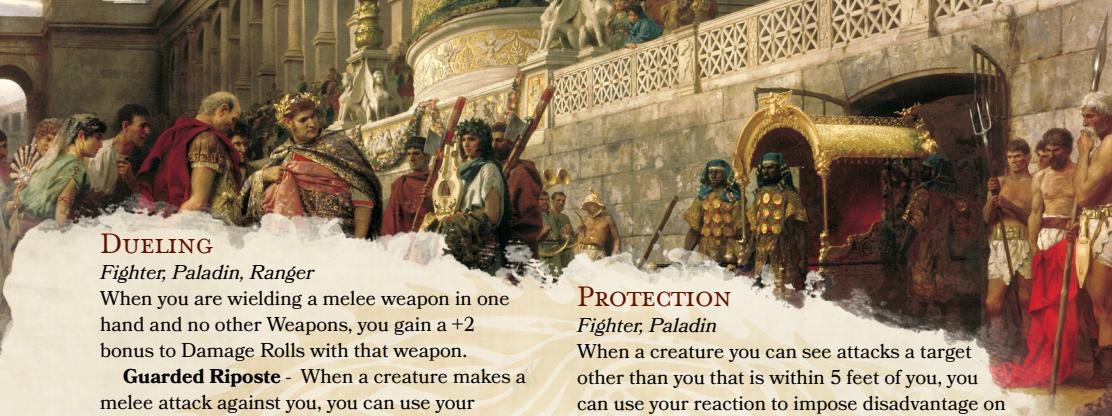
DEFENSE

Fighter, Paladin, Ranger

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

Heroic Sacrifice - 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 make a Strength(Athletics) check. On a success, you leap in front of the blow and change the target of the attack to yourself. The DC for the athletics check equals 5 + the creature's bonus to hit.





DUELING

Fighter, Paladin, Ranger

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.

Guarded Riposte - When a creature makes a melee attack against you, you can use your reaction to attempt to parry the blow, giving you an AC bonus of +3 for that attack, or a bonus of +1 if you are wearing a shield.

If the attack misses, you can make a single melee weapon attack against the creature as part of that reaction. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. You must be wielding a melee weapon in one hand and no other weapons to perform a riposte. You must declare your intention to use your riposte before the DM rolls the die.

GREAT-WEAPON FIGHTING

Fighter, Paladin

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.

Overhead Strike - When you attack with a weapon you are wielding with two hands, you can choose to attack with disadvantage to make an overhead strike. An overhead strike deals an additional 1d6 weapon damage on hit. If you already have disadvantage on an attack, you can not use this benefit.

MARINER (R)

Fighter, Paladin, Ranger

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed and you gain a +1 bonus to AC.

Lay Low - You can protect yourself easily while climbing on a wall, ship's rigging, or swimming in water. Whenever you are climbing or swimming, you can use your bonus action to gain half cover until the end of your next turn, or until you are no longer climbing or swimming.

PROTECTION

Fighter, Paladin

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. The protection fighting style has an additional benefit depending on your shield.

Buckler: If you use your reaction to impose disadvantage on an attack, you can move 5 feet as part of that reaction. In doing so, you can impose disadvantage on an attack against a creature within 10 feet of you, instead of within 5 feet of you.

Spiked Shield: If you use your reaction to impose disadvantage on a melee attack, and the attack misses, you can make an attack with your spiked shield as part of that reaction against the creature who made the attack. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Shield: If you use your reaction to impose disadvantage on an attack, you can keep your shield in front of the protected creature, reducing your AC by 2 to increase the protected creature's AC by 2 until the start of your next turn. A creature who is already gaining the benefits of a shield only increases their AC by 1.

Tower Shield & Wall Shield: While your shield is raised, a creature up to 5 feet behind you also has half cover.

THROWN-WEAPON FIGHTING

Fighter, Paladin, Ranger

You gain a +1 bonus to Attack rolls and damage rolls you make with Thrown Weapons.

In addition, if you have the Sharpshooter feat, you can treat your thrown melee weapons as ranged weapons for any of the feat's benefits.

Take Aim - As an action you can take aim at a creature. Until the end of your next turn, your next thrown weapon attack against that creature has an additional bonus of +2 to hit, and deals an extra 1d4 damage. In addition, if you have taken aim, the maximum long range of your thrown weapon is extended by its normal range. (e.g. Spear 20/60 to 20/80)

TUNNEL FIGHTER (R)

Fighter, Paladin

Whenever you make an opportunity attack you can add +1 to the attack roll.

Defensive Stance - As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you gain two extra reactions that can only be used for opportunity attacks.

In addition, you can use your reaction to make an opportunity attack against a creature that moves more than 5 feet while within your reach.

TWO-WEAPON FIGHTING

Fighter, Ranger

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

Two-Weapon Attack - When you are wielding two weapons and make a melee weapon attack as part of the Attack action you can choose to make a two-weapon attack. Make a single attack roll with the lower of your two weapons' attack modifiers. If the attack hits, it deals damage equal to both weapons' damage die + your Strength or Dexterity modifier.

You can't make an extra attack with your bonus action on the same turn as making a two-weapon attack, and you can only make one two-weapon attack each turn.



WEAPON TECHNIQUES

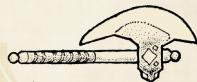
A practiced combatant learns to use their weapon adeptly, trained to perform a special technique when wielding their chosen weapon.

You must be proficient with a weapon to use its technique, and you cannot use a weapon's technique with any other weapon, unless your DM specifically allows it.

If a technique requires a saving throw, the DC of the save is equal to $8 + \text{your Strength or Dexterity Modifier}$ (whichever you used for the attack) + your proficiency bonus.

WEAPONS A-Z

This section covers techniques for the melee and ranged weapons listed on p. 149 of the Player's Handbook. Melee weapons are listed first, then ranged weapons.



BATTLEAXE

Cripple – When you make a melee weapon attack on your turn with a battleaxe you can make a strike with such brute force it can momentarily cripple a foe. If the attack hits, it deals its normal damage, and the creature must make a Constitution saving throw or its speed is reduced by half until the end of their next turn. Additionally, whenever a creature crippled by this technique moves willingly, it takes 1 damage for every 5 feet it moves. This effect cannot stack.

Hit or miss, your strike is made with such force you cannot take reactions until the start of your next turn. You can only use this technique once per turn.



CLUB

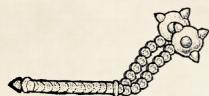
Daze – When you make a melee weapon attack on your turn with a club, you can attempt to daze a creature with a quick strike. If the attack hits, it deals bludgeoning damage equal to $1 + \text{your Strength modifier}$, and the creature must make a Constitution saving throw. If the creature fails the save, it can't take reactions until the start of its next turn.



DAGGER

Shiv – Whenever you win a contested check to grapple a creature, maintain a grapple, or escape a creature's grapple, you can use your reaction to make a single weapon attack against that creature. You do not add your Strength or Dexterity modifier to the damage of an attack made in this way, unless that modifier is negative.

FLAIL



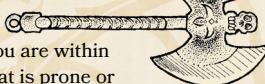
Sweep – You can use your action to make a special attack against a large or smaller creature within your reach, sweeping an enemy's legs out from under them with your flail. If the attack hits, the attack causes no damage or other ill effect, but the creature must make a Dexterity saving throw or be knocked prone.

GLAIVE



Extend – When you make a melee weapon attack on your turn with a glaive, you can increase your reach for that attack by 5 feet. You do not add your Strength modifier to the damage of an attack made past the glaive's normal range, unless that modifier is negative.

GREATAXE



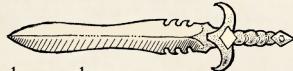
Execute – While you are within 5 feet of a creature that is prone or restrained, you can use your action to make a special melee attack against that creature, foregoing advantage on the attack roll to make a savage, deadly strike with your greataxe. If the attack hits, you deal maximum damage with the weapon's damage die instead of rolling. You must have advantage on the attack roll to use this benefit.

GREATCLUB



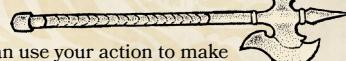
Clobber – When you make a melee weapon attack on your turn with a greatclub, you can choose to take a -5 penalty on your attack roll to attempt to momentarily stun a foe. If the attack hits, it deals bludgeoning damage equal to $1d10 + \text{your Strength modifier}$, and the creature must make a Constitution saving throw. If the creature fails the save, it is stunned until the start of its next turn.

GREATSWORD



Cleave – When you make a melee weapon attack on your turn with a greatsword, you can choose to target two creatures within your reach with a mighty cleave. This attack uses the same attack roll for each target and deals slashing damage equal to $1d6 + \text{your Strength modifier}$ to the first target, and $1d6$ slashing damage to the second target. Any bonus damage or other effects only apply to the first target hit.

HALBERD



Thrust – You can use your action to make a special attack against a creature within your reach, shoving an enemy with the pointed tip of your halberd. If the attack hits, it deals piercing damage equal to your Strength modifier, and the creature must make a Dexterity saving throw or be pushed up to 10 feet away from you.

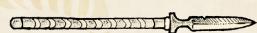
In addition, if the pushed creature is mounted and fails its saving throw, it falls off the mount and lands prone in a space within 5 feet of it.

HANDAXE

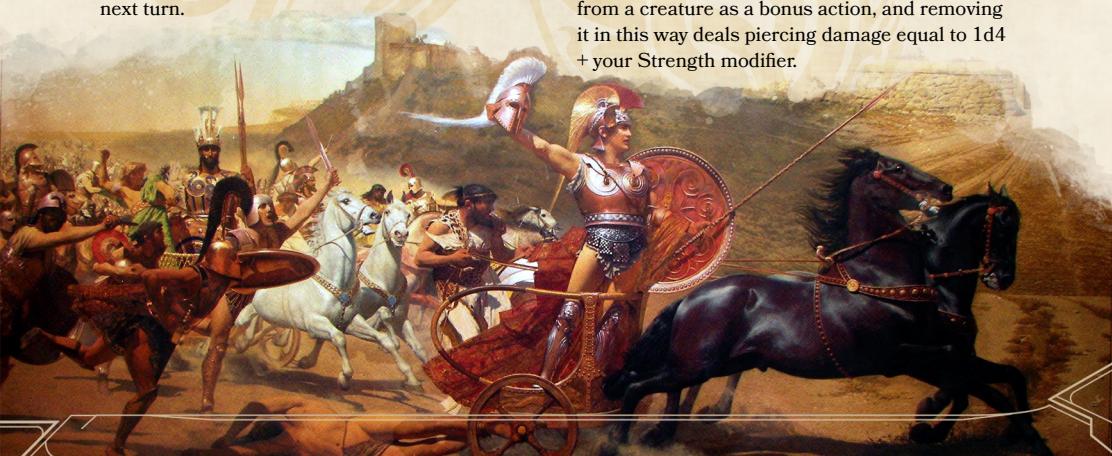


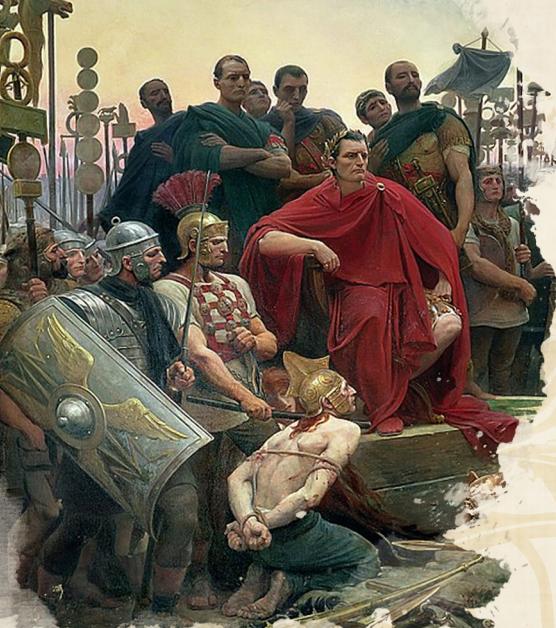
Hurl – If your hand not wielding your handaxe is free, you can use your action to make a single thrown weapon attack utilizing both your hands. If the attack hits, it deals an additional $1d4$ slashing damage.

JAVELIN

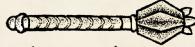


Skewer – When you make a melee or thrown weapon attack against a medium or smaller creature, you can choose to reduce the size of the javelin's damage die to $1d4$ to make your javelin stick into a creature, and remain there until you remove it or a creature makes a DC 15 medicine check. You can remove a stuck javelin from a creature as a bonus action, and removing it in this way deals piercing damage equal to $1d4 + \text{your Strength modifier}$.



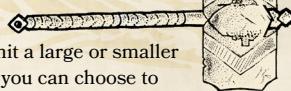


MACE



Concuss – You can use your action to make a special attack with disadvantage against a creature within your reach. If the attack hits, it deals bludgeoning damage equal to $1d8 +$ your Strength modifier, and the creature must make a Constitution saving throw. If the creature fails the save, it has disadvantage on its next attack roll until the start of your next turn. You cannot use this technique if you already have disadvantage on an attack.

MAUL



Slam – When you hit a large or smaller creature with a maul, you can choose to reduce the size of the maul's damage die to $2d4$ to attempt to push the creature back with the force of your blow. The target must make a Strength saving throw. On a failed save, you push the target up to 10 feet away from you.

LANCE



Ram – If you move at least 20 feet in a straight line you can use your action to make a special attack against a creature within your reach, ramming the creature with your lance. If the attack hits, it deals piercing damage equal to $1d6 +$ your Strength modifier, and the creature must make a Strength saving throw or be knocked prone.

LIGHT HAMMER



Hurl – If your hand not wielding your light hammer is free, you can use your action to make a single thrown weapon attack utilizing both your hands. If the attack hits, it deals an additional $1d4$ bludgeoning damage.

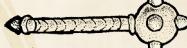
LONGSWORD



Halfsword – Halfswording is a technique where the wielder grabs the blade of their sword with their second hand to perform precise strikes.

If you are wielding your longsword with two hands, or your hand not wielding your longsword is free, you can use your action to make a special attack against a creature within your reach, slipping the blade through a gap in a foe's defenses. Make your attack against the creature's natural armor class ($10 +$ the creature's Dexterity modifier, unless it has natural armor). If the attack hits, it deals piercing damage equal to $1d6 +$ your Strength or Dexterity modifier.

MORNINGSTAR



Sunder – When you make a melee weapon attack with a morningstar, you can attempt to sunder a foe's armor with your strike. If the attack hits, it deals piercing damage equal to $1d4 +$ your Strength modifier, and the target's AC is reduced by 2 until the end of their next turn. This effect cannot stack. A creature must be wearing armor for you to gain the benefit of this technique. This technique has no effect against most natural armor.

PIKE



Repel – When you take the Ready action on your turn to ready an attack action that triggers when a single creature of your choice outside your reach first enters your reach, you can make the attack with advantage and if the attack hits, the creature cannot move within 10 feet of you until the end of its turn.

QUARTERSTAFF



Vault – You can vault on your quarterstaff to help you jump great distances. You can use your action to double the length of your high jump or long jump. (this jump is considered part of your movement). If you land within 5 feet of a creature at the end of your vault, you can make a single weapon attack with your quarterstaff as part of that action.

RAPIER



Unhand – You can use your action to make a special attack to disarm a weapon or another item from a target's grasp. Make an attack roll with advantage contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attack causes no damage or other ill effect, but the target drops the item.

SCIMITAR



Whirl – You can use your action to make a melee attack against any number of creatures within 5 feet of you. This attack uses the same attack roll for each target and deals slashing damage equal to your Strength or Dexterity modifier to each target. Any bonus damage or other effects only apply to the first target hit.

SHORTSWORD



Guard – Whenever you are wielding a shortsword, you can use your bonus action to enter a guarded stance until the start of your next turn. While in a guarded stance, the next melee attack against you has disadvantage. In addition, the first time a creature within your reach misses you with a melee attack in your guarded stance you can make an opportunity attack with your shortsword against that creature without expending your reaction. You do not add your ability modifier to the attack roll or damage of the opportunity attack.

SICKLE



Lacerate – When you have advantage on a melee weapon attack, you can choose to forego the benefit of the advantage to instead previously wound a creature with your sickle. If the attack hits, it deals piercing damage equal to 1 + your Strength or Dexterity modifier, and the creature must make a Constitution saving throw or take 1 damage for every 5 feet it moves willingly. A creature can repeat a failed saving throw at the end of each of its turns. If a creature is affected multiple times, a successful saving throw will cure all lacerations.

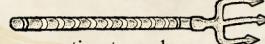
SPEAR



Impale – As an action, you can make a special melee or thrown weapon attack against a medium or smaller creature, pinning them to an object within 5 feet of the target, such as a wall, or another creature. If the attack hits, it deals 1d6/1d8 piercing damage and the creature must

make a Strength saving throw. If the creature fails the save, it cannot move more than 5 feet away from the object it is pinned to. If a creature is pinned to another creature, neither can move more than 5 feet away from each other until both creatures make a successful saving throw.

TRIDENT



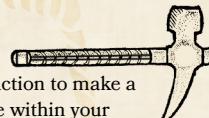
Puncture – You can use your action to make a special melee or thrown weapon attack against a creature that is restrained or stunned. If the attack hits, it deals an additional 1d4 piercing damage. If the lower of the two rolls also would have hit, the additional damage increases to 1d6.

WAR PICK



Spike – When you make a melee weapon attack on your turn with a war pick, you can choose to take a -5 penalty on your attack roll to attempt to drive your point deep into a creature, holding it close to you. If the attack hits, it deals piercing damage equal to 1d8 + your Strength modifier, and if the creature is large or smaller the creature is grappled. While grappling with your war pick in this way, you cannot attack with it. You can remove a war pick from a grappled creature as a bonus action, and removing it in this way deals piercing damage equal to 1d4 + your Strength modifier.

WARHAMMER



Stagger – You can use your action to make a special attack against a creature within your reach, hammering down with staggering force. If the attack hits, it deals bludgeoning damage equal to 1d6/1d8 + your Strength modifier, and the creature must make a Constitution saving throw. If the creature fails the save, its movement speed is reduced by 10 and it can't take reactions until the start of its next turn.

WHIP



Impede – You can use your action to make a special attack against a creature within your reach. Make an attack roll contested by the target's Strength (Athletics) check. If you win the contest, the attack causes no damage or other ill effect, but the target is grappled. This special grapple has a range of 10 feet, but does not prevent movement towards you, and cannot be used to push creatures. While grappling with your whip in this way, you cannot attack with it.

BLOWGUN & DART



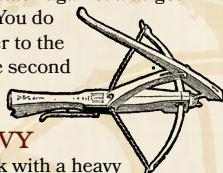
Toxin – As a bonus action you can put a dose of poison that activates on contact or injury onto the tip of a dart or ammunition. If the dart hits a creature before the end of your next turn, it must make a saving throw or suffer the effects of the poison.

CROSSBOW, HAND



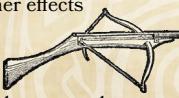
Rapid-Shot – Whenever you take the Attack action during your turn and make at least one attack with your hand crossbow, you can use your bonus action and item interaction to quickly reload and make another attack against a target within your normal range. You do not add your ability modifier to the attack roll or damage of the second attack.

CROSSBOW, HEAVY



Pierce – When you attack with a heavy crossbow, you can choose to target two medium or smaller creatures within half of your normal range that are in a direct line with you and are within 10 feet of one another. This attack uses the same attack roll for each target and deals piercing damage equal to $1d6 + \text{your Dexterity modifier}$ to the first target, and piercing damage equal to your Dexterity modifier to the second target. Any bonus damage or other effects only apply to the first target hit.

CROSSBOW, LIGHT

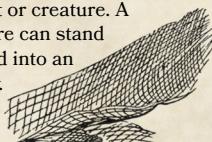


Ramshot – Whenever you make an attack with your light crossbow against a creature or object within your normal range, you can choose to reduce the size of the crossbow's damage die to $1d6$ to ram the bolt deep into your target.

If the attack hits a large or smaller creature, and the creature must make a Strength saving throw or be knocked back 5 feet.

If the attack hits a huge or larger creature, or a large object, such as a wall, the bolt instead lodges itself into the object or creature. A medium or smaller creature can stand or climb upon a bolt lodged into an object or creature this way.

NET



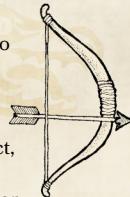
Ensnares – You can use your action to make a special thrown weapon attack with advantage against a medium or smaller creature that is grappled, incapacitated, or restrained. When you use an action to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

SLING



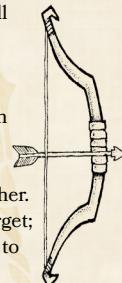
Improvise – You can use a small object that is appropriately sized (it fits within a sphere with a diameter about 2-4 inches) as ammunition with your sling. The DM determines any bonus or penalties to the attack roll and damage, as well as the damage type of the ammunition. You can also load your sling with vials of alchemist's fire or acid in this way.

SHORTBOW

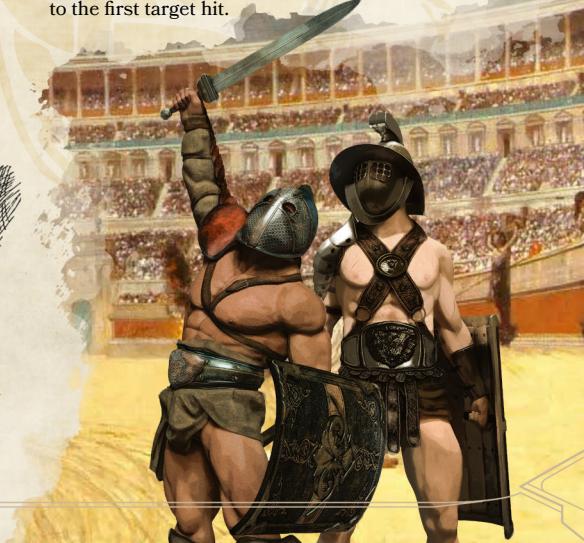


Bullseye – You can use your action to make a special attack against an object within 40 feet—striking with extreme precision. If the attack hits, you can choose to hit a specific part of the object, such as the bullseye of a target. If a creature is holding an item, your shot can disarm a weapon or another item from a target's grasp. Make the attack roll with disadvantage contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attack causes no damage or other ill effect, but the target drops the item.

LONGBOW



Dual-Shot – You can use your action to make a special attack against two creatures within half of your normal range that are within 25 feet of each other. Make a separate attack roll for each target; each shot deals piercing damage equal to $1d4 + \text{half your Dexterity modifier}$. Any bonus damage or other effects only apply to the first target hit.



SHIELDS

There are multiple types of shields that range in size and utility from small bucklers made for parrying to a wall shield that can stand upright on its own.

BUCKER

+1 AC

3 lb.

A buckler is a small, round, metal shield that is easy to move and made for parrying. A buckler can be doffed as an item interaction, instead of an action.



Shield Parry – When a creature makes a melee attack against you, you can use your reaction to attempt to parry the blow, increasing the buckler's AC bonus to +4 for that attack. You must declare your intention to use your shield parry before the DM rolls the die.

SHIELD

+2 AC

5 lb.

An ordinary round, kite or long shield. It protects you like a good, sturdy shield should.



SPIKED SHIELD

+1 AC

5 lb.

A small shield with a spike protruding from the front. The spiked shield can be used as a light weapon in your off-hand that deals 1d4 piercing damage. You may also use this as a template for a Dwarven Buckler-Axe, which instead deals slashing damage.



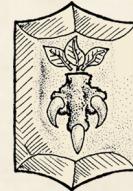
Spiked Thrust – When a creature makes a melee weapon attack against you, you can use your reaction to attempt to parry the blow, increasing the shield's AC bonus to +2 for that attack. If the attack misses, you can make a melee weapon attack with your shield against the attacker as part of that reaction, dealing 1d4 piercing damage. You must declare your intention to use your spiked thrust before the DM rolls the die.

TOWER SHIELD

+1 AC or 1/2 cover

12 lb.

Requires Strength 13



Defensive Stance – As a bonus action, you can raise or lower your tower shield.

While lowered, the tower shield grants you +1 AC. While raised, the tower shield grants you half-cover (+2 bonus to AC and Dexterity saving throws).

Additionally, while the shield is raised, you have disadvantage on Wisdom (Perception) rolls and ranged attack rolls, except those made with a thrown weapon.

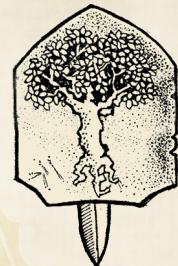
WALL SHIELD

+2 AC or 3/4 cover

23 lb.

Requires Strength 14

Sometimes called a pavise, a wall shield is often dragged into battle by an archer to hide behind while they fire upon a foe.



Defensive Stance – As a bonus action, you can raise or lower your wall shield.

While lowered, the wall shield grants you +2 AC and your movement speed is reduced by 5 feet. While raised, the wall shield grants you three-quarters cover (+5 bonus to AC and Dexterity saving throws) and you can only move at half speed.

Additionally, while the shield is raised, you have disadvantage on Wisdom (Perception) rolls, attack rolls, and you cannot concentrate.

Barrier – You can stand up a raised wall shield on ground that is not difficult terrain with a spike that is built into the base of the shield. By doffing the shield you set up a barrier that provides half-cover. A wall shield set up as a barrier can take 30 damage before the barrier falls to the ground.

SHIELDS

Shield	Cost	AC Bonus	Strength	Special Attributes	Weight
Buckler	8 GP	+1	—	Shield Parry	3 lb.
Shield	10 GP	+2	—	—	5 lb.
Spiked Shield	15 GP	+1	—	Spiked Thrust	5 lb.
Tower Shield	30 GP	+1 or 1/2 cover	13	Defensive Stance	12 lb.
Wall Shield	60 GP	+2 or 3/4 cover	14	Defensive Stance, Barrier	23 lb.



NEW WEAPONS

These new weapons each explore a unique mechanical niche not offered by other weapons.

EXOTIC WEAPONS

Some weapons are exotic by nature, found in far off lands and used only by practiced wielders. Such weapons are ordinarily not available when first building your character, even if this book is allowed. Ask your DM on a case by case basis.

Whenever you would gain a martial weapon proficiency, you can choose to instead gain an exotic weapon proficiency.

Unlike most weapons, you have disadvantage on attack rolls made with an exotic weapon unless you are proficient with it.

The Dungeon Master may want to limit the availability of exotic weapons in their game or setting. You can use the following variant rule:

VARIANT: EXOTIC SCARCITY

You can only gain an exotic weapon proficiency after being trained by a master of that weapon. (Any character above 5th level with proficiency in the weapon)

BLADED BOOMERANG

1d6 slashing

Exotic - Finesse, Thrown (40/120)

3.5 lb. 12 gp

An aerodynamic blade attached to a specialized boomerang is a traditional weapon in many tribal circles. It is wielded like a curved axe in close combat, or thrown to slice at a foe from afar.

Catch and Release – When you throw the boomerang, and your attack misses, your boomerang returns to you, and you can use your bonus action or reaction to catch it. On a critical miss, your boomerang does not return, and falls at the edge of its normal range.



CESTUS

1d4 bludgeoning, piercing, or slashing

Simple - Finesse, Light, Special

1.5 lb. 2 gp



A cestus is an ancient battle glove. They are worn and used like boxing gloves, but made with leather strips and fitted with iron plates, blades, or spikes, to be used as deadly weapons. While wearing a cestus, your hand is considered to be free and unarmed, but you cannot wield another weapon or a shield in the same hand. You also cannot be disarmed of a cestus.

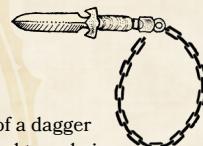
Augmented Strikes – The cestus augments your unarmed strikes to deal 1d4 bludgeoning, piercing, or slashing damage instead of the bludgeoning damage normal for an unarmed strike. If another feature increases your unarmed strike damage, such as the Brawler fighting style, the Monk's martial arts, or the Tavern Brawler feat, the cestus changes the damage type to bludgeoning, piercing, or slashing and increases the damage of your unarmed strikes by 1.

CHAIN-AND-DAGGER

1d4 piercing

Exotic - Finesse, Thrown (10/15)

6 lb. 12 gp



The chain-and-dagger is composed of a dagger with a loop forged into the hilt attached to a chain that allows the dagger to swing around to attack again, or return to the wielder after being thrown.

Chained Toss – Whenever make a thrown weapon attack with your chain-and-dagger, you can grab the chain and return the dagger to your hand as part of that attack.



DAGGER, PARRYING

1d4 piercing

Martial - Finesse, Light, Special

1 lb. 15 gp

A parrying dagger has a guard and teeth along the spine of the blade for stopping blades. You gain +1 AC against melee attacks when wielding a parrying dagger in your off-hand.

Dagger Parry – When a creature makes a melee weapon attack against you, you can use your reaction to attempt to parry the blow, increasing the dagger's AC bonus to +3 for that attack. If the creature's attack misses, you can make a special melee weapon attack with your parrying dagger against the creature as part of that reaction. The bonus attack deals 1d4 damage. You must declare your intention to use your dagger parry before the DM rolls the die.



DAGGER, WRIST

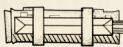
1d4 piercing

Exotic - Finesse, Light, Special

2.5 lb. 85 gp

A wrist dagger is a concealed weapon attached to the bottom of the wrist with a mounted sliding mechanism. When you sheathe a wrist dagger, it is slides into the mechanism on your wrist hidden, and a creature searching for your weapon must make a Wisdom (Perception) check against your Sleight of Hand roll to detect it. While the dagger is sheathed, your hand is considered free and unarmed, but you cannot wield another weapon or a shield in the same hand. You also cannot be disarmed of a wrist dagger.

Unseen Strike – If you make a melee weapon attack against a creature who has not rolled initiative– or when you have advantage on an attack roll because you are hidden, you can use your bonus action to make an additional attack with your wrist dagger, grievously wounding a creature. The bonus attack deals 1d4 piercing damage, and the creature must make a Constitution saving throw or take 1 damage for every 5 feet it moves. A creature can repeat a failed saving throw at the end of each of its turns.



GARROTE

1d4 slashing

Exotic - Finesse, Special

.5 lb. 5 gp

The garrote is a weapon composed of thin metal wire between two wooden spools. Its not a traditional weapon, and you cannot make normal attacks with it, except while grappling with the wire choke technique.

You can get a locking garrote for an additional 100 gp. You can lock it as an action and release the grapple. The garrote will continue to grapple its victim using your last grapple check and making bonus attacks as if you were using the garrote yourself.

Wire Choke – You can use your action to make a special melee weapon attack against a creature who has not rolled initiative– or a creature who cannot see you while you are hidden. If the attack hits you can use your bonus action to grapple the creature. While grappling a medium or smaller creature with your garrote, the creature has disadvantage on rolls made to escape your grapple. When grappled by a garrote, the creature cannot speak or use vocal components, as they barely are able to breathe. You can use your bonus action to make an attack with the garrote each time you maintain the grapple. Garrotes don't function on creatures without necks. Creatures that don't breathe can be garroted, but do not have disadvantage on rolls made to escape your grapple.



GYTHKA

1d6/1d10 slashing

Exotic - Two-handed

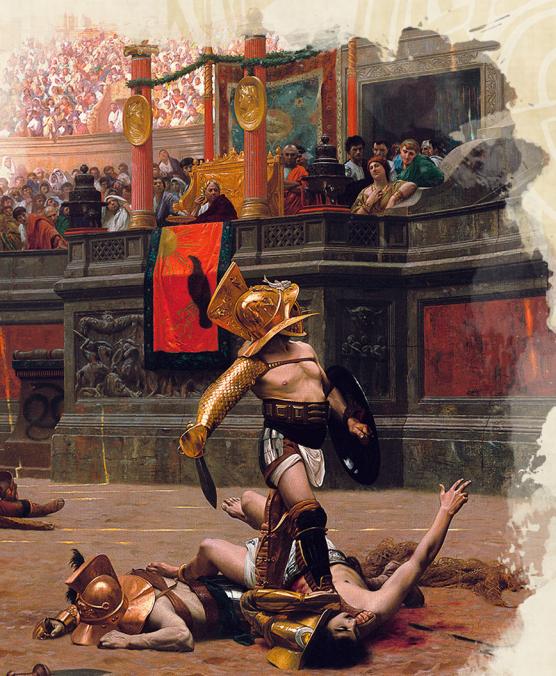
18 lb. 75 gp

A dual-bladed polearm of thri-kreen origin. You can also use this as a template for a Double-Axe, Double-Hammer, or Double-Spear, which deal slashing, bludgeoning, and piercing damage.

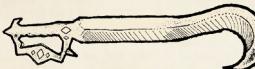


Double Weapon – A gythka is a double weapon. You can use your bonus action to change stances and fight with it as if fighting with two weapons—a one-handed weapon and a light weapon. When wielded normally the gythka's damage die is 1d10, but when double weapon fighting the weapon's damage die becomes 1d6.

Sweep – You can use your action to make a special attack against a creature within your reach, sweeping an enemy's legs out from under them with one hooked end of your weapon. If the attack hits, the attack causes no damage or other ill effect, but the creature must make a Dexterity saving throw or be knocked prone.



HOOKSWORD



1d6 slashing

Exotic - Light, Special

3.5 lb. 12 gp

Hookswords are wielded to trip opponents, but when used as a pair they can hook together to extend their reach to slash at foes from a distance.

Sweep – While your sword(s) are not linked you can use your action to make a special attack against a medium or smaller creature within your reach, pulling an enemy's legs out from under them with the hook of your blade. If the attack hits, the attack causes no damage or other ill effect, but the creature must make a Dexterity saving throw or be knocked prone.

Blade-Link – If you are wielding two hookswords, you can use your bonus action to hook them together at their ends. While linked in this way, the two hookswords become a single two-handed weapon with the Reach property that deals 1d10 slashing damage on hit.

PATA



1d6 slashing

Exotic - Finesse, Light, Special

3 lb. 15 gp

The pata, or bladed gauntlet, has the same statistics and technique as a shortsword. You cannot be disarmed of a pata.

RAVENBEAK



1d10 piercing
Martial - Heavy, Reach, Two-handed

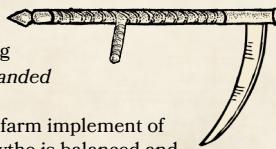
11 lb. 18 gp

With two smaller spikes attached to its tip, and a strong piercing point, the ravenbeak is a brutal weapon designed to hold foes and knock cavalry off their mounts.

Pole-Spike – When you make a melee weapon attack on your turn with a ravenbeak, you can choose to take a -5 penalty on your attack roll to attempt to drive your spike deep into a creature, holding it at a distance. If the attack hits, it deals piercing damage equal to 1d6 + your Strength modifier, and if the creature is medium or smaller, the creature is grappled. This special grapple has a range of 10 feet, but you have disadvantage on all checks to maintain a grapple with the ravenbeak.

While grappling with your ravenbeak in this way, you cannot attack with it. You can remove the spike from a grappled creature as a bonus action, and removing it in this way deals piercing damage equal to 1d4 + your Strength modifier.

SCYTHE



2d4 piercing or slashing

Martial - Heavy, Two-handed

13 lb. 8 gp

While it resembles the farm implement of the same name, this scythe is balanced and strengthened to focus tremendous force on the sharp point while allowing sweeping slashes with the blade edge.

Devastate – When you land a critical strike with your scythe, you can use your bonus action to increase the damage of the scythe to 2d8 for that critical strike.

SKIPROCK



1d4 bludgeoning

Exotic - Finesse, Throw (35/75)

.5 lb. 25 gp

These polished, perfectly weighted, and somewhat magical stones are prized by halflings, for if thrown properly by a user they ricochet off one target to strike a second.

Skipping Strike – If a ranged weapon attack with a skiprock hits its target, it ricochets toward another target of your choice within 5 feet of the original target. You immediately make a second attack roll with disadvantage. Skiprocks can be used as sling bullets, but cannot make ricochet shots when used as ammunition unless a user is proficient in both weapons.

SPIKED CHAIN



2d4 piercing

Exotic - Heavy, Reach, Two-handed

24 lb. 225 gp

The spiked chain can easily wrap around a foe or an object to bring them to the ground.

Sweep – You can use your action to make a special attack against a creature within your reach, sweeping an enemy's legs out from under them with one end of your weapon. If the attack hits, the attack causes no damage or other ill effect, but the creature must make a Dexterity saving throw or be knocked prone.

Unhand – You can use your action to make a special attack to disarm a weapon or another item from a target's grasp. Make an attack roll with advantage contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attack causes no damage or other ill effect, but the target drops the item.



URUMI

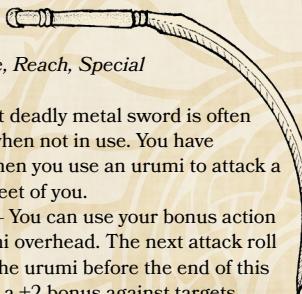
1d6 slashing

Exotic - Finesse, Reach, Special

2 lb. 22 gp

This flexible, but deadly metal sword is often worn as a belt when not in use. You have disadvantage when you use an urumi to attack a target within 5 feet of you.

Whipsword – You can use your bonus action to spin the urumi overhead. The next attack roll you make with the urumi before the end of this turn deals gains a +2 bonus against targets behind half cover, or creatures wearing a shield, and deals additional slashing damage equal to your proficiency bonus on hit.



WAR FAN

1d6 slashing

Exotic - Finesse, Light, Special

2 lb. 15 gp

When you sheathe a war fan, it folds away, hidden, and a creature searching for your weapon must make a Wisdom (Perception) check against your Sleight of Hand roll to detect it.



Fan Parry – When a creature makes a melee weapon attack against you, you can use your reaction to attempt to parry the blow with a war fan, giving you an AC bonus of +2 for that attack, or +3 if you are wielding two war fans. If the creature's attack misses, you can make a special melee weapon attack with your fan against the creature as part of that reaction. You must not be wearing a shield to perform a fan parry, and you must declare your intention to use your parry before the DM rolls the die.

The Dungeon Master may want to allow players to use many different techniques with the same weapon. You can use the following variant rule:

VARIANT: VERSATILE TECHNIQUES

You can use the following tables to determine which weapons can use which techniques. The Dungeon Master can overrule these tables, or allow a technique where it would not otherwise be allowed.

VERSATILE TECHNIQUES

If you are using the variant rule listed above, you can use any of the techniques listed next to a weapon in the following tables.

If a technique deals a different amount, or different type of damage when used by a weapon, it will be listed in parenthesis after the technique.

MELEE WEAPONS

Weapon – Techniques

Battleaxe	– Cripple, Execute, Lacerate
Bladed Boomerang	– Catch and Release, Cripple
Cestus	– Augmented Strikes, Concuss (1d4), Daze
Chain-and-Dagger	– Chained Toss, Impede, Shiv
Club	– Concuss (1d4), Daze
Dagger	– Shiv, Skewer (1)
Dagger, Parrying	– Dagger Parry, Shiv
Dagger, Wrist	– Shiv, Unseen Strike
Flail	– Sweep, Concuss
Garrote	– Wire Choke
Glaive	– Extend, Sweep, Thrust, Vault
Greataxe	– Cripple, Cleave, Execute
Greatclub	– Clobber, Concuss, Daze (1d4), Stagger
Greatsword	– Cripple, Cleave, Guard, Execute
Gythka	– Double Weapon, Sweep, Whirl
Halberd	– Extend, Repel, Sweep, Thrust
Handaxe	– Cripple, Hurl
Hooksword	– Blade-Link, Guard, Lacerate, Sweep
Javelin	– Impale (1d4), Skewer
Lance	– Ram, Repel, Thrust
Light Hammer	– Hurl, Daze, Concuss (1d4)
Longsword	– Cleave (1d4), Guard, Halfsword
Mace	– Concuss, Daze, Stagger
Maul	– Clobber, Slam, Stagger
Morningstar	– Sunder, Stagger (Piercing)
Pata	– Guard, Lacerate, Shiv, Whirl
Pike	– Impale, Repel, Sweep, Thrust
Quarterstaff	– Sweep, Vault, Whirl (Bludgeoning)
Rapier	– Guard, Lacerate, Unhand
Ravenbeak	– Pole-Spike, Repel, Sweep, Thrust

MELEE WEAPONS (CONT.)

Weapon – Technique

Scimitar – Guard, Lacerate, Whirl

Shortsword – Guard, Lacerate

Sickle – Lacerate, Spike (1d4)

Scythe – Cleave (1d4), Cripple, Devastate, Sweep

Skiprock – Skipping Strike

Spear – Extend, Impale, Skewer (1d4/1d6)

Spiked Chain – Impede, Sweep, Unhand

Trident – Extend, Puncture, Thrust

Urumi – Impede, Whipsword

War Fan – Fan Parry, Shiv, Unseen Strike

War Pick – Spike, Sunder, Sweep

Warhammer – Concuss, Spike, Sunder, Stagger

Whip – Impede

RANGED WEAPONS

Blowgun – Toxin

Crossbow, Hand – Bullseye, Rapid-Shot

Crossbow, Heavy – Bullseye, Pierce, Ramshot (1d8)

Crossbow, Light – Bullseye, Rapid-Shot, Ramshot

Longbow – Bullseye, Dual-Shot, Ramshot

Net – Ensnare

Sling – Improvise

Shortbow – Bullseye, Ramshot (1d4)

NEW WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Weapons				
Cestus	2 GP	1d4 bludgeoning, piercing, or slashing	1.5 LB	Finesse, Light, Special
Martial Weapons				
Dagger, Parrying	15 GP	1d4 piercing	1 LB	Finesse, Light, Special
Ravenbeak	18 GP	1d10 piercing	11 LB	Heavy, Reach, Two-handed
Scythe	8 GP	2d4 piercing or slashing	13 LB	Heavy, Two-handed
Exotic Weapons				
Bladed Boomerang	12 GP	1d6 slashing	3.5 LB	Finesse, Thrown (40/120)
Chain-and-Dagger	12 GP	1d4 piercing	6 LB	Finesse, Thrown (10/15)
Dagger, Wrist	85 GP	1d4 piercing	2.5 LB	Finesse, Light, Special
Garrote	5 GP	1d4 slashing	.5 LB	Finesse, Special
Gythka	75 GP	1d6/1d10 slashing	18 LB	Two-handed
Hooksword	12 GP	1d6 slashing	3.5 LB	Light, Special
Pata	15 GP	1d6 slashing	3 LB	Finesse, Light, Special
Skiprock	25 GP	1d4 bludgeoning	.5 LB	Finesse, Thrown (35/75)
Spiked Chain	225 GP	2d4 piercing	24 LB	Heavy, Reach, Two-handed
Urumi	22 GP	1d6 slashing	2 LB	Finesse, Reach, Special
War Fan	15 GP	1d6 slashing	2 LB	Finesse, Light, Special



THANKS FOR READING

This supplement is designed to provide martial classes, and classes that make significant use of weapons, the ability to make deeper decisions than simply damaging an enemy in combat. The effects that can be accomplished are designed to fit in line with existing cantrip level effects without overpowering the classes that make use of them.

This supplement will slightly increase the power level and greatly increase the versatility of martial classes. A DM should treat this supplement as playtest material and alter techniques, fighting styles, and new weapons as needed.

– Clan Crafter Hralding

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