

Tactical Styles



Methods of combat

This system is designed to allow greater mechanical expression for widely different philosophies of warfare on the individual level. Any time a creature would gain a Fighting Style, they can instead opt to choose an option from one of the Tactical Styles below (I.E. Skirmisher, Duelist, etc.). When they do, they gain the Form listed below that Style, and one technique within that Style.

You cannot choose the same tactical style twice. Though you can benefit from multiple different styles at once.

Notes, and reminders

Prerequisites: Prerequisites are required to utilize any benefit of a Tactical style. You can choose from any tactical style you would like, but you can only gain any benefit or ability from it as long as you fulfill the prerequisite.

Proficiency bonus: Unless otherwise specified, You can only add your proficiency bonus to something once.

Damage dice tables: Sometimes, an effect may mention that it increases or decreases the size of a damage die. Refer to the table below to determine the effects of this:

1	1d4	1d6	1d8	1d10	1d12
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Increasing a Damage Die beyond 1d12, means adding a d4 to the damage, and continuing the count from there.

Example Style: Duelist

Whether schooled in the fine arts of swordsmanship by a university, esteemed instructor, or by the cruel teacher of experience, those of the Duelist Style understand the fine art of the duel. Their reactions are the only shield they need, effortlessly batting aside blow after blow, and taking

advantage of their enemy's failures to apply precise strikes to finish the fight quickly.

Prerequisites: Must be wielding a one handed Slashing or Piercing melee weapon.

Deflection(Form): As a reaction, you can choose one enemy within melee range. You gain a +2 to AC against any attacks made by that creature until the start of your next turn. This bonus to AC is treated as a shield bonus, and does not stack with any other shield bonus. At 10th, and 18th lvl, this bonus to AC increases by 1.

Exploit opening(Technique): Whenever a creature you have chosen with your Form misses you, your next attack against that creature does 1d4 additional damage, if made before the end of your next turn. This damage die increases at 7th level to 1d6, at 10th level to 1d8, at 15th level to 1d10, and at 18th to 1d12.

Defensive Draw(Technique): You add +2 to your initiative. In addition, You can ready your attack action against a creature, with a trigger of when they make a melee attack against you. When doing so, your first attack ignores any Shield bonus to AC the target has, and your Form bonus to AC increases to your Proficiency bonus for the triggering attack.

Expert Defense(Technique): Instead of choosing a target when you activate your Form, you can choose a side of your square: all attacks targeting you that originate from this side of you are affected by your Form AC bonus.

This style, and many many more, can be found by going to

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