

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.

Skirmisher

Darting between enemies with utmost grace and dexterity, the skirmisher is used to the flow of battle, and moves through the battlefield as though they were born to it. Those who subscribe to this

philosophy learn to make the greatest use of an opponent's blindspots, and use such positions to inflict the most damage before moving darting out of the reach of retaliation.

Prerequisites: Must not be wearing Heavy armor

Expert Flanker(Form): Once per turn, when you attack a creature that you are flanking, you can reroll the weapon damage dice and choose either total. When you make a flanking attack against a creature, attacks of opportunity they make against you have disadvantage until the end of the current turn.

Deft Hand(Technique): Attacks modified by your Form deal an additional +2 damage if made with a one handed weapon. If you do not have a weapon in your off hand, this damage bonus increases to 1d4+1.

This damage increase does not stack with Exploit Opening from the Dueling Fighting Style.

Superior Reflexes (Technique): As long as you are not wearing Heavy Armor, you gain +1 to your AC. This does not stack with other fighting styles that add a bonus to your AC (Mariner, Defense, Etc.)

Pack Flanking(Technique): When you activate your Form ability, you can choose not to utilize its benefit. If you do, then choose an ally within 5 feet of your target: they gain your Form benefit on the next attack they make against your target before the end of their next turn.

Heavy

Wielding a weapon of extreme weight, fighters of the Heavy style smash and batter their way through all opponents. Whether cleaving through hordes, smashing through armor, or piercing through bodies, those who subscribe to the Heavy Philosophy know that the weight behind their weapon is a gift, not a hindrance, and they act accordingly.

Prerequisites: Must be wielding only one weapon without the Finesse or light properties

Heavy Strike (Form) Once per turn, you can choose not to attack at advantage when you otherwise would. If you do, you can add your Proficiency bonus to the damage and roll the weapon damage dice twice, taking the highest.

If you have Extra attack, you can also choose to expend an extra attack granted to you by this ability to increase this attack's damage by 1d6+1 if the attack is made with a one handed weapon, or 1d10+1 if it is made with a two handed weapon.

Your save for any Heavy style ability is equal to 8+ Your Proficiency bonus+your Strength.

Impale(Technique): When you deal piercing damage with a Heavy strike, you can expend your reaction. If you do, you can force the creature to make a Con save. On a failure, the creature is treated as grappled until the end of your next turn. This effect ends if your weapon moves beyond its reach away from the target.

In addition, your Heavy Strikes can now be done at range, as long as it is done with a Thrown weapon that fulfills this Discipline's requirements.

Smash(Technique): When you deal bludgeoning damage with a Heavy strike, you can choose to expend your reaction. If you do, you can force the creature to make a Con Save. On a failure, the creature is pushed 5 feet in a direction of your choice, and knocked prone. This movement cannot move a creature into inherently dangerous terrain.

Cleave(Form): When you deal slashing damage with a Heavy Strike, you can choose to expend your reaction. If you do, you can make an additional attack against a creature within 5 feet of that creature as part of your attack. The damage die of this weapon attack becomes 1d4 for this attack

Brawler

Those who fight in the style of a brawler know how to best utilize their body to defeat any opponent. Skilled unarmed opponents, these people know best that there is more someone can do than simply rain blows upon their foe: for one thing, it helps if they are on the ground before the stomping begins.

Prerequisites: Must not be wielding a Two Handed weapon.

Brawling focus (Form): You gain different ways to use your Unarmed attacks to deal 1d4 damage (Unless they would deal more damage).

*Jab: You can choose to reduce the damage dice of an unarmed strike you hit with by one (reducing a d4 damage dice makes your damage 1+relevant modifiers). If you provoke an opportunity attack from that target before the end of your turn.

*Kick: Your unarmed attacks gain the Versatile ability, dealing damage one damage die higher than usual, and you may move the target 5 feet in one direction of your choice on a hit. Making a Versatile unarmed attack prevents you from making any attacks as an offhand attack or bonus action, unless you would be allowed a bonus action attack with any weapon wielded (Such as through Great Weapon Master)

Brute(Technique): When you succeed on a Grapple or Shove attempt, you can make an unarmed attack as a reaction. This attack can be a kick, in which case it does not restrict your unarmed attacks for the rest of the turn.

Footwork(Technique): When an opportunity attack is made against you with disadvantage, you can expend your reaction to add your Proficiency bonus to your AC for that attack. If it misses, you may make an unarmed Jab against them as part of that reaction.

Powerful Kick(Technique): When you make a Kick attack, you can choose to take a -5 to hit. If it hits, the attack deals extra damage equal to your proficiency bonus, and the target is knocked prone.

Spellblade

Those who follow the Spellblade Style see magic as just another weapon in their arsenal, and train with it as such. Where other spellcasters spend time learning the in depth theory of magic, those that follow the Spellblade's path forgo the less applicable aspects of magic in order to enhance their destructive capability: Magic is a weapon, and the Spellblade ensures that theirs is honed to a fine edge.

Prerequisites: Must be wielding a weapon in one hand, and nothing in any other hand.

Energy Pulse(Form): Choose an element from the following list: acid, cold, fire, lightning, or thunder. As a bonus action, whenever you take the attack action, you can attack your enemies with a blast of energy: you can make a spell attack roll against a creature within 30 feet, dealing 1d4+Your spell casting modifier of the damage type chosen above. Your spellcasting modifier is your choice between your Intelligence, Wisdom, and Charisma.

This is your Energy Pulse, and its damage type is your Energy Pulse damage.Using this action is treated as casting cantrip with verbal and somatic components, although its damage cannot be increased by methods outside of this Tactical Style.

Additionally, you learn one cantrip from the Wizard spell list, which uses the same casting ability as your Energy Pulse.

Volatile Energy Pulse(Technique): After a Short rest, you can choose to change the Elemental damage type of your Energy Pulse. You can use an Energy pulse in place of any weapon attack.

As a reaction, when you hit with an Energy pulse, you can choose to change the damage type for that attack to another valid Energy Pulse type, and add +2 to the damage of said attack. You can do this a number of times per short rest equal to your Proficiency bonus.

Arcane Parry(Technique): As a reaction, taken when affected by a hostile spell who's casting you are aware of, you can make a melee attack roll with a weapon you are wielding. If this roll exceeds either the save dc of the effect, or the spell attack roll of the effect, you can choose one of the following effect:

- If the spell requires a Save, you are treated as proficient in it. If you already are, add +2 to your save.
- If the spell uses a Spell attack roll, add your Proficiency bonus to your AC for this attack.

Channeling Control(Technique): As part of rolling initiative and as an action at any point after that, you can channel your energy into your weapon. For 1 minute or until you lose concentration, as if concentrating on a spell, you lose the ability to use Energy Pulse, and can add 1d4 Energy Pulse damage to your weapon attacks for the duration. This damage die increases at 7th level to 1d6, at 10th level to 1d8, at 15th level to 1d10, and at 18th to 1d12.

This ability's concentration differs from most spells in the following ways:

- All concentration checks on this ability are made at disadvantage
- The concentration DC is 15 or half the damage you take, whichever is higher

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.

Tactician

Those of the Tactician style know that they are only one part of their group. Therefore, they aim to ensure that their allies work at the peak of their ability. Through succinct instruction, and a keen

wit, those who follow the path of the Tactician ensure that their side emerges victorious through whatever trials that may obstruct them.

Prerequisites: Must have at least one hand free.

Tactical Insight(Form): In place of an attack, you can give guidance in some way to a creature within 30 feet that you share a language with, and who can see or hear you. They can roll their weapon damage dice twice on the next attack they make before the end of their next turn, taking the higher of the two. Additionally, this attack also deals 1d6 extra damage.

Tactical Wit(Technique): When a creature makes an attack empowered by you, make a perception check. If this check would exceed the AC of the target of this empowered attack, the target takes an extra 1d6 damage. This damage die increases at 7th level to 1d8, at 10th level to 1d10, at 15th level to 1d10, and at 18th to 1d12.

Defensive Posturing (Technique): A creature targeted by your Form ability can use its reaction before the end of its next turn, when targeted by an attack or when subject to a harmful effect that grants a Saving throw. This can grant either a +2 shield bonus to AC against an attack, or +2 to one save made.

Commander(Technique): Your Form ability can be used out to a distance of 60 feet, and can be used as a bonus action. The range of this ability increases at 7th level to 90 feet, at 10th level to 120 feet, at 15th level to 150 feet, and at 18th to 300 feet.

Juggernaut

Through heavy plate and mighty tread, the juggernaut will prevail. Each juggernaut is something of a monument, an indomitable soul unaffected by those things that may kill those of their fellows. Bolts and arrows ping off their iron sides, and their allies are heartened by the knowledge that nothing can break the juggernaut.

Prerequisites: Must be wearing Heavy armor

Heavy Plating(Form): While Wearing Heavy armor, you can use your reaction when an enemy deals damage to you to make said enemy roll their damage roll twice, and take the lower result. If this damage would affect multiple creatures, the second roll can only affect you.

Bull Rush(Technique):When you succeed on a shove attempt, you can choose to Bullrush the target instead. They become off-balance, and are either moved 5 feet away from you or knocked prone. The next attack an off-balance creature makes against you is automatically affected by your Form, without needing a reaction. This effect on them ends at the end of their next turn.

Iron Giant(Technique): You can choose to act as half cover for any allies within reach., as an action, you can instead act as 3/4ths cover (granting a +5 bonus) to allies. This does not affect your AC. Allies cannot attempt stealth checks to hide using you as cover.

Battering Ram (Technique): You can treat Shields as a Simple weapon with the Versatile property, dealing 1d4 with one hand, and 1d6 with two. Once per turn, when you hit with a Shield attack, the target must make a Str save. On a fail, you can push the target and yourself 10 feet in the direction of your attack.

Marksman

Steady hands and an eagle eye guides a Marksman's shot. Those skilled in ranged combat often find their way to this Style, no matter their chosen tool. Whether sticking to cover, making a mockery of their enemies, or taking them out at a distance, these are undoubtedly the kings and queens of precision.

Prerequisites: Must be wielding a ranged or thrown weapon.

Vital Shot(Form): You gain +1 on all ranged attack rolls, and ignore the loading property of all ranged weapons you are proficient in. This bonus does not stack with any other bonus to attack rolls from any other Fighting style.

Snipe(Technique)You do not roll attack rolls at long range at disadvantage. When you hit with a ranged attack made with a two handed ranged weapon at long range, you can roll the damage die twice and take the highest.

Bravado(Technique): You gain your choice of Performance, Sleight of Hand, or Persuasion, if you don't already have it.

As a bonus action, you can roll a skill check of the chosen skill against an enemy within 30 feet, contested by the target's insight. If you succeed, you gain advantage on one attack roll against them before the end of your current turn.

You can only target a creature with this ability once per day.

Gunfighter(technique): While you have cover and are wearing light or no armor, you gain a +2 Shield bonus to AC against attacks affected by your cover. This bonus also applies to Dex saves.

Subterfuge

The easiest fight to win is one the other guy doesn't even know is happening. The Subterfuge Style teaches how to maximize one's attacks against vulnerable opponents, unleashing deadly assaults on those who are often barely even aware there is a threat. By infusing their deceit into every aspect of their fighting, Victory against even the strongest of opponents can be assured.

Prerequisite: Proficiency in Stealth, Deception, or Sleight of Hand

Subtle Attacker(Form): When you attack a creature who hasn't taken a turn in combat yet, or is unaware of your exact location (such as through a successful stealth check), you can add your Prof. bonus to the damage of that attack, and can roll your weapon damage dice twice, taking the highest

Roof Runner (Technique): As a reaction, you can give yourself advantage on a Dex save or acrobatics check made to avoid falling off of an edge into an obviously dangerous area, or to avoid taking damage from a fall. Once per turn, you can apply your Form damage to a melee attack on your turn made against a creature who was at least 10 feet below you at the start of your turn.

Subversive Feint(Technique): You gain one of the following skill Proficiencies when you gain access to this Technique: Deception, Sleight of hand, or Stealth.

As a bonus action, you can attempt a DC 15 check of one of the above skills to gain advantage on all attack rolls made against a creature you choose before the end of the current turn. The target is treated as resistant to the damage of any attack you choose to get advantage on in this way, even if they otherwise would not be treated that way.

Combative Operative: You must be wielding a weapon with a d4 base damage die to use this Technique.

You can make off-hand attacks with the weapon wielded in your main hand, and you

can use Acrobatics when initiating grapple checks. If you hit with all of your attacks on your turn, you can attempt a grapple check as a Reaction.

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