

FIGHTING STYLE

Below are new fighting styles as well as an option for improved fighting styles.

Degrees of Styles. Each fighting style option has basic, intermediate, and advanced features. You only gain the intermediate and advanced features if you select a fighting style option a second and third time.

ARCHERY

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

Intermediate. You can use your bonus action to take aim on a target. You gain a bonus on your next ranged weapon attack roll equal to half your weapon proficiency bonus if you make that attack before you move.

Advanced. If a hostile creature moves within 5 feet of you, you can use your reaction to immediately move up to half your speed. This movement does not provoke an opportunity attack from that creature.

BLIND FIGHTING

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you and within 30 feet.

Intermediate. You can use your bonus action to indicate the position of an unseen creature which is not hidden within 30 feet of you. Any of your allies also within 5 feet of that creature can make melee weapon attacks against it without disadvantage until the start of your first turn of the next round.

Advanced. When you are being attacked by a creature that is not hidden from you, you can use your reaction to deny that creature advantage on its attack.

DEFENSE

While you are wearing armor you gain a +1 bonus to your armor's damage reduction values and you can don and doff armor in half the normal time required. You can reduce your level of exhaustion even while taking a long rest in armor.

Intermediate. You can use your bonus action to grant yourself additional damage reduction equal to your defense bonus against one attack that hits you before your first turn of the next round.

Mastery. If you are wearing armor and you are hit by an attack, you can use your reaction to attempt to disarm your attacker. The attacking creature must make a Strength saving throw against a DC equal to 8 + your Strength modifier + your defense bonus.

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.

Intermediate. You can use your bonus action to attempt to disarm a creature (See DMG, p. 271).

Advanced. When a melee attack is made against you, you can use your reaction to impose disadvantage on the attack. You must be aware of the attack to use this feature.

GREAT WEAPON FIGHTING

You must be wielding a melee weapon with two hands, and that weapon must have either the heavy or versatile property, for you to gain any benefit from this style. You can use your Strength modifier on your attack rolls instead of your Dexterity modifier.

Intermediate. When you take the attack action and hit a creature, you can use your bonus action to attempt to knock that target prone or shove it away 5 feet.

Advanced. If you are missed by a weapon attack, you can use your reaction to attempt to sunder the weapon if it is within your reach. See Sundering rules under Combat.

JOUSTING

You do not suffer disadvantage when you attack a target within 5 feet of you when wielding a lance.

Intermediate. In addition, you can use your bonus action to spur your mount into a charge while you are mounted. If your mount moves at least 20 feet prior to your making a melee weapon attack with a lance, your damage increases to 3d8 for the weapon.

Advanced. If you would fall from your mount, you can use your reaction to stay on your mount instead.

MYSTIC

You have learned how to tap into the magical forces of the realm and empowered your weapons. When you make weapon attacks, your attacks are considered magical against creatures with resistance to non-magical weapon damage.

Intermediate. You can use your bonus action to gain a +1 bonus to your weapon attack rolls until the start of your first turn of the next round.

Advanced. When you are hit by a spell attack, you can use your reaction to add your Experience bonus to your armor class. If this causes the attack to miss, make an attack roll using your weapon attack modifier against the creature that cast the spell. If you hit, the caster is hit by his own spell.

OPPORTUNISTIC FIGHTING

Whenever you make an attack using your reaction, you gain a +2 bonus to the attack roll. You can take one additional reaction if you use your reaction as part of this style.

Intermediate. If you are unseen by your target, you can use your bonus action to make a weapon attack. If the attack hits, the target must make a Constitution saving throw or be stunned until its first turn of the next round. The DC equals 8 + your weapon attack modifier.

Advanced. When you successfully hit a creature with a weapon attack using your reaction, you score a critical hit.

POLEARM FIGHTING

When you make an attack with a weapon with the reach property against a creature not within 5 ft. of you, make the attack roll with advantage.

Intermediate. If a hostile creature is within 5 feet of you, you can use your bonus action to disengage and move 5 feet away from the creature.

Advanced. When a creature misses you with a melee attack, you can use your reaction to attempt to trip the creature. The creature must make a Dexterity saving throw with a DC equal to 8 + your weapon attack modifier or fall prone.

PROTECTION

You must be wielding a shield to gain any benefits from this style. You grant any ally within 5 feet of you a +2 bonus to their AC if you are not incapacitated. Your ally can gain this benefit even if they are also wielding a shield.

If the ally you are protecting is hit by a weapon attack, you reduce the damage by the shield bonus. If the weapon attack is magical, your shield must be magical to grant the damage reduction.

Intermediate. You can use your bonus action to grant an additional ally the +2 bonus to their AC until the start of your first turn on the next round.

Advanced. When a creature (including yourself) is hit by an attack within 5 feet of you, you can use your reaction to place your shield in harm's way, reducing the damage by an amount equal to half your level in this class.

THROWN WEAPON FIGHTING

When you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Intermediate. When you make a ranged weapon attack with a thrown weapon, you can use your bonus action to gain advantage on your attack roll.

Advanced. If a creature provokes an opportunity attack, you can use your reaction to make a weapon attack with a thrown weapon provided that creature is within normal (not long) range for that weapon.

TWO-WEAPON FIGHTING

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

Intermediate. You no longer need to use your bonus action when two-weapon fighting.

Advanced. If a creature hits you with a melee attack, you can use your reaction to put your opponent off-balance, granting advantage on the next attack made against it.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you are not wielding a weapon or a shield, the damage increases to 1d8.

When you successfully grapple a creature, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

Intermediate. When you have a creature grappled, you can use your bonus action to improve your grapple to restraining the creature if you make a successful grapple attack. While you are restraining the creature, you are also considered restrained, but your speed is not reduced to 0.

Advanced. If a creature successfully escapes your grapple, you can use your reaction to attempt to grapple the creature again. If you fail, the creature gains advantage on any attacks it makes on you until the end of its turn.