

Mysteria Unveiled: Fighting Styles

Fighting styles are at once philosophies and systems of combat. Not as powerful as feats, fighting styles are still potent features that provide adventurers with the ability to specialize in particular methods of martial prowess.

This is Homebrew Playtest

Material

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at mysteria.unveiled@gmail.com with your feedback!

Optional Rule: Learning & Preparing Other Fighting Styles

Normally, you may only learn a fighting style if you have attained the appropriate level in a class capable of learning the style, and most classes only provide the option to learn one style. You may only select a fighting style once, even if you are later able to select another style.

When you learn a Fighting Style as a class feature, you always benefit from the effects of that style. If you learn additional styles from your class or class archetype, or through multiclassing, you enjoy the benefits of each style you are granted.

It is possible to learn other fighting styles once you have attained a class level that grants access to a fighting style. However,

unless you have a Fighting Style prepared, you don't gain the benefits listed.

Learning a new Fighting Style requires an instructor that knows the style and has it prepared, or a fight book that details the style. You must follow the rules for learning a Language or Tool proficiency on page 187 of the PHB.

Preparing Fighting Styles

No matter how many fighting styles you know, you can only benefit from as many styles at one time as granted by your class and level. You must decide which fighting styles you will employ for the day when you finish a long rest.

When a class level grants you a Fighting Style, that style is automatically considered prepared. When you finish a long rest, you can change your prepared styles, if you know others. You can prepare as many fighting styles as your class and level allows from your list of known styles.

Preparing fighting styles involves practicing these styles for at least one hour out of the long rest. This does not count as strenuous activity. Often, warriors will spar with each other so that both may prepare their styles for the day.

New Fighter Class Feature: Adaptive Combat

At 3rd level, if your GM permits, you can gain the Adaptive Combat class feature. This feature is in addition to your Martial Archetype class feature. When you finish a short rest, you can change one of your prepared fighting styles for another style you have learned.

New Fighting Styles

Arcane Armor

Fighter 1, Ranger 2, Paladin 2, Bard (College of Swords) 3

When you are under the effect of a spell that grants a bonus to your AC, gives you a minimum AC, or that grants you an AC calculation (such as *barkskin*, *mage armor*, *shield*, or *shield of faith*), you are considered to have half cover when making saving throws against spells.

Berserkerang

Fighter 1, Ranger 2

You gain a +2 bonus to your melee weapon attack rolls against any creature that damaged you since the end of your last turn.

Blindfighting

Fighter 1, Ranger 2, Bard 3 (College of Swords)

This Fighting Style is added to the list of styles available to College of Swords bards.

Brawling

Fighter 1

You are proficient in Improvised weapons. Before you roll damage for an improvised weapon that is a non-magical object no larger than a simple weapon, you may choose to inflict an additional 1d6 damage with that weapon, but the improvised weapon breaks and becomes useless for further attacks if you elect to do this.

Cavalry

Fighter 1, Ranger 2, Paladin 2

When you are controlling a mount, you may use a bonus action to direct your mount to make an attack against a creature in its reach on your initiative.

Close Quarters Combat

Fighter 1, Ranger 2, Bard 3 (College of Swords)

When you roll for damage with a Light weapon against a creature within 5 feet of you, roll a d4 along with the damage die and pick the highest number for your damage roll.

Covert Action

Fighter 1, Ranger 2, Bard 3 (College of Swords)

If a creature is Surprised while using its Dexterity bonus as part of its AC calculation, or if a creature is unaware of your presence before you strike (such as when hiding during combat), you gain a bonus to your attack rolls against that creature equal to the Dexterity bonus applied to its armor class (minimum 1).

Design Note: Covert Action essentially negates a creature's Dexterity bonus to Armor Class when you attack them while they are Surprised, or if you ambush them from hiding. This is simpler than recalculating the creature's AC without their Dexterity bonus.

Distance Fighting

Fighter 1, Paladin 2

When an ally is standing between you and a creature you are attacking with a Reach weapon, that creature is not considered to have cover against your attack. You do not suffer disadvantage when making melee weapon attacks against a prone creature from more than 5 feet away. Lastly, you can make opportunity attacks against creatures that are within your reach when they move more than 5 feet away from you without disengaging.

Execution

Fighter 1, Ranger 2, Paladin 2

If a creature falls prone within your reach, you may use your reaction to make an attack against that creature with a two-handed or versatile weapon you are holding in two hands, provided that weapon does not have the Reach property. If a creature is restrained, that creature is considered vulnerable to your melee weapon attacks with two-handed or versatile weapons you are holding in two hands.

Fast Casting

Fighter 1, Paladin 2, Ranger 2, Bard (College of Swords) 3

You can add your spellcasting modifier to your Initiative roll; if you do so, the only action you may take in your first turn of combat is the Cast a Spell action. When you are surprised, you may still cast spells requiring a bonus action on your first turn of combat.

Fast Drawing

Fighter 1, Ranger 2, Bard 3 (College of Swords)

Drawing or sheathing weapons does not use your item interaction on your turn, and you are proficient in Initiative checks.

Finesse Fighting

Fighter 1, Ranger 2, Bard 3 (College of Swords)

You gain +1 to your attack rolls with finesse weapons and +1 to your Initiative rating.

Foe Hunting

Fighter 1, Ranger 2, Paladin 2

You increase your chance to score critical hits by 1 in 20 against a creature you have as a Favored Enemy from the ranger class feature, a creature under your Vow of Enmity from the paladin (oath of vengeance) class feature, or an enemy that you have observed using the Know your

Enemy fighter (battlemaster) class feature since your last short rest.

Formation Fighting

Fighter 1, Paladin 2

You may use a bonus action on your turn to provide a creature standing within 5 feet of you advantage on one melee attack roll they make on their turn. The attack must target a creature within your reach, and your ally loses this bonus if they move more than 5 feet away from you before making the attack. If a friendly creature that occupies a space next to you also has Formation Fighting, you both gain +1 to your AC.

Gladiatorial Combat

Fighter 1, Paladin 2, Bard 3 (College of Swords)

On your turn you may choose to reduce the damage you receive from bludgeoning, piercing, or slashing weapons by a number of hit points equal to your Strength or Dexterity bonus until the beginning of your next turn. Until the beginning of your next turn, you do not add an ability score modifier to your weapon damage rolls. You must be wielding a melee weapon or a shield to benefit from this feature, and you cannot use this feature if you are wearing heavy armor.

Ground Fighting

Fighter 1

Creatures within 5 feet of you do not gain advantage to strike you with melee attacks when you are prone, and you do not suffer disadvantage to your attack rolls when fighting while prone. When you are prone, rising to a standing position costs only 5 feet of your movement.

Guarding

Fighter 1, Paladin 2

When you stand in front of another creature that is your size or smaller, you may afford that creature three quarters cover from attacks, rather than half cover. If a creature within 5 feet of you is the target of an attack, you may use your reaction to move to any space within 5 feet of that creature before the attack takes place. This movement does not provoke opportunity attacks.

Rules Tip: Normally, creatures have ½ cover against attacks when another creature is standing between the target and the attacker (see pg. 197 of the PHB).

Harrying

Fighter 1, Ranger 2, Bard 3 (College of Swords)

When you make a weapon attack roll against a creature, you may mark them for further aggression until the end of your next turn. Only one creature can be so marked at any time. A harried creature's speed is reduced by 5 feet. While the harried creature is within your reach, or has been damaged by a ranged attack you made during the same round, it suffers an additional point of psychic damage each time it takes damage from any source.

Heavy Weapons

Fighter 1, Paladin 2

When you successfully strike a creature with a melee weapon attack using a weapon that has the *heavy* property, as a bonus action you can Shove a creature within your reach using that weapon as part of the same attack. The DC for the creature's Strength (athletics) or Dexterity (acrobatics) check to resist the shove attempt is equal to your attack roll. If you choose to Shove the creature you hit with the attack that triggered your bonus action, and that

creature is not larger than you, that creature has disadvantage on its check to resist your Shove.

Instinctive Shooting

Fighter 1, Ranger 2

When you make a ranged attack against a target within 60 feet while that is not a critical miss using a ranged weapon that lacks the loading property and the heavy property, you may make a ranged attack with the same weapon against the same creature or another creature within 30 feet of it as a bonus action.

Marksmanship

Fighter 1, Ranger 2

You add 10 feet to the normal range of a ranged weapon you are holding. The first time on each of your turns that you successfully hit a creature with a ranged weapon attack or a thrown weapon attack, you can roll two damage dice and take the highest roll for your damage roll.

Martial Focus

Fighter 1, Paladin 2, Ranger 2, Bard 3 (College of Swords)

You may use any martial weapon as a spellcasting focus. You must mark the weapon with arcane sigils or holy glyphs, and you may change your Martial Focus after a short rest. When casting cantrips with your Martial Focus, you gain a +2 to your spell attack rolls.

Merciful Restraint

Fighter 1, Paladin 2

When a hostile creature moves out of your reach without using the Disengage action, you may use your reaction to immediately roll one of your hit dice to recover hit points you have lost. when you reduce a creature to 0 hit points but choose to render them

unconscious rather than killing them, you regain a spent hit die.

Psychological Warfare

Fighter 1, Paladin 2, Bard 3 (College of Swords)

If you damage a creature that can see you, that creature critically misses attack rolls on a natural 1, 2, or 3. The creature acts one place later than their rolled initiative in the initiative order on any round in which it suffers this penalty. The penalty lasts until the creature damages you, or until it can no longer see you. The effect ends at the end of your turn if you have not made an attack against that creature during your turn. Only one creature can be affected by your Psychological Warfare style per round.

Scrap Fighting

Fighter 1, Ranger 2

When you roll your Strength (Athletics) in order to make a Grapple, Shove, or Overrun attempt, you may inflict unarmed damage on the creature you target, and you do not suffer disadvantage on attempts to Shove a creature Aside (DMG pg. 272). Additionally, you may make a Grapple or Shove attempt in place of an opportunity attack if you have a free hand when a creature attempts to move out of your reach without using the Disengage action.

Self Defense

Fighter 1

Add +1 to your armor class when unarmored and +1 to your attack rolls when you are not holding a weapon, shield, or object in either hand. You may use your Dexterity bonus for attack and damage rolls when you make unarmed strikes, and may use your Dexterity (Sleight of Hand) when attempting to Grapple or Shove a creature.

Shield Fighting

Fighter 1, Paladin 2

You may don or doff a shield as an item interaction, and may draw a weapon with your other hand as part of the same interaction. When holding a shield, you may use the shield to make a melee weapon attack with proficiency as a bonus action, dealing 1d6 bludgeoning damage plus your Strength modifier. Additionally, If you perform a Shove attack while holding a shield, you may inflict your Strength bonus in bludgeoning damage to the shoved creature.

Single Combat

Fighter 1, Paladin 2, Bard 3 (College of Swords)

If you strike a creature with a weapon attack, you may issue a challenge, granting that creature a +1d4 bonus to damage rolls against you. If you do so, that creature inflicts a number of fewer hit points of damage equal to your Charisma bonus to all other creatures within 30 feet of you. Creatures that attack the creature you challenged forgo this damage reduction. Both effects end if your turn ends and you did not attack this creature, or if you damage a different creature.

Skirmishing

Fighter 1, Ranger 2, Bard 3 (College of Swords)

You gain a +2 bonus to your armor class when you are moving and not wearing heavy armor or moving through rough terrain.

Skullduggery

Fighter 1, Ranger 2, Bard 3 (College of Swords)

You are proficient with poisoner's kits. When you damage a creature with a weapon attack you make using a weapon or ammunition that has been treated with a poisoner's kit, that creature is also

Poisoned. The condition continues for a number of rounds equal to your Proficiency bonus. The creature may make a Constitution saving throw at the beginning of each of its turns to remove the condition.

Small Arms

Fighter 1, Ranger 2

Whenever you roll the maximum damage on a firearm's weapon damage die, you keep that result and roll that damage die again, adding the new result to the total damage. This does not apply to additional damage dice from spells or features.

Stage Combat

Bard 3 (College of Swords)

You gain a number of temporary hit points equal to your Charisma modifier when you roll initiative at the start of each combat. When a creature makes an attack roll against you, you may use your reaction to drop prone and appear to have died outright to any creature that can see you. You may use your action on each of your turns to continue to "play dead." A creature will believe you are dead (and treat you like a corpse) unless one of the following occurs:

- You move or speak.
- You perform an action other than playing dead or making a Dexterity (Sleight of Hand) check to interact with an object unseen.
- A creature within 5 feet of you uses an action to inspect you and succeeds in an Intelligence (Investigation) or Wisdom (Medicine) check against your passive Charisma (Performance) or passive Charisma (Deception) score (your choice). A creature that has seen

you perform this ruse before has advantage on this contest.

Sweordrūna

Fighter 1, Ranger 2, Paladin 2, Bard 3 (College of Swords)

Choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. When you inflict damage with a weapon attack using a melee weapon with which you are proficient, you inflict an additional point of damage of that type, or three additional points on a critical hit. When you complete a short or long rest, you may change the type of extra damage your weapon inflicts.

Sword & Ward

Fighter 1, Ranger 2, Bard 3 (College of Swords)

When you are holding a melee weapon in one hand and your spell casting focus in the other and you are not holding a shield, you add one-half your Proficiency bonus to your AC.

Tactical Warfare

Fighter 1, Paladin 2

When you finish a short or long rest, you gain a number of Strategy Points equal to your Intelligence modifier (up to a maximum of your Intelligence modifier, minimum 1). You may use a reaction on a creature's turn and spend one Strategy Point to issue an order to a friendly creature, providing one of the following benefits. Your ally must be within 60 feet and must be able to see and hear you to gain this benefit, and the creature can benefit from only one of these benefits at a time:

- +5 walking Speed until the end of your ally's turn

- +2 to attack rolls against a target you specify until the end of your ally's turn
- +2 to armor class against attacks made by one creature you and your ally can see until the end of the attacking creature's turn
- +2 to the next saving throw or skill check your ally makes involving an ability score you specify before the end of their next turn.

Tamed Beast Fighting

Fighter 1, Ranger 2

As a bonus action on your turn you may direct an animal friendly to you (which may be a ranger beast companion, if you have one) to make an attack against a creature that both of you can see. The animal may use its movement on your turn to reach that creature.

Additionally, your beast companion gained from the Ranger Companion class feature has a hit point maximum equal to 5 times your ranger level. Your beast companion gains proficiency in one saving throw of your choice, and any saving throws a creature makes against your beast companion's special attacks use your spell save DC (if it is higher than the beast companion's innate save DC for that attack).

Thrown Weaponry

Fighter 1, Ranger 2, Paladin 2, Bard 3 (College of Swords)

Increase the ranges of your thrown weapons by 10 feet, and increase the damage die of thrown weapons by one size if your target is within 15 feet. You may draw a weapon with the Thrown property as part of a weapon attack, and this does not require your item interaction.

Versatile Fighting

Fighter 1, Paladin 2

You may don or doff a shield as a bonus action. Increase your AC by 1 when you are holding a versatile weapon in one hand. When you miss an attack roll with a versatile weapon you are holding in two hands by 2 or less, you may roll the weapon's 1 handed damage die as damage against that creature, but do not add your Ability Score modifier to the damage roll.

Wild Fighting

Fighter 1, Ranger 2

When you make a weapon attack against a creature you have not already damaged this turn, you inflict an additional 2 points of damage if your attack hits.