

COMBAT VARIANT: MANOEUVRES

In addition to the actions in combat listed in chapter 9, “Combat” in the *Player’s Handbook*, you may choose any of the actions presented here. You must be proficient with a weapon in order to use combat manoeuvres.

You may perform a number of combat manoeuvres equal to your Proficiency bonus between short or long rests.

DISARM

When you take the Attack action on your turn to make a melee weapon attack, you may declare that you are attempting to disarm the target. On a hit, the target must make a Strength or Dexterity check, contested by your Strength or Dexterity check. If you succeed, the target drops the object you choose. The object lands at its feet.

EVASIVE ATTACK

When you take the Attack action on your turn, you may choose to take a -2 penalty. You gain +2 to your AC against weapon attacks made by your target against you until the start of your next turn.

FEINT

As a bonus action on your turn you may feint an attack, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that target.

LUNGE

When you take the Attack action on your turn to make a melee weapon attack, you may lunge, adding 5 feet to your weapon range. If you do, you suffer a -2 penalty to your AC until the start of your next turn.

PARRY

When another creature damages you with a melee attack, you may use your reaction to reduce the damage by an amount equal to your Proficiency bonus + your Dexterity modifier.

POWER ATTACK

When you take the Attack action on your turn to

make a melee weapon attack, you may attempt to overpower their defences with brute strength. If you do, you take a -2 penalty to the attack, and add your Strength modifier to the damage. This stacks with any other extra damage you would otherwise deal with your melee weapon attack, including if you already add your Strength modifier.

RIPOSTE

When a creature misses you with a melee attack, you may use your reaction to make a melee weapon attack against the creature.