

# Maneuvers

A character who has trained in combat has expertise that no common militia member or pickpocket can match. A swashbuckling duelist knows feats of swordplay that are practically unmatched, and a sniping archer can bring down several enemies at once. An acrobatic thief can vault and somersault around the battlefield or darkened city streets, and a master assassin can deal a deadly blow from the shadows. All of these characters draw on maneuvers that reflect the expertise they have acquired.

When you use a maneuver, you spend expertise dice (granted by your class) to perform the maneuver. You make a devastating or uncannily accurate attack, perform an awesome acrobatic stunt, or parry an opponent's blow. Each maneuver tells you when you can use it, how many expertise dice you can spend on it, and what happens as a result.

**Gaining Maneuvers:** Characters typically gain maneuvers from class features such as Fighting Style and Rogue Scheme. These class features specify the maneuvers that you gain at certain levels.

**Spending Expertise Dice:** A maneuver lets you spend one or more expertise dice to do something beyond what you could normally do. When you use a maneuver, you decide how many expertise dice you spend on that maneuver. Then, you resolve the maneuver's effects. Some maneuvers let you roll one or more expertise dice and add the results, and others let you roll multiple dice and use only the highest result.

## Fighter Maneuvers

Cleave  
Composed Attack  
Danger Sense  
Deadly Strike  
Glancing Blow  
Great Fortitude  
Lightning Reflexes  
Mighty Exertion

Opportunist  
Parry  
Precise Shot  
Protect  
Spring Attack  
Tumbling Dodge  
Vault  
Volley  
Whirlwind Attack

## Monk Maneuvers

Controlled Fall  
Danger Sense  
Deadly Strike  
Defensive Roll  
Deflect Missiles  
Flurry of Blows  
Hurricane Strike  
Iron Root Defense  
Iron Will  
Lightning Reflexes  
Mighty Exertion  
Spring Attack  
Step of the Wind  
Tumbling Dodge  
Vault  
Whirlwind Attack

## Rogue Maneuvers

Composed Attack  
Controlled Fall  
Danger Sense  
Defensive Roll  
Iron Will  
Lightning Reflexes  
Opportunist  
Parry  
Precise Shot  
Skill Mastery  
Sneak Attack  
Spring Attack  
Tumbling Dodge  
Vault

## Maneuver Descriptions

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The following maneuvers are presented in alphabetical order.

### Cleave

When you drop an enemy with a melee attack, you let your momentum carry you forward to strike again.

**Effect:** When you reduce a creature to 0 hit points or fewer with a melee weapon attack, you can spend expertise dice to make an extra attack. Using the same weapon, make an attack against a creature of your choice within your reach. On a hit, roll the expertise dice in place of the weapon's damage dice.

### Composed Attack

You calm your mind and focus your effort on overcoming whatever disadvantages would cause your attack to miss.

**Effect:** When you make an attack with disadvantage, you can spend expertise dice to offset the disadvantage. Roll all the expertise dice you spend, but add only the highest die result to the lower of your two d20 rolls. Treat that total as your lower roll, which cannot exceed the higher d20 roll, then apply any relevant attack modifiers.

### Controlled Fall

You contort your body when you fall, which reduces or negates the injuries you would have sustained on impact.

**Effect:** When you fall but before you take damage from the fall, you can spend expertise dice to reduce the damage. On landing, roll all the expertise dice you spent, add up their results, and reduce the damage by that total.

### Danger Sense

Your instincts help you respond to danger more quickly than normal.

**Effect:** When you roll for initiative, you can spend expertise dice to increase it. Roll all the expertise dice you spend, but add only the highest die result as a bonus to your initiative.

### Deadly Strike

You find where your opponent is most vulnerable and strike there.

**Effect:** When you hit a creature with a weapon attack, you can spend expertise dice to increase the attack's damage against that target. Roll all the expertise dice you spend, and add up their results. The damage gains a bonus equal to that total.

### Defensive Roll

Whenever your quickness and reflexes would save you, you push yourself, twisting and rolling to escape the danger.

**Effect:** When you make a Dexterity saving throw and take damage as a result, you can spend expertise dice to reduce this damage. Roll all the expertise dice you spend, add up their results, and reduce the damage by that total.

### Deflect Missiles

Your keen reflexes allow you to pluck arrows, javelins, and other missiles from the air and hurl them back at your foes.

**Effect:** When a ranged weapon attack is made against you, you can spend expertise dice as a reaction to increase your AC and deflect or catch the missile with a free hand. Roll all the expertise dice you spend, but add only the highest die result to your AC against the attack.

If you spend at least two dice and the attack misses, you can catch the missile, provided it is small enough for you to hold in one hand.

If you catch the missile, you can spend a single expertise die to make a ranged attack with it against your attacker (you make this attack as if you had proficiency with the weapon). On a hit, roll the expertise die in place of the missile's damage die, and add no bonuses to the damage. If the missile is a piece of ammunition, such as an arrow, halve your attack's range and damage.

### Flurry of Blows

You unleash a flurry of unarmed attacks, striking several foes at once or one foe multiple times.

**Effect:** When you use your action to make an unarmed melee attack, you can spend expertise dice to make additional unarmed attacks. Make one additional attack per die spent, and on a hit, roll the expertise die in place of your unarmed attack's damage die, and add no bonuses to the damage.

## Glancing Blow

Even when you miss with an attack, you can manipulate your weapon to deliver a glancing blow.

**Effect:** When you miss a target with a melee weapon attack but your attack result is a 10 or higher, you can spend expertise dice to turn the miss into a glancing blow, which is not treated as a hit. Roll all the expertise dice you spend. The target takes damage equal to the highest die result alone. The damage is of the weapon's type, but it delivers no additional effect associated with the weapon or the attack.

## Great Fortitude

You call upon your mighty reserves to overcome anything that would hold you back.

**Effect:** When you make a Strength or Constitution saving throw, you can spend expertise dice to improve your result. Roll all the expertise dice you spend, but add only the highest die result to your saving throw.

## Hurricane Strike

Your extensive training in the martial arts allows you to hurl your enemy away from you.

**Effect:** When you hit a creature with a melee attack, you can spend an expertise die to hurl the creature away, provided the creature is your size or smaller. The target must succeed on a Strength saving throw or be knocked prone and pushed up to 10 feet in a straight line away from you.

You can increase the effect by spending more dice. Doing so makes the effect magical. If you spend two dice, the push distance increases up to 30 feet, and the target can be up to one size larger than you. If you spend three dice, the push distance increases up to 60 feet, and the target can be up to two sizes larger than you.

## Iron Root Defense

Through a trained peace of mind, you tap into the strength of the earth and become a living statue, which barely feels pain.

**Effect:** On your turn, you can spend expertise dice to reduce the damage you take, provided you haven't moved during this turn. Roll all the expertise dice you spend, but take only the highest die result. Until the start of your next turn, the damage you take from any source is reduced by that number.

You cannot move while this benefit is in effect. If you are somehow moved, the benefit immediately ends.

## Iron Will

Because of martial or religious discipline, a lifetime of traumatic experiences, or an inborn will of steel, you have the resolve to overcome effects that attempt to control or confuse your mind.

**Effect:** When you make a Wisdom or Charisma saving throw, you can spend expertise dice to improve your result. Roll all the expertise dice you spend, but add only the highest die result to your saving throw.

## Lightning Reflexes

You have the speed needed to twist out of harm's way.

**Effect:** When you make a Dexterity saving throw, you can spend expertise dice to improve your result. Roll all the expertise dice you spend, but add only the highest die result to your saving throw.

## Mighty Exertion

You focus your strength to ensure success whenever you use your physical power to complete a task.

**Effect:** When you make a Strength check, you can spend expertise dice to improve your result. Roll all the expertise dice you spend, but add only the highest die result to your check.

## Opportunist

When you spot an opening in your opponent's defenses, you strike with uncanny accuracy.

**Effect:** When you make an opportunity attack, you can spend expertise dice to improve your accuracy. Roll all the expertise dice you spend, but add only the highest die result to the attack roll.

### Parry

You use your weapon or shield to turn aside an incoming attack, reducing its impact on you.

**Effect:** When you are hit by a melee attack while you're wielding a melee weapon or a shield, you can use a reaction to spend expertise dice to reduce the attack's damage against you. Roll all the expertise dice you spend, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

### Precise Shot

Cover is not an obstacle for you when you make ranged attacks. You line up your shot with amazing accuracy.

**Effect:** When you make a ranged attack against a target that has half cover or three-quarters cover, you can spend a single expertise die to counteract the cover. Roll the expertise die. Your attack roll gains a bonus equal to the die's result, with a maximum bonus of +2 if the target has half cover and +5 if the target has three-quarters cover.

### Protect

When an ally comes under attack, you can position your shield to block the strike.

**Effect:** When a target within your reach is hit by a weapon attack while you are wielding a shield, you can use a reaction to spend expertise dice to reduce the attack's damage against the target. Roll all the expertise dice you spend, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

### Skill Mastery

You bring to bear your expertise to help you succeed when attempting the most difficult tasks.

**Effect:** When you make a check and one of your trained skills applies, you can spend expertise dice to add to the check. Roll all the

expertise dice you spend, but add only the highest die result to your check.

### Sneak Attack

You use cunning and guile to deliver a deadly attack against an unsuspecting foe.

**Effect:** When you hit a creature with a weapon attack, you can spend expertise dice to increase the attack's damage against that target, provided you have advantage against the target or it is in the reach of a creature friendly to you. Roll all the expertise dice you spend, and add up their results. The damage gains a bonus equal to that total.

### Spring Attack

You make sudden, rapid movements to catch your enemy off guard.

**Effect:** When you take the disengage or hustle action, you can spend a single expertise die to make a melee or ranged weapon attack as part of that action. On a hit, roll the expertise die in place of the weapon's damage dice, and add no bonuses to the damage.

### Step of the Wind

Your extraordinary focus allows you to move with incredible speed. As you attain supernatural mastery of this maneuver, you learn to move with such speed that you can walk across water and up walls.

**Effect:** When you start a move, you can spend expertise dice to increase your speed. Roll all the expertise dice you spend, but take only the highest die result and multiply it by 5. Increase your speed for that move by a number of feet equal to the total.

If you spend at least two dice, you can magically walk along vertical surfaces as part of the move.

If you spend at least three dice, you can magically walk across any liquid as part of the move.

### Tumbling Dodge

You easily break away from melee and slip past a foe attempting to guard its more vulnerable allies.

**Effect:** When you move, you can spend expertise dice to bolster your defenses. Roll all

the expertise dice you spend, and add up their results. Your AC gains a bonus equal to that total. The bonus lasts until the end of this turn.

## Vault

You leap higher and farther than an ordinary person can.

**Effect:** When you start a jump, you can spend expertise dice to increase its distance. Roll all the expertise die you spend, but increase the distance by only the highest die result, which is additional feet for a long jump and additional inches for a high jump.

## Volley

You loose a barrage of missiles to bring down several enemies at once.

**Effect:** When you make a ranged weapon attack, you can spend expertise dice to attack additional creatures. Choose the attack's target as normal. For each expertise die you spend, choose another creature within 5 feet of that target, never choosing the same creature twice.

Make your attack against the original target as normal, then compare the same attack result to the AC of every additional creature you chose. If you hit one of the additional creatures, roll the expertise die you spent, using it in place of the weapon's damage dice and adding no bonuses to the damage.

## Whirlwind Attack

You bring your weapon around in a sweeping arc to strike at multiple foes simultaneously.

**Effect:** When you make a melee weapon attack, you can spend expertise dice to attack additional creatures. Choose the attack's target as normal. For each expertise die you spend, choose another creature within your reach, never choosing the same creature twice.

Make your attack against the original target as normal, then compare the same attack result to the AC of every additional creature you chose. If you hit one of the additional creatures, roll the expertise die you spent, using it in place of the weapon's damage dice and adding no bonuses to the damage.