

1st Degree Combat Maneuvers

Adamant Mountain

Heavy Combat Stance (1 point)

Stance—On each of your turns, you gain minor advantage on your first melee weapon attack roll using a weapon with the Heavy property.

Heavy Swing (1 point)

Reaction—When you hit with a melee weapon attack using a weapon with the Heavy property, you can use your reaction to make an additional melee weapon attack against a second creature that is also within your reach. You have minor disadvantage on this additional attack.

Lean Into It (1 point)

Technique—Until the start of your next turn, you deal an extra 1d4 damage whenever you hit with a weapon attack using a weapon that has the Heavy property.

Mountain's Might (2 points)

Bonus Action—You regain hit points equal to 1d6 + your proficiency bonus + your Constitution modifier (minimum 0).

Biting Zephyr

Covering Fire (1 point)

Action—Choose one ally you can see within your weapon's normal range. Until the start of your next turn, your ally's movement does not provoke opportunity attacks from creatures you can see as you pelt the area nearby with a missile. For each opportunity attack your ally would have otherwise

provoked, you expend one piece of ammunition or thrown weapon.

Doubleshot (1 point)

Bonus Action—The next ranged weapon attack you make uses two missiles instead of one. You make this attack with minor disadvantage. On a hit, you deal an additional damage die.

Farshot Combat Stance (1 point)

Stance—When you are wielding a ranged weapon, increase its normal range by 10 feet and long range by 30 feet.

Guarded Draw (1 point)

Bonus Action—Being within 5 feet of a hostile creature who can see you and who isn't incapacitated does not give you disadvantage when making a ranged weapon attack. In addition, when an adjacent hostile creature that you can see moves 5 feet or more away from you, you can use your reaction to make a ranged weapon attack against it.

Mirror's Glint

Intuitive Combat Stance (1 point)

Stance—You gain minor advantage on Insight checks and increase your passive Insight score by 2.

Knockdown Assault (1 point)

Technique—Until the start of your next turn, when you hit with a melee weapon attack against a creature and deal 8 or more damage it makes a Dexterity saving throw or is knocked prone.

Leading Throw (1 point)

Reaction—When a creature within your reach misses you with a melee weapon attack, you can use your reaction to try to throw it. The creature makes a Dexterity saving throw or moves 15 feet in a straight line in a direction of your choice.

Warning Strike (1 point)

Reaction—When a hostile creature that you can see moves out of your reach, you can make a melee weapon attack and on a hit its speed is reduced to 0 until the start of its next turn.

Mist and Shade

Deceptive Combat Stance (1 point)

Stance—You gain minor advantage on Deception and Sleight of Hand checks made in combat.

Deft Feint (1 point)

Bonus Action—Make a Deception check opposed by the Insight check of a creature you can see. On a success, you gain advantage on your next weapon attack against it.

Feinting Assault (1 point)

Technique—Make a Deception check opposed by the Insight check of a creature you can see. On a success you deal 1d6 extra damage on weapon attacks against the creature until the start of your next turn.

Painful Pickpocket (1 point)

Reaction—When a creature hits you with a melee attack, you can use your reaction to make a Sleight of Hand against it.

Rapid Current

Charge (1 point)

Action—Move up to 30 feet in a straight line and make a melee weapon attack. You can't take the Dash action this turn.

Eye Slash (1 point)

Technique—When you hit with a melee weapon attack against a creature that relies on sight, it makes a Constitution saving throw or is blinded until the end of your next turn.

Speed Over Strength (1 point)

Reaction—When a creature attacks you with a weapon that has the Heavy property, or a Large-sized or larger creature attacks you with a natural weapon, you can use your reaction to make a melee weapon attack against it using a weapon that has the Finesse property.

Swift Combat Stance (1 point)

Stance—Your Speed increases by 5 feet.

Razor's Edge

Dangerous Strikes (1 point)

Technique—Until the start of your next turn, your weapon attacks score a critical hit on a roll of 18–20.

Disciplined Combat Stance (1 point)

Stance—You gain minor advantage on Perception checks made in combat. Your passive Perception score increases by 2.

Exploit Footing (1 point)

Reaction—When a creature makes a melee weapon attack against you and misses by 5 or more, you can use your reaction to trip it. The creature makes a Dexterity saving throw or is knocked prone.

Iron Will (1 point)

Reaction—When you make a saving throw to resist being charmed or frightened, you can use your reaction to gain advantage.

Sanguine Knot

Doubleteam (1 point)

Bonus Action—Choose a creature within your reach. The next ally within 20 feet that makes a melee weapon attack against that creature gains minor advantage on the attack roll.

Legion Combat Stance (1 point)

Stance—On each of your turns, you gain minor advantage on your first weapon attack made against a creature within 30 feet of you that is within the reach of one of your allies.

Shield Wall (1 point)

Bonus Action—While you are wielding a shield, you can choose an ally within 5 feet that is also wielding a shield. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions both you and your ally increase your AC by 2.

Shoulder Check (1 point)

Reaction—After a creature within your reach makes a melee attack against an ally, you can use your reaction to make an opposed Athletics check. On a success you shove the creature 10 feet away from you and you

move 10 feet in that direction. This movement does not provoke opportunity attacks.

Tempered Iron

Imposing Glare (1 point)

Bonus Action—Choose one creature you can see within 30 feet. If it can see you, until the start of your next turn it has minor disadvantage on attack rolls against you.

Reckless Combat Stance (1 point)

Stance—When you make your first attack on your turn, you can decide to gain minor advantage on melee weapon attack rolls during this turn, but attack rolls against you have minor advantage until your next turn.

Striding Swings (1 point)

Technique—Move up to 15 feet. Until the start of your next turn, attacks against you have minor advantage and your melee weapon attacks deal 1d4 extra damage.

Zealous Grab (1 point)

Reaction—When a creature within your reach makes a spell attack against you, you can use your reaction to make an opposed Athletics check to grapple it.

Tooth and Claw

Bounding Steps (1 point)

Bonus Action—Move 15 feet and make an ability check to jump as you do so. You gain minor advantage on your next weapon attack roll this turn. If the distance you jump is greater than 12 feet, you have advantage instead.

Natural Counter (1 point)

Reaction—When a creature attacks you with a natural weapon or unarmed strike, you can use your reaction to make a melee weapon attack against it with minor disadvantage.

Raking Strike (1 point)

Action—Make a melee weapon attack. On a hit, you can make an additional attack against the same target. You have disadvantage on this additional attack.

Springing Combat Stance (1 point)

Stance—You increase the distance of your horizontal jumps by a number of feet equal to your proficiency bonus, and the distance of your vertical jumps by a number of feet equal to half your proficiency bonus.

Unending Wheel

Dangerous Signature (1 point)

Reaction—Choose a simple symbol (such as a letter) to be your signature. When you have any advantage on a weapon attack roll, on a hit you can leave your signature on the creature or object you attacked. Your signature remains on a creature until it is fully healed and has taken a long rest. While a creature bears your signature, you have advantage on Insight and Intimidation checks against it.

Focused Combat Stance (1 points)

Stance—You gain minor advantage on the first Wisdom saving throw you make each minute.

Trained Swings (1 point)

Technique—Choose a weapon when you learn this combat maneuver. Until the start of your next turn, you deal an extra 1d4 damage whenever you hit with a weapon attack using that weapon as long you do not have any disadvantage.

Wounding Strike (2 points)

Bonus Action—Choose a weapon when you learn this combat maneuver. When you use the chosen weapon and hit with your next attack roll against a living creature, you deliver a wound. At the start of each of the wounded creature's turns, it takes 1d4 damage (of the same type dealt by your weapon), and it can then make a Constitution saving throw, ending the effect on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Medicine check, ending the effect of such wounds on it on a success. Healing magically or from a trait (such as Regeneration) also ends the effect.

2nd Degree Combat Maneuvers

Adamant Mountain

Imposing Trip (1 point)

Reaction—When a creature within your reach provokes an opportunity attack, you can use your reaction to make a melee weapon attack. On a hit, the creature makes a Dexterity saving throw or it moves 10 feet in a straight line and is knocked prone.

Shrug It Off (2 points)

Reaction—When an effect causes you to be frightened, poisoned, or stunned, you can use your reaction to prevent it.

Warding Wield (1 point)

Bonus Action—Until the start of your next turn, your AC increases by 2.

Biting Zephyr

Countershot (1 point)

Reaction—When you see a missile from a ranged weapon attack enter into the normal range of a weapon you are wielding, you can use your reaction to deflect it. Make a ranged weapon attack against an AC equal to the attack roll of the missile. On a hit, the missile is deflected and misses its target. At the GM's discretion, certain ranged weapons (like a giant's thrown rock) may be too heavy to be deflected by Countershot.

Quickdraw (1 point)

Reaction—On your turn or any other creature's turn, you can use your reaction to draw a ranged weapon and attack with it. You make the attack with disadvantage.

Trickshot (1 point)

Action—Choose a target within twice your weapon's range. As long as you do not move or are targeted by a melee weapon attack before the start of your next turn, at the start of your next turn you make a ranged weapon attack with advantage against the target. On a hit, you can use the result of the attack roll instead of making a Performance check. At the GM's discretion, this combat maneuver can be used to perform other trick shots.

Mirror's Glint

Assisted Roll (1 point)

Reaction—When a creature within your reach misses you with a melee weapon attack, you can use your reaction to move 15 feet without provoking opportunity attacks.

Off-Balancing Strikes (1 point)

Bonus Action—Until the start of your next turn, when you hit a creature with a melee weapon attack instead of dealing damage you can choose to use pulls, shoves, and strikes to put your target off-balance. Until the end of your next turn, the target moves at half speed, and it has disadvantage on ability checks and Dexterity saving throws.

Redirect Momentum (1 point)

Action—Until the start of your next turn, you have advantage on melee attacks against a creature if it made a melee weapon attack against you since the end of your last turn.

Mist and Shade

Forced Hesitation (2 points)

Action—A creature within your reach makes an Intelligence saving throw or reacts to a strike from you that never comes. As long as you remain within the target's reach, until

the start of your next turn it cannot take the Attack action against anyone but you. After you have used this maneuver against a creature, until the end of combat it has advantage on saving throws to resist Forced Hesitation.

Lead On (1 point)

Reaction—When you move on your turn, you can use your reaction and choose a creature you can see within reach to make a Wisdom saving throw. On a failure, on its turn the creature uses its movement to move in the same direction as you.

Smart Feint (1 point)

Bonus Action—Choose a creature within your reach, forcing it to make an Intelligence saving throw. On a failure, you have advantage on your next weapon attack roll against it.

Rapid Current

Parrying Counter (1 point)

Reaction—At the end of your turn, you can use your reaction to increase your AC by 2 against one creature you can see within your reach. If the creature attacks you and misses you, you make a melee weapon attack against it with minor disadvantage.

Rapid Drink (1 point)

Bonus Action—You drink a potion or administer a potion to a creature within reach.

Rolling Strike (1 point)

Action—Move up to 20 feet without provoking opportunity attacks and make a melee weapon attack with minor advantage.

Razor's Edge

Enhanced Critical (1 point)

Reaction—When you score a critical hit, you can use your reaction to deal an extra 10 damage.

Painful Counter (1 point)

Reaction—When a creature makes a critical hit against you using a melee weapon attack, you can use your reaction to make a melee weapon attack against it.

Practiced Roll (1 point)

Bonus Action—Move 20 feet. This movement doesn't provoke opportunity attacks from creatures you can see.

Sanguine Knot

Back To Back (1 point)

Bonus Action—Choose an ally within 5 feet. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions both you and your ally increase your AC by 2. In addition, each of you gets an extra reaction that can be used before the start of your next turn to either make an opportunity attack or activate a combat maneuver.

Pack Hit (1 point)

Technique—If you hit a creature within an ally's reach, that ally's next attack against that creature before the end of their next turn has advantage.

Pile On (2 points)

Technique—If you hit a creature with a melee weapon attack, before the start of your next turn every ally of yours that hits the creature

with a melee weapon attack deals an extra 1d4 damage.

Tempered Iron

Faith Within (2 points)

Reaction—When you make a saving throw to resist a spell or other magical effect, you can use your reaction to gain advantage.

Gaze of Conviction (2 points)

Bonus Action—You stare down a creature you can see within 30 feet, and if it can see you it makes a Wisdom saving throw. On a failure, until the end of your next turn the creature cannot avert its gaze from yours. While you gaze at each other the creature is still able to attack other targets, but it has minor disadvantage on attack rolls against creatures other than you and disadvantage on Perception checks.

Stunning Assault (2 points, 2 attacks)

Technique—Until the start of your next turn, when you hit a creature with a melee weapon attack it makes a Constitution saving throw or is stunned until the end of your next turn.

Tooth and Claw

Leaping Strike (1 point, 2 attacks)

Technique—Move up to 40 feet in a straight line. If you hit with a melee weapon attack at the end of your movement, the target makes a Strength saving throw, and on a failure it is either knocked prone or pushed back 10 feet (your choice).

Reflexive Strike (2 points)

Reaction—When a creature makes a melee weapon attack or check to grapple you, you

can use your reaction to make a melee weapon attack against it.

Tumble (2 points)

Bonus Action—As long as you move your full Speed on your turn, your AC increases by an amount equal to your proficiency bonus until the start of your next turn.

Unending Wheel

Improvised Throw (1 point)

Bonus Action—Treat one melee weapon you are wielding as if it has the Thrown property (range 30/60 feet).

Parry (1 point)

Reaction—When a creature makes a weapon attack against you, you can use your reaction to reduce the attack's damage by a number of d6 equal to your proficiency bonus. If this maneuver reduces the damage to 0, the attack becomes a miss.

Preternatural Strikes (1 point)

Technique—Choose a weapon when you learn this combat maneuver. Until the start of your next turn, your weapon attacks using that weapon ignore resistance to nonmagical weapon damage.

3rd Degree Combat Maneuvers

Adamant Mountain

Immovable (2 points)

Bonus Action—Until the start of your next turn, as long as you have at least 1 hit point and are conscious you cannot be knocked prone, pushed, pulled, or moved by any effect.

Paralyzing Blow (2 points, 2 attacks)

Action—Make a melee weapon attack roll using a weapon that has the Heavy property. A creature damaged by the attack makes a Strength saving throw or becomes paralyzed until the end of your next turn.

Punishing Heft (1 point)

Reaction—When you hit a creature using a weapon that has the Heavy property, you can use your reaction to deal 1d6 extra damage.

Biting Zephyr

Blindshot (1 point)

Bonus Action—On the next ranged weapon attack you make against an invisible target before the end of your turn, you have minor disadvantage instead of disadvantage.

Ricochet (2 points)

Bonus Action—On the next ranged weapon attack you make before the start of your turn, you can completely ignore a target's cover. Only targets that have total cover from being entirely enclosed by an object or effect (such as inside of a chamber with no openings to shoot through or a sphere from wall of force)

have cover against this attack, and you do not have disadvantage from firing at a target you cannot see.

Volley (2 points, 2 attacks)

Action—Make a ranged weapon attack against a number of creatures within 10 feet of a point you can see within your weapon's range. You may only target a number of creatures equal to or less than your proficiency bonus, you must have ammunition for each target, and you make a separate attack roll for each target.

Mirror's Glint

Flowing Form (2 points)

Action—You take the Dodge action. Until the start of your next turn you make one melee weapon attack against each target that misses you with a melee weapon attack, and you have disadvantage on Wisdom (Perception) checks.

Heightened Reflexes (1–3 points)

Bonus Action—You gain a number of reactions equal to exertion points spent. You must use these reactions before the start of your next turn.

Redirect (2 points)

Reaction—When you are hit with a melee weapon attack, you can use your reaction to force the attacker to make an Intelligence saving throw. On a failure, you take no damage and the attack targets another creature within 5 feet. A Huge-sized or larger attacker has advantage on the saving throw. Once you have used this maneuver against a creature, until the end of combat it has advantage on saving throws to resist Redirect.

Mist and Shade

Canny Footing (1 point)

Bonus Action—Until the start of your next turn, when a creature makes its first attack against you it has disadvantage.

Deceptive Strike (1 point)

Action—Make a weapon attack roll with advantage.

Pickpocket (1 point)

Reaction—When a creature is within your reach, you can use your reaction to make a Sleight of Hand check against it.

Rapid Current

Rapid Strike (2 points)

Bonus Action—After making a weapon attack against a creature, until the start of your next turn you gain advantage on attack rolls against the same target.

Disarming Counter (1 point)

Reaction—When a creature makes a melee weapon attack against you and misses by 5 or more, you can use your reaction to force it to make a Dexterity saving throw. On a failure, a weapon it is wielding (your choice) flies from its grip to land in a randomly determined square 10 feet away.

Whirlwind Strike (2 points, 2 attacks)

Action—Make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target. You may only target a number of creatures equal to or less than your proficiency bonus.

Razor's Edge

Deadly Reflex (2 points)

Reaction—You can use your reaction to make a melee weapon attack.

Follow Through (1 point, 2 attacks)

Action—Make a melee weapon attack with advantage. Whether or not you hit, the creature makes a Strength saving throw. On a failure, the creature is pushed back 10 feet.

Mind Over Body (1 point)

Bonus Action—Until the start of your next turn, reduce any damage you take by 2.

Sanguine Knot

Doubletime (2 points)

Action—You take the Disengage action, and up to 3 allies within your reach can use their reactions to take the Disengage action.

Gang Up (1 point)

Bonus Action—Choose a creature within your reach. The next ally within 15 feet that makes a melee weapon attack against that creature gains advantage on the attack roll.

Toppling Strike (1 point)

Reaction—Make a melee weapon attack against a creature within reach of an ally. On a hit it makes a Dexterity saving throw or is knocked prone.

Tempered Iron

Counterpunch (2 points)

Reaction—When a creature you can see within your reach casts a spell, you can use

your reaction to make a melee weapon attack against it. On a hit, the creature makes a Constitution saving throw (against your combat maneuver DC or as normal, whichever is higher) to keep its concentration while casting or it loses the spell.

Defy Magic (2 points)

Reaction—When you see a creature within 30 feet make a spell attack against you, you can use your reaction to defy it. The creature makes a Constitution saving throw or automatically misses with its spell attack. If the spell is of 7th level or higher, this combat maneuver has no effect.

Devoted Assault (2 points)

Bonus Action—Choose one creature you can see within 30 feet. Until the start of your next turn, you cannot attack any other targets and you have advantage on weapon attack rolls against it.

Tooth and Claw

Ferocity Unleashed (1 point)

Bonus Action—Until the start of your next turn, each hit with a melee weapon attack you make against a different target than your first target deals an extra 1d8 damage.

Gut Strike (3 points)

Reaction—When you hit a creature with a weapon attack, you can use your reaction to give the target one level of exhaustion for 1 minute. On a critical hit, the target gains two levels of exhaustion instead. A target cannot gain more than two levels of exhaustion from this maneuver.

Rake (1 point)

Technique—Until the start of your next turn, when you hit a creature with two or more

melee weapon attacks, each hit after the first deals 1d8 extra damage.

Unending Wheel

Disarming Assault (1 point)

Technique—Until the start of your next turn, your strikes can deprive foes of their armaments. In addition to dealing damage, when you hit a creature with a melee weapon attack it makes a Strength saving throw. On a failure, a weapon or shield the creature is wielding (your choice) flies from its grip to land in a randomly determined square 10 feet away.

Expert Parry (2 points)

Reaction—When a creature makes a weapon attack against you, you can use your reaction to gain a bonus to AC equal to your proficiency bonus, possibly turning a hit into a miss.

Honed Strike (2 points)

Bonus Action—Choose a weapon when you learn this combat maneuver. Make a melee weapon attack with advantage using that weapon.

Monster Mimic

By imitating how a beast or studied adversary sounds, looks, and moves, you gain advantage on Deception and Intimidation checks made to convince a creature that it is seeing or hearing that beast or studied adversary.

Poisons and Antidotes

You can spend 10 minutes to extract 3 doses of liquid poison (when ingested, a creature makes a DC 10 Constitution saving throw or is poisoned for 1 hour) from poisonous plants you've foraged with an hour of searching and DC 10 Survival check. Alternatively, using the same plants you can expend 1 exertion point to spend an hour making a dose of antitoxin (see Chapter 4: Equipment).

Read the Room

By spending 10 minutes or 1 exertion point observing facial expressions, body language, and vocal intonation, you can detect minute details which give you insight into the creatures nearby. For the next minute, you can direct your focus on any one creature that you can see within 30 feet. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can shift your attention to another creature's thoughts.

Relentless Pursuit

Once you have successfully picked up the tracks of a creature, you are able to follow those tracks without any need for further checks for a period of up to 7 days.

See the Unseen

Prerequisite: 5th Level

You can spend 1 exertion to focus your attention on the peripheral sights, sounds, and other signs of unseen passage. For the next hour, you can detect invisible creatures and objects, their location, movement, and actions, and even sense creatures and objects in the Ethereal Plane.

Combat Maneuvers

The following tradition is added to the traditions found in the Fighter playtest document.

Soldiering Maneuvers

Mounted Combat, Overrun, Strafe

Many traditionally trained warriors learn to fight on a steed and rely on a shield for extra protection, mastering all the tricks of battling on horseback and the seemingly simple armament to overwhelm lesser equipped foes.

Riding Leap (1 point)

1st degree Soldiering bonus action

As long as you are mounted and move at least 30 feet in a straight line first, you can jump further and higher than usual. The height of the jump increases by a number of feet equal to your proficiency bonus and the distance of the jump increases by a number of feet equal to twice your proficiency bonus. Your movement this turn does not provoke opportunity attacks.

Share Shield (1 point)

1st degree Soldiering reaction

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must have a shield donned.

Soldier Combat Stance (1 point)

1st degree Soldiering bonus action (stance)

Your mount's armor class increases by 1. If you do not have a mount, as long as you have donned a shield creatures have disadvantage on opportunity attacks made against you.

Strafe (1 point)

1st degree Soldiering attack action (technique)

Until the start of your next turn, you do not provoke opportunity attacks from creatures you make weapon attacks against.

Rearing Strike (3 points)

2nd degree Soldiering attack action (technique)

Choose a number of creatures equal to your proficiency bonus that are within 20 feet. Each creature makes a Wisdom saving throw against a DC equal to the result of your check. On a failure, a creature is frightened until the end of your next turn. A creature of the same size as your mount or larger has advantage on the saving throw. You must be mounted.

Sacrifice Shield (1 point)

2nd degree Soldiering reaction

When a creature makes a critical hit against you, you can use your reaction to raise your shield. If your shield is nonmagical it is destroyed and you take no damage from the attack. If your shield is magical, for the next hour the bonus it grants to your armor class is reduced by 1. A magical shield is destroyed when its bonus to armor class is reduced to 0. You must have a shield donned.

Trample (2 points)

2nd degree Soldiering bonus action

Move up to half your speed without provoking opportunity attacks. Creatures in your path that are at least one size smaller

than your mount make a Dexterity saving throw. On a failure, a creature takes 2d10 bludgeoning damage and is knocked prone. You must be mounted.

Launched Strike (2 points)

3rd degree Soldiering action

You leap 10 feet away from your mount and make a melee weapon attack against a creature within your reach before you land. On a hit, your attack becomes a critical hit. You must be mounted.

Sacrifice Mount (2 points)

3rd degree Soldiering reaction

When a creature targets you with an attack you can use your reaction to swing down the side of your mount, making it the target of the attack instead of you. You must be mounted.

Shield Self (2 points)

3rd degree Soldiering bonus action

Until the start of your next turn, you are immune to gaze attacks. In addition, when a creature you can see targets you with a spell, you can use your reaction to hide behind your shield. If the spell being cast requires the caster to be able to see you, the caster must select a new target or cast a different spell. You must have a shield donned.

Combat Maneuvers

The following tradition is added to the traditions found in the Fighter playtest document. It is also available to Fighters and Paladins.

Spirited Steed

Mounted, Soldiering, Warfare

There are many warriors that fight on horseback—or an altogether different kind of creature—and master the tricks of battling in tandem with their mount to overwhelm slower, less mobile foes. The most common adherents to this tradition are soldiers typically born to noble castes with the resources to both keep steeds and pay for the tutelage of their use.

Cavalier Combat Stance (1 point)

1st degree Spirited Steed bonus action (stance)

While you are riding your mount, its armor class increases by an amount equal to half your proficiency bonus.

Lancer Strike (1 point)

1st degree Spirited Steed action

You must be wielding a weapon with the reach property, mounted, and move 20 or more feet in order to use this maneuver. Make a melee weapon attack against a creature within your weapon's reach. On a hit, you deal an extra 1d6 damage and the creature makes a Strength saving throw or is knocked prone.

Mounted Charge (2 points)

1st degree Spirited Steed attack action (technique)

You must be mounted to use this maneuver. Move up to your mount's speed in a straight line. If at the end of your movement there is a creature within your reach, the first attack you make against it as part of this technique

has advantage. You can't take the Dash action this turn.

Riding Leap (1 point)

1st degree Spirited Steed bonus action

As long as you are mounted and move at least 30 feet in a straight line first, you can jump further and higher than usual. The height of the jump increases by a number of feet equal to your proficiency bonus and the distance of the jump increases by a number of feet equal to twice your proficiency bonus. Your movement this turn does not provoke opportunity attacks.

Rearing Assault (3 points)

2nd degree Spirited Steed attack action (technique)

You must be mounted to use this maneuver. Choose a number of creatures equal to your proficiency bonus that are within 20 feet. Each creature makes a Wisdom saving throw against a DC equal to the result of your check. On a failure, a creature is frightened until the end of your next turn. A creature of the same size as your mount or larger has advantage on the saving throw.

Riding Reflexes (1 point)

2nd degree Spirited Steed reaction

While you are riding your mount, when it makes an ability check or saving throw you can use your reaction to grant it advantage.

Trample (2 points)

2nd degree Spirited Steed bonus action

You must be mounted to use this maneuver. Move up to half your speed without provoking opportunity attacks. Creatures in your path that are at least one size smaller than your mount make a Dexterity saving throw. On a failure, a creature takes 2d10 bludgeoning damage and is knocked prone.

Saddled Blows (3 points)

*3rd degree Spirited Steed attack action
(technique)*

You must be mounted to use this maneuver. Until the end of your next turn, when you use a melee weapon attack to hit a creature of a size smaller than your mount, it makes a Strength saving throw. On a failure, it suffers one of the following (your choice): confused until the start of your next turn, knocked prone, or slowed until the end of your next turn.

Launched Strike (2 points)

3rd degree Spirited Steed action

You must be mounted to use this maneuver. You leap 10 feet away from your mount and make a melee weapon attack against a creature within your reach before you land. On a hit, your attack becomes a critical hit.

Sacrifice Mount (2 points)

3rd degree Spirited Steed reaction

You must be mounted to use this maneuver. When a creature targets you with an attack you can use your reaction to swing down the side of your mount, making it the target of the attack instead of you.