

## MULTICLASSING & ALTERNATE MARTIALS

Much like spellcasters in the official rules for 5e, there are special rules that apply if you allow classes (or subclasses) that use Alternate Martial rules or Exploits to multiclass.

### EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features do not add together. Instead, you learn one Fighting Style of your choice, choosing from the list of Styles included at the end of this document.

To learn a Fighting Style you must have a level in one of its prerequisite classes, or have the prerequisite class feature.

### EXPLOITS

Your skill with Exploits depends partly on combined levels in Exploit classes and partly on individual levels in each class. Once you learn Exploits from more than one class, you use the rules below. If you multiclass but learn Exploits from only one class, you follow the rules as described in that class.

### EXPLOITS KNOWN

You determine what Exploits you can learn for each class individually, as if you were a single-classed member of each.

For example, if you are a Fighter 5/Rogue 3, then you know four Martial Exploits of 1st or 2nd-degree (from Fighter), and two Devious Exploits of 1st-degree (from Rogue).

### EXPLOIT DICE

You determine your available Exploit Dice by adding together all your levels in the Barbarian, Fighter, Rogue, and Warlord classes, and half your levels (rounded down) in the following:

- Magus, Order of Steel
- Ranger, Bounty Hunter
- Monk, Way of the Brawler
- Paladin, Oath of the Blade

Use this total to determine your number of Exploit Dice, and their size, by consulting the Multiclass Martial table.

If multiclassing would cause the size of your Exploit Die to decrease, you instead use the size of your largest Exploit Die.

## MULTICLASS MARTIAL

Level	Exploit Die	Exploit Dice
3rd	d4	2
4th	d4	2
5th	d6	3
6th	d6	3
7th	d6	3
8th	d6	3
9th	d6	3
10th	d6	3
11th	d8	4
12th	d8	4
13th	d8	4
14th	d8	4
15th	d8	4
16th	d8	4
17th	d10	5
18th	d10	5
19th	d10	5
20th	d10	5



# FIGHTING STYLES

The Fighting Styles below are available to player characters that gain the Fighting Style feature, in addition to the options in the *Player's Handbook* and other official material.

To learn a Fighting Style you must have a level in one of its prerequisite classes, or have the prerequisite class feature.

## BARBARIAN

*Berserker*  
*Defensive Fighting*  
*Druidic Warrior*  
*Great Weapon Fighting*  
*Heavyweight Fighting*  
*Improvised Fighting*  
*Mariner*  
*Mountaineer*  
*Pit Fighting*  
*Strongbow*  
*Strongbow*  
*Thrown Weapon Fighting*  
*Unarmed Fighting*  
*Wrestler*

## FIGHTER

*Arcane Warrior*  
*Archery*  
*Bardic Warrior*  
*Berserker*  
*Classical Swordplay*  
*Defensive Fighting*  
*Dual Wielding*  
*Dueling*  
*Featherweight Fighting*  
*Great Weapon Fighting*  
*Heavyweight Fighting*  
*Improvised Fighting*  
*Mariner*  
*Melee Marksman*  
*Mountaineer*  
*Mounted Warrior*  
*Pit Fighting*  
*Protection*  
*Shield Warrior*  
*Standard Bearer*  
*Strongbow*  
*Thrown Weapon Fighting*  
*Unarmed Fighting*

## MAGUS

*Arcane Warrior*  
*Archery*  
*Classical Swordplay*  
*Defensive Fighting*  
*Dual Wielding*  
*Dueling*  
*Great Weapon Fighting*  
*Mounted Warrior*  
*Protection*  
*Shield Warrior*  
*Versatile Fighting*

## PALADIN

*Berserker*  
*Classical Swordplay*  
*Defensive Fighting*  
*Dueling*  
*Great Weapon Fighting*  
*Heavyweight Fighting*  
*Mounted Warrior*  
*Pit Fighting*  
*Protection*  
*Shield Warrior*  
*Standard Bearer*  
*Strongbow*  
*Versatile Fighting*

## RANGER

*Archery*  
*Defensive Fighting*  
*Druidic Warrior*  
*Dual Wielding*  
*Dueling*  
*Featherweight Fighting*  
*Mariner*  
*Melee Marksman*  
*Mountaineer*  
*Mounted Warrior*  
*Strongbow*  
*Thrown Weapon Fighting*  
*Unarmed Fighting*  
*Versatile Fighting*

## ROGUE

*Arcane Warrior*  
*Archery*  
*Classical Swordplay*  
*Dueling*  
*Featherweight Fighting*  
*Melee Marksman*  
*Thrown Weapon Fighting*

## WARLORD

*Archery*  
*Bardic Warrior*  
*Classical Swordplay*  
*Defensive Fighting*  
*Dueling*  
*Protection*  
*Standard Bearer*  
*Versatile Fighting*

## SPECIAL

*Eldritch Warrior*  
*Psionic Warrior*

## ARCANE WARRIOR

You learn two Wizard cantrips of your choice. They count as Magus spells for you, and Intelligence is your spellcasting ability for them. When you gain a level in this class, you can replace one of these cantrips with another Wizard cantrip.

## ARCHERY

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

## BARDIC WARRIOR

You learn two Bard cantrips of your choice. These don't count against your total number of Cantrips Known, and they use Charisma for their spellcasting ability. When you gain a level, you can replace one Bard cantrip with another of your choice.

## BERSERKERGANG

You fight with reckless abandon in battle. Once per turn, you can grant yourself advantage on a single melee weapon attack roll. Once you take this advantaged attack, your Armor Class is reduced by 2 until the beginning of your next turn.

## CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to your attack rolls and a +1 to your Armor Class so long as you are not using heavy armor or a shield.

## DEFENSIVE FIGHTING

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

## DRUIDIC WARRIOR

You learn two Druid cantrips of your choice. These don't count against your total number of Cantrips Known, and Wisdom is their spellcasting ability. When you gain a level, you can replace a Druid cantrip with another of your choice.

## DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

## DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

## ELDRITCH WARRIOR

### *Consult your Dungeon Master*

You learn two Warlock cantrips of your choice. These don't count against your total number of Cantrips Known, and Charisma is their spellcasting ability. When you gain a level, you can replace one Warlock cantrip you know with another Warlock cantrip of your choice.

## FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, and nothing else, your speed increases by 10 feet. You also gain a +1 bonus to damage rolls with light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.





## GREAT WEAPON FIGHTING

When you roll a 1 or 2 on the damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage, though you must use the new roll, even if the new roll is a 1 or a 2.

The weapon must have the heavy, versatile, or two-handed property to gain this benefit.

## HEAVYWEIGHT FIGHTING

You can use your weight, and the weight of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +2 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

## IMPROVISED FIGHTING

You gain proficiency with improvised weapons. Once per turn, when you hit with a non-magical improvised weapon attack, you can roll the damage die twice and take the higher roll. When you do so, the improvised weapon is destroyed and cannot be used for further attacks.

## MARINER

When you are not wearing medium or heavy armor, or using a shield, you have a swimming speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

## MELEE MARKSMAN

Having a hostile creature within 5 feet of you doesn't impose disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

When you make a ranged weapon attack against a creature within 5 feet, you can use your bonus action to make a melee attack against it with your ranged weapon. On hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

## MOUNTAINEER

When you are not wearing medium or heavy armor, or using a shield, you have a climbing speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

## MOUNTED WARRIOR

Once per turn, when you hit a Large or smaller creature with a melee attack while riding a mount, you can force it to make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failure, it is knocked prone.

## PIT FIGHTING

You have trained to fight with weapons typically associated with gladiators, granting you the following benefits:

- For you, tridents deal 1d8 (1d10) piercing damage on hit.
- When making an attack roll with a net against a creature within 5 feet, you do not have disadvantage on the roll.
- When you take the Attack action on your turn, making an attack with a net only takes the place of one attack.

## PROTECTION

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 be wielding a melee weapon or a shield to use this reaction.

## PSIONIC WARRIOR

### *Consult your Dungeon Master*

You learn two psion cantrips of your choice. These don't count against your total number of Cantrips Known, and you use your Intelligence for their spellcasting ability. When you gain a level, you can replace one psion cantrip you know with another psion cantrip of your choice.

## SHIELD WARRIOR

You gain proficiency with shields as a martial melee weapon, and on hit, your shield deals 2d4 bludgeoning damage. If you are wielding a shield and nothing else, you gain a +1 bonus to your shield attack damage rolls and to your Armor Class.

## STANDARD BEARER

When a creature within 5 feet of you makes an attack against a creature that you can see, you can grant them advantage on their attack roll as a reaction. You must be carrying a banner, flag, or standard in your hand to use this reaction.

## STRONGBOW

You can use your Strength modifier, in place of Dexterity, for your attack and damage rolls with longbows and shortbows.

## THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

## UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you have two free hands when you make the attack roll, the d6 becomes a d8.

At the beginning of each of your turns, you can deal 1d4 bludgeoning damage to one creature you are grappling.

## VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the start of your next turn. When wielding it one-handed you gain a +1 bonus to attack rolls and to your Armor Class. Wielding it two-handed you gain a +2 bonus to your damage rolls.

## WRESTLER

When you take the Attack action on your turn, you can attempt to grapple or shove a creature as a bonus action on that turn, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full speed.

