Pocketbook of Maneuvers

Spice up you battles with awesome combat maneuvers! Characters can attempt crazy leaps and sneaking between enemy monsters' legs.

Maneuvers are essentially specific actions which can be used by any character and chosen NPCs. Take care not to confuse these with the fighter's maneuvers. Also note that a number of "maneuver" actions already exist; see the *Player's Handbook*, p. 195.

Creating Maneuvers

We recommend creating your own maneuvers for your table, tailored to your characters, for the ultimate experience.

The writing process of a maneuver is quite simple. First, you need to think of the flavor and image you have of this: who could use it? What does it do? Then you can go through a "structure checklist".

First, set the prerequisites. These are set things the character needs to have - a class, a level, a race, special items... Preconditions make maneuvers dependent on the situation: it works only against towering monsters, or the targets need to be set up correctly.

Then come the actual mechanics. Try to orient them on existing actions and the samples included here. Don't go overboard: these are simple actions, usable for free at any time. They should be only slightly stronger, but applicable in a restricted situation. They reward creative players that think along with the game and make combat much more diverse and interesting.

Once you've gotten the basic functioning down, make sure the maneuver fits inside the game system. If possible, state that it counts as one of the established actions so that cool combos are possible and maneuvers can be much more smoothly integrated into the puzzle that is a turn. Also state whether the maneuver counteracts some written rules, for the sake of clarity: maybe it changes two-weapon fighting a bit, or offers an alternative to climbing rules.

Sample Maneuvers

Where would be the fun without some inspiration to get the fun going?

Optional System: 5eS

Many of these sample maneuvers are taken from 5eS, a variation of 5e developed by the Many Isles which includes fluid combat, realistic ACs and attack rolls, and better actions and reactions including these maneuvers!

Charge and Scatter

Prerequisites: none
Preconditions: use of full movement speed

You try running away through a group of enemies. As an action, you shout and cajole and swing weapons. Target a specific group of creatures within your movement speed, in whose direction you have to move.

Make an Intimidation roll contested by the targets' Wisdom saving throw. If you succeed, the targets are frightened of you until the start of your next turn.

Climb Monster

Prerequisites: none
Preconditions: at least 2 sizes smaller than target

You attempt to climb a larger target to get out of its reach. Make an Acrobatics check at the DM's discretion (recommended DC 17); if you succeed, you are on the creature. It has disadvantage on attacks made against you, but you must make a Dexterity or Strength save at the start of each of your turns to remain on the creature.

Escape Roll

Prerequisites: monk class
Preconditions: not having used this maneuver during this combat

You surprisingly swerve to the ground, ducking under an enemy's reach. This move costs 15 feet of movement, but allows you to move 10 feet without taking opportunity attacks. All attacks made against you against the start of your next turn have disadvantage.

Stable Shot

Prerequisites: proficiency in martial ranged weapons
Preconditions: not moving during this turn

You take a correct stance and aim your shot carefully. Make a ranged weapon or spell attack; you have advantage on the attack roll. This action counts as the Attack action.

Trip and Stab

Prerequisites: multiple attacks in one action
Preconditions: target of equal or smaller size

You land a flurry of blows and kicks on your opponent, aiming to destabilize them. When you take this action, make a melee attack against an opponent: if you hit, you can make an Athletics check, contested by the target's Athletics or Acrobatics check. On a success, the creature lands prone, and you can make one more attack against them. This does counts as the Shoving a Creature action.

The Many Isles thank you!

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Made with the Homebrewery