

CLEVER BRAWLER SUBCLASS

NEW FIGHTING STYLE & MARTIAL ARCHETYPE FOR THE VARIANT FIGHTER

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ABOUT

This Fighter Subclass is based off of and requires the Variant Fighter by /u/layhnet

The concept behind this Subclass is a Charismatic Improvised Fighter, similar to the fantasy action heroes that I loved watching on TV shows like Hercules: The Legendary Journeys or Xena: Warrior Princess. Charming, witty fighters who take on multiple enemies at once and use a series of different tactics and cheesy moves to dispatch foes with ease.

This Fighter Subclass utilizes Unarmed Strikes, Improvised Weapons, and nearly every Maneuver available to bring that idea to Dungeons & Dragons. It's definitely not for everyone, but I hope you find something you enjoy inside, even if you decide to not play it!

Made with GM Binder

Blackthorn Theme by /u/blckthorn

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FIGHTING STYLE

The following Fighting Style is available as an option whenever any class selects a Fighting Style.

IMPROVISED FIGHTING

A rowdy bar patron starts to get aggressive. Local bandits demand payment to pass through a public area. Accusations of infidelity are shouted during a wedding. Regardless of the situation, someone's looking for a fight. Armed with only their fists, and whatever happens to be laying around, a Fighter with the Improved Fighting Style uses unorthodox, pragmatic solutions to resolve combat as quickly as possible.

- You are proficient with Improved Weapons.
- Both Unarmed Strikes and Improved Weapons that you wield have the Finesse property, and deal damage equal to 1d6 + your ability modifier.
- You gain advantage on both Unarmed Strike and Improved Weapon attacks against unarmed opponents.
- When you use the Attack action with an Unarmed Strike or one handed Improved Weapon on your turn, you can make one Unarmed Strike as a Bonus action.

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CLEVER BRAWLER

Fighters who model themselves after the Clever Brawler archetype rarely start a fight, but are almost always the ones to finish it. Using swift thinking, bar fight tactics, and witty banter, Clever Brawlers can hold their own and then some in a tussle.

RESTRICTION: IMPROVISED FIGHTING STYLE

A Clever Brawler needs to learn how to get out of sticky situations and think on their feet in combat before mastering further techniques. Unlike other restrictions based on race and social standing, it's not advised for the DM to waive this restriction due to many features of the Clever Brawler building on the knowledge of Improved Fighting.

COMBAT TRICKS

When you choose this archetype at 3rd level, you gain additional maneuvers that represent your quick thinking and improvisational approach to fighting.

You can use any and all Maneuvers that are not unique to other Martial Archetypes as Combat Trick Maneuvers, in addition to the Maneuvers you learn normally.

Combat Trick Maneuvers are inferior to their originals, as they do not have a Superiority option. See Appendix A for a list of all Maneuvers.

DEFENSIVE CHARM

Also at 3rd level, something about the way you fight eludes enemies, whether it's your non-threatening demeanor, brash confidence, or sarcastic jeers.

You gain Proficiency in one skill out of Deception, Intimidation, or Persuasion.

Additionally while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

IMPROVISED VERSATILITY

Starting at 7th level, you can adjust your grip on Improved Weapons to allow for even more damage. Improved Weapons you wield now have the Versatile property, and roll a d8 for damage when attacking with two hands.

Additionally, your cult of personality gives both your Unarmed Strikes and Improved Weapon attacks an uncanny strength, overcoming resistance and immunity as if they were magical.

ADVANCED COMBAT TRICKS

At 10th level, you add more maneuvers originating from the other archetypes to your repertoire of ad-libbed attacks and improvised combat.

You can use any and all Maneuvers available, including ones unique to other Martial Archetypes, as Combat Trick Maneuvers.

These additional Combat Trick Maneuvers have new prerequisites that must be met in order to use in combat, but count as learned even if you never meet the prerequisite. These Combat Trick Maneuvers are inferior versions of the originals, and as such do not have a Superiority option.

Archetype	New Prerequisite
Champion	none
Tactician	none
Eldritch Knight*	Able to Cast Level 1 Spells
Arcane Marksman*	Able to Cast Cantrips
Bounty Hunter*	none
Colossal Bully*	none
Duelist	none
Survivalist	none
Templar	Able to Cast Level 1 Spells

*MORE INFO

- Your Unarmed Strike or Improved Weapon counts as a Bonded Weapon for the Eldritch Knight Maneuvers.
- The Arcane Marksman Maneuvers do not include the Spell Shot Maneuvers.
- You have to declare on your turn one hostile creature to count as a Favored Enemy before using the Foe Retribution Bounty Hunter Maneuver.
- The Colossal Bully Maneuvers can be used against enemies that are the same size as you at a disadvantage.

IMPROVISED FIGHTING EXPERT

Starting at 15th level, you know how to handle just about anything as a lethal weapon and capitalize on devastating attacks with deadly efficiency.

Unarmed Strikes and Improvised Weapons now roll a d8 for damage. Versatile Improvised Weapons being wielded two handed roll a d10 for damage.

Additionally whenever you score a critical hit against an enemy with an Unarmed Strike or Improvised Weapon attack you regain a use of Superiority.

IMPROVISED FIGHTING MASTER

At 18th level, all of your training, expertise, and unrelenting swagger elevate you to an ultimate combatant.

Unarmed Strikes and Improvised Weapon attacks gain advantage on the first attack you make against a creature.

Additionally, your Maneuvers can deliver a more stinging blow. Creatures hit by the attack made as part of a Maneuver take additional damage equal to $1d8 +$ your Charisma modifier.

MANEUVERS

Presented here are a selection of Maneuvers unique to the Clever Brawler, representing their cunning in battle and odd, but pragmatic approach to fighting.

CHAIRBREAKER

When you make a melee Improvised Weapon attack on your turn, you can attempt to score a critical hit on a 19 or 20 by breaking the weapon you're holding. This destroys the Improvised Weapon and leaves you unarmed. This can only be done on a creature once per turn.

Superiority. You can attempt to score a critical hit on a 18, 19, or 20.

TAVERN TACKLE

You can attempt to use an Unarmed Strike as a Tavern Tackle, flinging your entire body onto an enemy causing damage and knocking you both down. On a successful hit, the creature takes damage equal to your ability modifier and has to make a Strength saving throw or be knocked prone. Either way you fall prone as well.

Superiority. You can choose an additional creature within 5 feet of the original target. If the original attack roll would hit the second creature, it also takes damage and makes a saving throw.

WILD SWINGS

Before you make an attack that does not already have disadvantage, you can declare you are making wild swings. You roll all weapon attacks until the beginning of your next turn with disadvantage. If you successfully hit with an Improvised Weapon or Unarmed Strike you deal the maximum amount of damage instead of rolling the damage die.

Superiority. Instead of rolling with disadvantage, the first roll is with advantage and all following rolls are normal until the beginning of your next turn.



APPENDIX A

Presented here are all available Maneuvers, as well as their descriptions for quick reference for use with the Clever Brawler's Combat Tricks and Advanced Combat Tricks subclass features.

GENERAL MANEUVERS

ARRESTING STRIKE

When a creature within the normal range of a weapon you're wielding moves, you can use a reaction to attempt to arrest that creature's movement. It must make a Strength saving throw. On a failed save, it's remaining movement becomes halved until the end of its turn.

Superiority. If the creature fails this saving throw, it is knocked prone as well.

DISARMING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks to attempt to disarm a creature within range of a weapon you're wielding, forcing it to drop one item of your choice that it's holding. Instead of an attack roll, the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Superiority. You can make a weapon attack against the target as part of this maneuver.

DISTRACTING STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks to creating an opening against a creature within range of a weapon you're wielding. You flourish, distract the target, or in some other way team up to make your ally's attack more effective. If an ally attacks the target before your next turn, the first attack roll is made with advantage.

Superiority. You can make a weapon attack against the target as part of this maneuver.

FEINTING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks and attempt to feint, creating an opening for yourself to strike. Choose one creature within 5 feet of you as your target. You have advantage on the next attack roll against that creature.

Superiority. In addition, the target cannot take any reactions until the end of your next turn.

GOADING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks and attempt to goad a creature within range of a weapon you're wielding into attacking you. That creature must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Superiority. You can make a melee weapon attack against the target as part of this maneuver.

LUNGING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks to make a lunging strike. You attack in a line 5 feet wide and as long as your reach. Any creature effected must make a Dexterity saving throw or suffer your normal weapon damage.

Superiority. Your reach for this attack increases by 10 feet.

PARRY

When a creature damages you with a nonmagical weapon, you can use your reaction to reduce bludgeoning, piercing, and slashing damage by an amount equal to your Dexterity modifier.

Superiority. You reduce the damage taken by half instead.

RIPOSTE

When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack against that creature with disadvantage.

Superiority. You can use your reaction to make a melee weapon attack with advantage or cast a can trip that targets a single creature.

CLEVER BRAWLER MANEUVERS

CHAIRBREAKER

When you make a melee Improvised Weapon attack on your turn, you can attempt to score a critical hit on a 19 or 20 by breaking the weapon you're holding. This destroys the Improvised Weapon and leaves you unarmed. This can only be done on a creature once per turn.

Superiority. You can attempt to score a critical hit on a 18, 19, or 20.

TAVERN TACKLE

You can attempt to use an Unarmed Strike as a Tavern Tackle, flinging your entire body onto an enemy causing damage and knocking you both down. On a successful hit, the creature takes damage equal to your ability modifier and has to make a Strength saving throw or be knocked prone. Either way you fall prone as well.

Superiority. You can choose an additional creature within 5 feet of the original target. If the original attack roll would hit the second creature, it also takes damage and makes a saving throw.

WILD SWINGS

Before you make an attack that does not already have disadvantage, you can declare you are making wild swings. You roll all weapon attacks until the beginning of your next turn with disadvantage. If you successfully hit with an Improvised Weapon or Unarmed Strike you deal the maximum amount of damage instead of rolling the damage die.

Superiority. Instead of rolling with disadvantage, the first roll is with advantage and all following rolls are normal until the beginning of your next turn.

CHAMPION MANEUVERS

MENACING ATTACK

When you hit a creature with a weapon attack, instead of dealing weapon damage you can attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Superiority. All creatures that can see or hear you within 15 feet when you make this attack must also make this Wisdom saving throw or become frightened of you until the end of your next turn.

PUSHING ATTACK

When you hit a creature with a weapon attack, you can attempt to drive the target back. If the target is Large or smaller, you can push the target up to 5 feet away from you.

Superiority. The target you push can be Huge or smaller. If the target is smaller than you, it is pushed 20 feet instead.

SWEEPING ATTACK

When you hit a creature with a melee weapon attack you can attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to your Strength modifier. The damage is of the same type dealt by the original attack.

Superiority. You can choose an additional creature within 5 feet of the original target or secondary target that is within your reach.

TACTICIAN MANEUVERS

COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.

Superiority. This attack is made with advantage.

MANEUVERING ATTACK

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to reposition themselves. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to move up to half its speed.

Superiority. That creature can use its reaction to move up to its full movement and does not provoke opportunity attacks while doing so.

QUICK POSITIONING

You can use the Dash action as a bonus action.

Superiority. You gain the benefit of the disengage action as well.

RALLY

On your turn, you can use a bonus action to bolster the resolve of one of your companions. When you do so, choose a friendly creature that can see or hear you. That creature gains temporary hit points equal to your Charisma modifier (a minimum of 1).

Superiority. All creatures of your choice within 30 feet of you that can see or hear you gain temporary hit points equal to twice your Charisma modifier (a minimum of 1).

BOUNTY HUNTER MANEUVERS

FOE RETRIBUTION*

When a favored enemy within 60 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided you can see that creature.

Superiority. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack roll, and you have advantage on this attack.

KNOCK-OUT STRIKE

When making an attack against a creature, you can attempt a nonlethal blow. If that attack hits, and the damage reduces the creature to 0 hit points, they are knocked unconscious instead of dying outright.

Superiority. The target is knocked unconscious if the creature has any number of hit points remaining less than your Fighter level.

RESTRAINING ORDER

You can use your reaction to make a ranged weapon attack against a creature you can see, within the normal range of your weapon, immediately before it leaves your line of sight using its movement. If this attack hits the creature, instead of rolling damage that creature is restrained until the end of its next turn.

Superiority. The creature is stunned instead of restrained.

*CLEVER BRAWLER CAVEAT

You have to declare on your turn one hostile creature to count as a Favored Enemy before using the Foe Retribution Bounty Hunter Maneuver.

COLOSSAL BULLY MANEUVERS*

KNOCK HEADS

When you take the Attack action on your turn and grapple a creature that is smaller than you, you can use your bonus action to attempt to grapple another creature smaller than you. If you succeed, as part of the grapple you knock the creatures into one another dealing damage to each as though they were improvised weapons.

Superiority. You have advantage on your bonus action grapple attempt.

Toss

When you take the Attack action on your turn, you can forgo an attack to toss a creature that is grappled by you. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you toss the creature up to 25 feet in a direction of your choice. If the creature collides with an object, this movement ends and it lands in an unoccupied space closest to you.

Superiority. You can toss the creature at a space occupied by a creature its size or smaller. If you do, both creatures must make a Dexterity saving throw or be knocked prone. The creature you tossed lands in an unoccupied space nearest to you.

*CLEVER BRAWLER CAVEAT

The Colossal Bully Maneuvers can be used against enemies that are the same size as you at a disadvantage.

DUELIST MANEUVERS

FINISHER

When you take the Attack action and make a melee weapon attack with a light or finesse weapon that you're holding in one hand, you can use a bonus action to make a ranged weapon attack with a light weapon that you're holding in the other hand.

Superiority. The bonus action ranged weapon attack roll hits on any result other than a 1, and is a critical hit on a roll of 19-20.

FOIL

When a creature misses you with a melee attack, you can use your reaction to attempt to disarm them as long as you have an empty hand to do so. You must make a Strength or Dexterity check, with a DC equal to the creature's attack roll. If you succeed, you disarm them of that weapon, and it falls to the ground at your feet.

Superiority. If you successfully disarm the creature, instead of the weapon dropping to the ground you can instead be wielding the weapon.

FLOURISH

When you take the Attack action on your turn, you can forgo one of your attacks to attempt a defensive flourish against a creature within range of a melee weapon you're holding. Instead of an attack roll, the target must make a Dexterity saving throw. On a failed save, that creature has disadvantage on attack rolls against you until the start of your next turn.

Superiority. In addition, that creature cannot willingly move away from you until the start of your next turn.

SURVIVALIST MANEUVERS

VOLLEY

Choose two creatures within 5 feet of each other that you can see within your weapon's normal range. You can forgo one of your attacks and make a single volley attack against both creatures. You must have enough ammunition for each target. Make a single attack roll against both creatures. If this attack hits, the targets take your weapon's normal damage, but you do not add your ability modifier.

Superiority. You can target any number of creatures within 5 feet of a single point that you can see within your weapon's range. You must have enough ammunition for each target.

WHIRLWIND

Choose any number of creatures within your reach. You can use your action to make a separate melee attack against each of them. You deal damage equal to your attack modifier to each creature you hit.

Superiority. You deal your normal weapon damage to each creature you hit.

ELDRITCH KNIGHT MANEUVERS*

ETHEREAL EDGE

When you make an attack with your bonded weapon on your turn, you convert the edge of the weapon into eldritch energy. This attack deals force damage instead of its regular type.

Superiority. You can teleport up to 10 feet to an unoccupied space you can see.

INFUSED STRIKE

After casting a spell of 1st-level or higher that deals damage, your next weapon attack made with your bonded weapon before the end of your next turn that hits deals an additional 1d6 damage of the same type as the spell.

Superiority. When making an attack that has been infused by this maneuver, you deal the additional damage to all creatures of your choice within 10 feet of the target of your attack.

*CLEVER BRAWLER CAVEAT

- Requires the ability to cast 1st level spells to use
- Your Unarmed Strike or Improvised Weapon counts as a Bonded Weapon for the Eldritch Knight Maneuvers.

ARCANE MARKSMAN MANEUVERS*

DANCING WEAPONS

You can draw a number of thrown weapons up to your Intelligence modifier as a bonus action, causing them to float in the air in front of you. You can draw one of these weapons as part of your attack as long as you are making a ranged weapon attack. At the end of your turn, the magic fades and any weapons still floating drop to the ground at your feet.

Superiority. Instead of fading at the end of your turn, any remaining weapons instead begin to slowly circle you. The first melee attack a creature makes against you causes them to suffer force damage equal to the damage die of one of the weapons. At the end of your next turn, the magic fades and the weapons drop to the ground at your feet.

GROUNDING STRIKE

As an action, you imbue a thrown weapon or piece of ammunition with a burdening transmutation magic. This projectile seeks out a target of your choice within range. That creature must succeed on a Strength saving throw or become laden with the heavy magic. If that creature has a flying speed, it is reduced by half until the end of its next turn. An airborne creature affected by this magic descends at 30 feet per round until it reaches the ground or the effect ends.

Superiority. Instead of lasting until the end of the target's next turn, this effect instead lasts 1 minute, and the creature's walking speed is reduced by half as well.

HIDDEN STRIKE

When attacking a creature that cannot see you, you can imbue your attack with a small amount of illusion magic to disguise your location. You do not give away your location on a missed attack.

Superiority. The potency of your illusion magic increases. The target of your attack must succeed on a Wisdom saving throw if the attack hits. On a failed save, instead of learning your location, roll a d8 and assign a direction to each number. The creature believes the attack to have come from that direction instead.

*CLEVER BRAWLER CAVEAT

- Requires the ability to cast Cantrips to use
- The Arcane Marksman Maneuvers do not include the Spell Shot Maneuvers.

TEMPLAR MANEUVERS*

ANTI-MAGIC AURA

You emanate a dampening aura within a radius of 15 feet of you. Whenever a creature casts a spell within this aura, you can use your reaction to attempt to punish them for it. That creature must make a Wisdom saving throw, and takes 1d4 psychic damage per spell level on a failed save.

Superiority. When you take the Attack action on your turn, you can forgo an attack to bolster the effect of this aura. Its range increases to 30 feet, and if a creature fails the Wisdom saving throw, the damage increases to 3d4 per spell level.

FEEDBACK STRIKE

When you hit a creature with a weapon attack, if that creature is forced to make a Constitution saving throw to maintain concentration on a spell and fails, it takes an additional 1d8 psychic damage.

Superiority. You impose disadvantage on any concentration saving throws made as a result of damage from this attack.

*CLEVER BRAWLER CAVEAT

Requires the ability to cast 1st level spells to use