

INTRODUCTION:

This document is filled with features that are aimed at giving martial arts in 5e more versatility, customization, and things to do other than swing a sword or shoot a bow.

This doc is currently still in its infant stages as I'm just tossing ideas at the wall and seeing what sticks, and so OPness and balance aren't the main concern yet, ideas are. Techniques or body text in **orange** are things that are very strong still, and are being reconsidered/reworked. These may be scrapped first.

TECHNIQUES

Techniques are small actions and bonuses that skilled combatants of any kind can specialize in and utilize. Fighters, Rogues, Barbarians, Monks, Rangers, and Paladins gain 1 + INT modifier (minimum of one) techniques at level 1, another at 5th level, and one at each odd level after that. The character can switch out a technique for another at each odd level in the class they gained it from.

Class Level	Techniques Learned
1st	1 + INT Mod
2nd	-
3rd	-
4th	-
5th	+1
6th	-
7th	+1
8th	-
9th	+1
10th	-
11th	+1
12th	-
13th	+1
14th	-
15th	+1
16th	-
17th	+1

18th	-
19th	+1
20th	-

MULTICLASSING

When multiclassing into a class that gains techniques, you only gain 1 technique at level one for that class and follow the technique progression as normal. If a technique has a level prerequisite then you must have that many levels in the class in which you gain the techniques from.

LIST OF TECHNIQUES

Leadership:

Prerequisite: 13 Charisma or more

As a bonus action you let out a glorious battle cry or inspiring word to your allies. You can choose a number of creatures other than yourself of up to 1 + your CHA modifier that can hear and understand you. Until the start of your next turn, these creatures can add a 1d4 to their next attack, ability check, and saving throw. You can use this a number of times equal to your proficiency bonus.

Stalwart:

Prerequisite: 13 Constitution or more

You can add your CON modifier as a bonus to any ability check made to Shove, Shove Aside, Grapple, Disarm, or Overrun.

Monkey Grip:

Prerequisite: 5th level, 17 Strength or more

You can wield two-handed weapons with one hand, and they lose the heavy property for you if they had it.

Siege:

Prerequisite: 18 Strength or more

You can make an athletics check against an object's armor class, when you succeed on this check you instantly destroy the object. An object's armor class is determined by its material as shown on the Object Armor Class table in the DMG.

Hands On:

Instead of a normal melee attack, you can choose to grapple a creature who provoked an opportunity attack from you. Weapons with the reach property do not affect your reach when making an opportunity attack in this way.

Battering Ram:

Prerequisite: 15 Strength or more

If you run at least 20 ft in a straight line towards a creature and hit them with a melee attack, that creature must make a strength saving throw or be knocked prone. The DC for this is 8 + your proficiency bonus + your STR modifier.

Bulwark:

Prerequisite: 7th level, Constitution or Strength of 16 or more, must be a race of medium size or larger.

When someone is making an attack against an ally that is within 5 ft behind you, that ally gains a +2 bonus to their Armor Class in addition to any cover they have.

Aimed Strike:

Prerequisite: Proficiency in the Perception Skill, 10th level.

You are more skilled at dealing dirty blows and punching under the belt in a fight. When hitting an enemy, you can choose to not add your proficiency bonus to the attack roll. When doing so, if the attack roll is 5 above the target's AC you roll on the injury table and the target gains the condition rolled.

d6	Condition
	Deafened
	Stunned until the end of their next turn
	Paralyzed for 1d4+2 rounds.
	Blinded

Mage Catcher:

Prerequisite: 15 Intelligence, Proficiency in Arcana

You've gained heavy training in tracking down magic users and identifying the clues they leave behind, specializing in a certain school of magic. Roll on or pick from the Arcane Specialty table. You can recall additional information about this particular school whenever you do so, such as more specifics on the durations, costs, or effects of spells of that school. You have advantage on Intelligence (Arcana) checks that involve your specialty. You gain another specialty at 5th and 10th level in the class from which you gained this technique.

d8	Arcane Specialty
1	Abjuration

2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation