

The Virtuoso of Arms

Many fighters utilize superior strength, advanced tactics, and even magic and psionics in the battlefield to prove themselves as incredibly potent and dangerous forces. However the Virtuoso of Arms takes a step back from these forms, and instead drives their training, focus, and energy onto what is necessary for any warrior to fight. The Weapons. As such, a Virtuoso of Arms is adept in the art of utilizing every kind of weapon, and they have a mastery of the various fighting styles, improving upon their forms to become a flurry of steel in combat.

Expert Fighting Styles

Beginning at 3rd level, you've begun the process of mastering all weapons, and as such you have a better grasp of the various fighting styles and you can quickly change your weaponry faster than most. You learn one additional fighting style and when you draw or stow a weapon, you can now draw or stow another weapon as part of the same Use Object Interaction.

In addition to this, you have learned to quickly change your various fighting styles and stances at a moment's notice. As a bonus action, you can change one of your known fighter fighting styles to a different fighter fighting style of your choice or change one of your known maneuvers through Superior Technique to a different maneuver of your choice. You can use this feature twice, and you regain all expended uses of this feature at the end of a short or long rest.

Adaptive Fighting

Beginning at 7th level, you've become adept in training with all manner of weaponry, and you've learned to be even more flexible with your style of fighting. You learn one additional fighting style and when you draw or stow a weapon you can immediately draw or stow two additional weapons as a part of the same Use Object. Furthermore, if you are not proficient in a weapon, at the end of a Short or Long rest, provided you have spent at least 1 hour training, sparring, or practicing, you can become permanently proficient in the weapon.

In addition to this, when changing your style and mannerisms in combat you gain a greater edge than most. Whenever you draw a weapon, you have advantage on your next weapon attack provided the weapon you're attacking with is not the same weapon you made your last attack with. This benefit only lasts until the end of your turn. Alternatively, whenever you use your Malleable Fighting feature to change one of your fighting styles, you gain advantage on your next weapon attack made. This benefit only lasts until the end of your turn.

Martial Stances

Beginning at 10th level, you've attained a deeper understanding of the different fighting styles, and through intense practice, sparring, and rigorous training, you've developed and discovered specific stances that you can perform when utilizing two different fighting styles, as you draw from the benefits of both the fighting styles to gain new, almost artistic insights into battle. If you have two different fighting styles you may opt to use one of the following Stances, provided you meet its prerequisite. You can only benefit from one martial stance at a time.



White Raven

Archery + Blind Weapon Fighting

When you hit a target with a ranged weapon attack, you immediately know if there are any hidden or invisible creatures within a radius equal to your current blindsight from the point where you had hit your target.

Fury of the Setting Sun

Archery + Great Weapon Fighting

When you roll a 1 or a 2 on a damage die for an attack you make with a ranged weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. In addition to this, you gain a +2 bonus to melee attack rolls made with weapons that you are wielding with two hands, which must have the Versatile or Two-Handed property.

Silver Swan

Archery + Interception

When a creature within the normal range of a ranged weapon you are holding makes a ranged weapon attack, you can use your reaction to try and shoot the missile out of the air. Make a ranged attack roll against the missile, which has an AC equal to its attack roll. On hit, both your shot and the missile you targeted are broken, and the attack automatically misses.

Stone Giant's Rage

Archery + Thrown Weapon Fighting

When you hit with a ranged weapon attack using a thrown weapon, you can cause the weapon to ricochet to a nearby creature within 30 feet of the target, where you make another ranged weapon attack with disadvantage. You can only make this special attack once per turn.

Hissing Snake

Blind Weapon Fighting + Two-Weapon Fighting

While wielding two separate melee weapons you gain one additional reaction per round, and you can now make Attacks of Opportunity when a creature enters your reach.

Rabid Wolf

Blind Weapon Fighting + Great Weapon Fighting

While wielding a weapon in two hands that has the Versatile or Two-Handed property, when you take an attack of opportunity you can also attempt to knock the target prone with a Shove action before or after making your initial attack.

Claw of the Mantis

Blind Fighting + Interception

When you are targeted by a ranged weapon attack, you can use your reaction to deflect or catch the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity or Strength modifier (your choice) + your Fighter level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

Palm of the Umberhulk

Blind Fighting + Unarmed Fighting

You gain Tremorsense equal to two times your blindsight, and you have advantage on all attack rolls made against creatures who are grappled by you.

Blade of the Mountain

Defense + Great Weapon Fighting

When you are targeted with an attack, and you are wielding a Versatile or Two-Handed weapon with two hands, you can use your reaction to add one of the weapon's damage dice to your AC, potentially causing the attack to miss.

Phalanx of Steel

Defense + Protection

When you use your reaction through the Protection fighting style, you can opt to raise your shield until the start of your next turn. During this time, each creature of your choice within 5 feet of you (including yourself) has the benefits of half cover.

Steadfast Tortoise

Defense + Thrown Weapon Fighting

While holding a weapon with the Thrown property, you gain a +1 bonus to AC (excluding Shields), and shields now have the Thrown property with a normal range of 30 feet and a long range of 60 feet, which deal 1d6 bludgeoning damage on hit.

Surefooted Tiger

Defense + Unarmed Fighting

While you are wielding no weapons or shields, you gain a +2 bonus to your AC and when you are knocked prone or moved against your will, you can use your reaction to not be knocked prone or to be moved up to 10 feet less.



Whirling Fox

Dueling + Protection

When you are wielding a melee weapon in one hand, you are not wielding any other weapons, and you are targeted by a melee attack roll and the attack misses, you can use your reaction to make a single melee weapon attack against the attacker, provided they are within range.

Zephyr Dance

Dueling + Superior Technique

When you are wielding a melee weapon in one hand and no other weapons, you can use one of your maneuvers that adds a superiority die to your attack roll or damage roll. Using a maneuver in this way uses a superiority die of a d4, and it does not subtract from your total pool of superiority dice.

Claw of the Patient Bear

Dueling + Great Weapon Fighting

While wielding a Versatile weapon in one hand, you gain a +1 bonus to AC, Strength checks, Dexterity checks, and Strength saving throws. While wielding a Versatile weapon in two hands, you gain a +2 bonus to damage rolls made with the weapon and when you roll a 1 or 2 on a damage die for an attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Soaring Rhino

Great Weapon Fighting + Thrown Weapon Fighting

All weapons that have the Two-Handed or Versatile property gain the Thrown property with a normal range of 20 feet and a long range of 40 feet.

Unbreakable Shield

Interception + 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. If the target is still hit by this attack, they have resistance to all of the damage dealt to them, and the damage is reduced by $1d10 +$ your Proficiency bonus.

Whirlwind Raptor

Two Weapon Fighting + Thrown Weapon Fighting

Immediately after making an offhand strike, you can make a ranged weapon attack with the weapon you had made the offhand strike with, provided it has the Thrown property, as part of the same bonus action.

Gegenees Fury

Two Weapon Fighting + Unarmed Fighting

If you make an unarmed strike, as a bonus action you can make an additional unarmed strike which counts as an offhand strike. The damage dealt with this strike uses one damage die lower than normal (d10 to a d8, d8 to a d6, d6 to a d4, etcetera).



Focused Fighting Style

Beginning at 15th level, you've trained and sparred enough to understand the exact ins and outs of every weapon within your grasp, and you have further specialized the use of every weapon and fighting style to act as impeccable tools in the art of war. You learn one additional fighting style, and as a bonus action, or when you change one of your fighting styles with Malleable Technique, you can hyperfixate and focus on one of your known fighting styles, which becomes a Focused Fighting Style until you use this feature again. A Focused Fighting Style has the following benefits;

Archery

You gain a +3 bonus to attack rolls you make with ranged weapons and your ranged attacks ignore half and three quarters cover.

Blind Fighting

You have blindsight with a range of 35 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Defense

While you are wearing armor, you gain a +2 bonus to AC and you have resistance to damage dealt by ranged weapon attacks.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +3 bonus to damage rolls with that weapon and a +1 bonus to your AC.

Great Weapon Fighting

When you roll damage for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage dice and take either total. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

Interception

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage), and you can immediately make a Shove attack against the creature who had made the attack, provided they are within range. You must be wielding a shield or a simple or martial weapon to use this reaction.

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, while also granting the target a bonus to their AC equal to half of your Proficiency bonus (rounded up). You must be wielding a shield to use this reaction.

Superior Technique

You learn two maneuvers of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain two superiority dice, which are d6s (this die is added to any superiority dice you have from another source). These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when making ranged attacks with a thrown weapon you do not suffer disadvantage when throwing at its long range, you ignore half-cover, and you gain a +3 bonus to the damage roll.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

In addition, after making an offhand strike you can make an additional offhand strike as part of the same bonus action.

Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d8 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d8 becomes a d10.

At the start of each of your turns, you can deal 1d6 bludgeoning damage to one creature grappled by you, and creatures have disadvantage on ability checks made to escape your grapples.



Grandmaster of Arms

Beginning at 18th level, you have attained mastery over all weapons. You can gain the benefits of two separate martial stances at the same time, you learn one additional fighting style, and when you use your bonus action to gain a Focused Fighting Style, you can gain the benefits of two focused fighting styles as opposed to one.

Furthermore when you take the Attack action, you can make up to two additional attacks provided the weapons you make these attacks with are weapons that you haven't made any attacks with this turn.

More!

This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! This document was made through GMBinder. Art by Balazs Pirok, Dusan Kostic, Aaron Lee, and Sora Kim.



By KoatheDM. Art by Sora Kim.

Changelog

Version 2.3

- Minor grammatical fixes
- Slightly altered Adaptive Fighting to account for swapping from Dueling to Great Weapon Fighting and vice versa.
- Clarified that a Shield is not a thrown weapon and does not grant the additional +1 to AC in Steadfast Tortoise
- Grandmaster of Arms now gives two focused fighting styles in addition to its normal benefits

Version 2.2

- Swapped Adaptive Fighting to 7th level and Malleable Technique to 3rd level
- Adaptive Fighting now grants advantage on your next attack roll after drawing weapon or changing fighting style through Malleable Technique
- Minor Grammatical fixes and fixes in clarity and word choice
- You can now only gain the benefit of one martial Stance at a time
- Changed the name of Fighting Style Mastery to Focused Fighting Style
- Changed Focused Fighting Style so it now grants its effects to only one fighting style at a time
- Archery now ignores half and three quarters cover
- Increased Blindsight radius to 35 feet from Blind Fighting
- Defense now grants resistance to ranged weapon attacks
- Dueling grants a +1 bonus to AC
- Grandmaster of Arms no longer grants a +1 universal bonus and instead allows for multiple stances at a time

Version 2.1

- Changed name of Martial Adept to Malleable Technique
- Removed the ability to change techniques and fighting styles over the course of an hour from Malleable
- Changed the quick fighting style swap to regain uses at a short or long rest and added that they can change the maneuvers with the ability as well.
- Changed name of Weapon Mastery to Grandmaster of Arms
- Changed Grandmaster of Arms so you can gain two additional attacks with separate weapons as opposed to one additional attack
- Clarified in Rabid Wolf that the Shove action can be taken before or after the initial attack of opportunity
- Changed Great Weapon Fighting to reroll damage dice and take either total
- Superior Technique now grants two known maneuvers
- Thrown Weapon Fighting now ignores half cover and thrown weapons can be thrown at their long range without suffering disadvantage
- Removed the disadvantage from the extra offhand strike from two weapon fighting

Version 2.0

- Massive overhaul to the subclass
- Changed Expert Fighting Styles to Adaptive Fighting
- Removed attack of opportunity buff from Martial Adept
- Added quick fighting style change to Martial Adept
- Moved proficiency with weapons over the course of a short rest from Fighting Style Mastery to Martial Adept
- Swapped Fighting Style Mastery and Martial Stances so Fighting Style Mastery is now given at 15th level and Martial Stances are given at 10th level
- Fury of the Setting Sun now grants bonuses equal to its normal fighting style equivalents
- Stone Giant's Rage now imposes disadvantage on its ricocheted attack
- Removed the additional attack granted from Rabid Wolf
- Claw of the Patient Bear now grants bonuses equal to its normal fighting style equivalents
- Clarified that in Gegenees Fury the additional unarmed strike counts as an offhand strike
- Keystone Weapons were removed from Fighting Style Mastery
- Fighting Style Mastery no longer requires 2 fighting styles for a mastery fighting style and instead improves all fighting style, akin to Expert Fighting Styles
- Increased Blindsight radius from Blind Fighting in Fighting Style Mastery to 25 feet
- Defense in Fighting Style Mastery only grants a +2 to AC as opposed to additional ability check/saving throw bonuses
- Two-Weapon Fighting in Fighting Style Mastery now grants an additional offhand strike with disadvantage as opposed to bonuses to the attack rolls and damage rolls made with the offhand strike
- Unarmed Fighting in Fighting Style Mastery now upgrades the damage dice of the unarmed strikes
- Weapon Mastery now simply states that all weapons you are proficient in gain a +1 bonus to attack rolls and damage rolls
- Grammatical fixes and fixes in clarity

Version 1.1

- Changed Soaring Raptor to Whirlwind Raptor
- Grammatical fixes
- Added Hissing Snake stance

Version 1.0

- Initial version released

