

DRIZZT'S HANDBOOK: FIGHTING STYLES



Fighting Styles

Paladins, Rangers, and Fighters are able to choose different fighting styles as they progress. The fighting styles presented in this book can be selected by your character rather than one of the traditional fighting styles.

Drizzt's Handbook (aka Heroic Handbook): Fighting Styles was written by Davide Quatrini. He is available for freelance work at <davidequatrini@gmail.com>

Boa Constrictor (Aka Beowulf)

Your kisses are nicer than your hugs.

When you use the Attack action to make a successful grapple attack, you inflict 1d6 bludgeoning damage, or 1d8 bludgeoning damage if you have both hands free of weapons. You add your Strength modifier to the damage dealt.

The said damage is inflicted only the first time you hit with the grapple attack, but until the grapple ends you inflict 1 damage per round to the grappled subject. You don't add your Strength modifier to that continuous damage.

Cavalier

Knighthood: valor and honor, but also combat prowess.

You gain the following benefits:

You have advantage on Dexterity saving throws for avoiding to be dismounted.

You never fall prone after being dismounted (you can always choose to fall prone when falling off the mount, however).

Opportunity attacks targeted at you when you are mounted are made with disadvantage.



City Beggar

Sometimes drunkards are more than what they seem. Sometimes they can teach very useful tricks.

Padded armors grant to you an Armor Class of [13 + Dex modifier] instead of [11 + Dex modifier]. Moreover you don't have disadvantage on Dexterity (Stealth) checks while wearing Padded armors.

Dragoon

Jousting weapons have no secrets for you.

You don't have disadvantage when you use a lance to attack a target within 5 feet of you. You still need two hands to wield a lance when you aren't mounted.

Dwarven Defender

You know all the tricks used by dwarves in dealing with very heavy armors.

Plate armors grant to you an Armor Class of 20 instead of 18.

Dwarven Shooter

You studied an ancient and obscure dwarven tradition: hammer throwing.

When you use a light hammer for performing ranged attacks, the weapon range is 25/100 instead of 20/60. Moreover you gain a +1 bonus to ranged attack and damage rolls with light hammers. The



bonuses do not stack with other attack and/or damage bonuses granted by other Fighting Styles.

Elvish Sniper

You trained with a very peculiar group of elves: guerrilla warriors.

You gain a +3 bonus to attack rolls you make with shortbows. The bonus does not stack with attack bonuses granted by other Fighting Styles.

Grenadier

Arrows? Darts? Ridiculous toys for kids.

You treat vials, flasks and so on as real weapons. You always apply your proficiency bonus to ranged attack rolls when using Acid, Alchemist's Fire, Holy Water and Oil. Moreover you gain a +2 bonus to ranged attack rolls you make with the said adventuring gear. The bonus does not stack with attack bonuses granted by other Fighting Styles.

Samurai

You wield the sword with your spirit rather than your hand.

When you make a melee attack with a longsword and roll for damage, you use 1d10 instead of 1d8, even if you are wielding it with just one hand.

Slaver

Particular kinds of job require cruelty and violence.

When you hit a Large (or smaller) creature with a net, you also inflict 1d6 bludgeoning damage other than restraining it. You don't add your Strength modifier to that damage.

Tank

You always smile at the first blow landing on you.

Anytime you finish a long rest you gain a number of temporary hit points equal to 5+your level.



Torch Bearer

Most monsters fear fire. You know how to sharpen that fear.

You always apply your proficiency bonus to attack rolls you make with burning torches, and those attacks deal 1d6 fire damage. Moreover you always treat burning torches as Martial Melee Weapons with the following properties: finesse, light.

Finesse: When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Light: A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Woodcutter

You developed a personal combat style after observing woodmen at work with centenarian sequoias.

When you are wielding a handaxe in one hand and no other weapons, you gain a +4 bonus to damage rolls with that handaxe. The bonus does not stack with damage bonuses granted by other Fighting Styles and it does not apply to ranged attacks made using a handaxe.



Infinity Orbs

Wondrous item, artifact

History: The Infinity Orbs were created by an ancient group of magical beings that were enslaved within the lost Forgotten Realms. The slaves created the Orbs for their masters, who used them to equip their soldiers and reward their nobles.

The slaves revolted and used their combined powers to lay waste the kingdom, open a portal, then go home. Hundreds, possibly thousands of Infinity Orbs were lost in the uprising; the majority of their current owners are completely unaware of the powers contained within.

Description: These small artifacts are about the size of a large marble, and have an ancient word inscribed within it. These orbs can be infused by pressing the orb up against the item and speaking the inscribed ancient word [of command]. This causes the orb to permanently infuse with the item. The newly infused item will keep all of its original properties, with additional bonuses.

Once infused, the Infinity Orb cannot be removed from the item. Only one Infinity Orb can ever be infused into a specific item, and Infinity Orbs can never be infused with artifacts.

Infusible items (DM's Option): To limit the power of Infinity Orbs, you can restrict what kind of items can be infused. Option one is to only

allow non-magical items to be infused. Option two is to only allow non-attuned items to be infused.

Attunement (DM's Option): To further restrict the power of the Infinity Orbs, items that are infused now *require attunement* to properly function.

Infused Weapons (clarification): Unless otherwise noted, powers and abilities granted to infused weapons will work with any melee weapon. Infused Ranged weapons will have its powers and abilities work on fired ammunition (or if the ranged weapon is used in a melee attack).

Infinity Orb of Blessed Ammunition

(infuses quiver / case)

Common Name: Arrow Stone

Word of Infusing: Wo

This black orb with white lettering may be infused into any of quiver (or crossbow bolt case). Arrows held in this infused quiver gain a +1 bonus to damage and attack rolls, as long as it stays in the quiver for one hour. Once removed from the quiver, the arrow must be used within 1 minute or the enchantment fades.



Infinity Orb of Fist of Death

(infuses bracers)

Common Name: Fist Stone

Word of Infusing: Death

This red orb with green lettering glows when held in moonlight. When you wear the infused bracers, as an action you may attempt a Fist of Death melee strike against any adjacent target; this must be an unarmed attack. Upon a successful strike, the target creature must make a Constitution save (DC equal to 10 + half your level) it takes an amount of bludgeoning damage equal to half its current hit points. On a successful save it takes normal damage. This strike may only be attempted once per long rest.

Infinity Orb of Missiles

(infuses wood stick)

Common Name: Wand Stone

Word of Infusion: Barr

This purple orb with green lettering may be infused into any small stick.

Once infused it instantly gains 6d6 charges. As an action you may expend one charge to launch a magic missile and strike any creature within 60 feet; you must a successful spell attack roll* to hit the creature, which deals 1d12 points of force damage.

**You may use your INT, WIS, or CHA bonus, whichever is higher*

DM's Option: One expended charge is regained daily at dawn.

Infinity Orb of Damage Reduction

(infuses helm)

Common Name: Blocking Stone

Word of Infusion: Clu

This yellow orb with white lettering may be infused into any helm. When worn, the infused helmet surrounds you with a mystical force. Whenever you would take damage bludgeoning, piercing, or slashing damage, that damage is reduced by 1.

There are multiple versions of this Infinity Orb, some of which reduces up to 5 points of damage.



Availability Table:

New Fighting Style	Selectable by...
Elvish Sniper	Fighters, Rangers
Dwarven Shooter	Fighters, Paladins
Dwarven Defender	Fighters, Paladins
City Beggar	Fighters, Rangers
Woodcutter	Fighters, Rangers
Slaver	Fighters
Samurai	Fighters, Paladins
Dragoon	Fighters, Paladins
Grenadier	Fighters
Torch Bearer	Fighters, Paladins, Rangers
Tank	Fighters, Paladins
Cavalier	Fighters, Paladins, Rangers
Boa Constrictor	Fighters, Rangers

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