DUALINK

Style Master

Subclass



Devil May Cry Edition

Style Master

Some warriors do not simply fight. They perform. Style Masters turn combat into an art form, chaining attacks, movement, and technique into fluid sequences that overwhelm their foes. Precision, adaptability, and flair define their approach.

Combat Style System

At 3rd level, you adopt a set of combat styles, each representing a different approach to battle. You can shift between them as the fight evolves.

You gain access to the following styles:

- Trickster
- Swordmaster
- Gunslinger
- Royal Guard

You can enter a style as a bonus action. The style remains active until you switch to another one.

Each style grants a passive benefit and a special action:

Trickster

You excel at movement and positioning.

- When you take the Dash action, your movement does not provoke opportunity attacks this turn.
- Slip Step: As a bonus action, you teleport up to 15 feet to an unoccupied space you can see.

Swordmaster

You overwhelm enemies with relentless melee offense.

- Once per turn, when you hit a creature with a melee weapon attack, you deal extra damage

equal to your proficiency bonus.
- Flurry Strike: As a bonus action, you make one additional melee weapon attack.

Gunslinger

You control the battlefield at range.

- Your ranged weapon attacks ignore half cover.
- Suppressive Shot (Bonus Action): You make one ranged weapon attack. On a hit, the target's speed is reduced by 10 feet until the start of your next turn.

Royal Guard

You specialize in defense and timing.

- When you take the Dodge action, you also gain temporary hit points equal to your Fighter level.
- Guard Counter (Reaction): When a creature misses you with an attack, you can make one melee weapon attack against it.

Style Meter

You build momentum through variety and precision.

Also at 3rd level, you gain a Style Meter, represented by Style points. Your maximum number of Style points equals your proficiency bonus.

You gain 1 Style point when you:
- Hit a creature with an attack
- Switch styles
- Take a different type of action than you took on your previous turn

You cannot gain more than 2 Style points per turn. You lose all Style points if:

- You miss all attacks on your turn
- You take no offensive action on your turn
- You are incapacitated

You can spend Style points in the following ways:

- 1 point: You gain advantage on one attack roll.
- 2 points: You deal an extra 1d8 damage when you hit with an attack.
- 3 points: You immediately move up to half your speed without provoking opportunity attacks.

Stylish Flow

At 7th level, your transitions between styles become seamless. Once on each of your turns, you can switch styles without using a bonus action. When you switch styles, you gain one of the following benefits of your choice:

- You gain advantage on your next attack roll this turn.
- Your speed increases by 10 feet until the end of the turn.
- You gain a +2 bonus to AC until the start of your next turn.

Extended Combo

At 10th level, your combat sequences become relentless.

- When you take the Attack action, you can make one additional weapon attack if you have at least 2 Style points.
- When you spend Style points, you can reroll one damage die and must use the new roll.

Perfect Style

At 15th level, you maintain

momentum even under pressure.

- When you would lose all Style points for missing attacks, you instead lose only 1 Style point.
- When you roll initiative and have no Style points, you gain 2 Style points.

SSS Rank

At 18th level, you have reached the peak of combat expression, unleashing your full potential when your style is flawless. As a bonus action, you may enter SSS Rank if you currently have maximum Style points. This state lasts for 1 minute and ends early if you drop to 0 Style points.

While in SSS Rank:

- You have advantage on all attack rolls.
- Your movement speed increases by 15 feet.
- Once per turn, you can take one additional action. This action can be used only to Attack, Dash, or Disengage.

Once you use this feature, you cannot do so again until you finish a long rest.