

NONWEAPON PROFICIENCIES: METAMARTIALS

- At 1st level you may **only use 1** Metamartial during your turn. At 6th level you may **use 2** Metamartials during your turn.
- You may apply each Metamartial up to 3/day. (More with [Improved Metamartials](#) Nonweapon proficiency)
- Class specific Metamartials may only be used when actively leveling that class or after having reached 6th level in it.
- **Magenta** colored Metamartials are used as [Reactions](#) between turns and do not count against your limit during your turn.
- **Blue** colored Metamartials can only be used after you roll a Critical Hit.
- Each of the following costs 1 Nonweapon Proficiency slot.

Metamartial:

Effects:

Cleave Attack

[Melee Slicing; Mastered in weapon] Once during your turn, make a free simple attack on an adjacent target after killing another. If you have Combat Reflexes, you may make a second Cleave attack if you killed the target of your previous Cleave attack (without expending a use of this Meta). You may not move in between attacks.

Destabilizing Attack

[Melee and Heavy Property] On a successful hit with your **next attack**, the target is momentarily set off balance, allowing a flanking ally of your choice to make a [Reaction](#) Attack against the target.

Divine Retribution

[Channel Divinity Ability; Melee] Once per round as your [Reaction](#), after an enemy within melee range scores a Critical Hit on you, make a free simple melee attack on that enemy. Though you may not add any Meta abilities to the attack, you may make it a Divine Smite.

Double Shot

[Bow or Thrown Property] Using a **single attack**, once per round fire two projectiles at the same target using one roll. If you damage the target, add an additional 1x weapon damage to the target.

Feint Attack

[Backstab Ability; Melee and Light Property] As a [Minor Action](#), make a feint to momentarily throw off your opponent allowing you to make a melee Backstab on your **next attack**. You may still only get one Backstab per round.

Focused Aim

[Ranged] Use a [Minor Action](#) to aim your following shots more carefully. Attacks made in the same round take no penalty for Medium Range and a -2 for Long Range.

Fury of the Small

[Race is Small sized; Any Weapon] When you successfully hit and damage a creature of a larger size than you, you may add your level to your damage roll.

Glancing Blow

[Fighter and Melee] After a non-fumbling miss, do minimum damage with the attack.

Harm's Way

[Warrior or Priest] Any time you are within 10 feet of an ally (of equal or smaller size than you) that has been hit by a physical attack (with damage not yet known) you may, as your [Reaction](#), take the hit in his place. You move into the square your ally was in and move him to any adjacent square. **Paladins** take only half damage from the attack. Taking Improved Metamartials allows you to add 5' to the distance you may come from for each slot (up to 20 total feet).

Interrupting Attack

[Rogue with a slot in Perception NWP] Once per round, as a [Reaction](#), you may make an attack on a creature casting a spell to attempt to disrupt it.

Maximize Attack

[Warrior] Damage for your **next attack** is maxed.

Nick Attack

[Melee and Light Property on off-hand weapon] When you make the off-hand attack with the Light property, you can make it as part of your [Attack Action](#), instead of as a Minor Action. You can still make the off-hand attack only once per turn.

Push Attack	[Melee Bludgeoning or Ranged Heavy (No Light Property)] On a successful hit with your <u>next attack</u> , push the target 10'. If there is an obstruction, the target takes 1d6hp of damage per 5' they weren't pushed. If in melee, you may freely move into any space previously occupied by your target. (Pushing moves the target <u>directly away</u> from you.)
Ranged Backstab	[Backstab Ability; Ranged and Thrown or Light Property] You may perform a Backstab attack at a range of 60 feet. The attack otherwise conforms with the standard Backstab ability.
Ranged Flank	[Warrior and Ranged] If attacking a target within 60 feet that can see you and is threatened by an ally in melee range, you gain Advantage on attacks against that target until the end of your turn. The next ally to attack that target gets Advantage on their next round of attacks against them. You may choose only one target for the Ranged Flank, even if you shoot multiple enemies that round.
Rapid Reload	[Crossbow or Sling] On your <u>next round of attacks</u> , take a Minor Action to reload more quickly, gaining an extra attack that round.
Running Throw	[Fighter or Rogue; Melee and No Heavy Property] When losing an attack for movement (moving at least 10 feet), you gain a bonus throwing attack. (Style : Attack roll of 16+: The weapon is driven into the target.)
Sapping Critical	When you score a Critical Hit on a creature, spend a usage to gain Advantage on your next attack roll against that creature before the end of your turn. If your Critical Hit is on your final attack that round, Sapping Critical would have no effect.
Second Chance	[Ranged] After a non-fumbling miss, role an attack on an enemy beside or behind your target in or adjacent to the intended line of fire. Can be used only once per shot.
Shield Block	[Small or Medium Shield in Offhand] Once per round as your Reaction , when hit by a an attack (before you know the damage), you declare a block attempt. You then roll a 1d6 (Small Shield) or a 1d8 (Medium Shield) and subtract the rolled amount from the attack roll. If that makes a <u>normal hit</u> miss, then you take no damage. If that makes a <u>Critical Hit</u> miss, then you take no damage, but if that attack would still hit, you still take Critical Hit damage.
Silent Attack	[Melee and Finesse or Light Property] Your <u>next attack</u> is silent and targets fall silently. [Rogue : <u>next round of attacks</u> .]
Slow Attack	[Whip and Ranged] If you hit the creature with this weapon and deal damage to the creature, you can reduce its Movement in half until the start of your next turn. More than one Slow Attack does not stack.
Surprise Attack	[Warrior or Thief; Held Weapon or with Quick Draw NWP] On a surprise round, if your target is surprised, you do maximum damage with your <u>next attack</u> .
Sweeping Critical	[Melee weapon] When you score a Critical Hit on a creature, spend a usage to make a free simple attack roll with the same weapon against a creature adjacent to you. If you have Combat Reflexes, you may make a second Sweeping attack if you score a Critical Hit on the target of your previous Sweeping attack (without expending a use of this Meta). You may not move in between attacks.

Toss Me!	<p>[You must be Dwarf or Size S; Thrower must be Size M or larger with Strength of 16+]</p> <p>Move adjacent to a qualified thrower. As a <u>Reaction</u>, the thrower may throw you up to 30 feet forward or vertically. You do not lose attacks for movement in the air. If the target is a creature, do damage as if grappling and make opposed Grapple checks. {You win: you may choose to be prone on top of the creature or standing next to it. Target ties or wins: you fall prone at its feet.} Then continue your turn.</p>
Twin Strike	<p>[Two Weapon Fighting; Melee and using two of the same type of 1-H weapon.] Use a Main-Hand <u>Attack</u> and an Off-Hand attack (a <u>Minor Action</u>) at the same time, using one roll. If you would hit with both weapons, the Main-Hand weapon does x2 damage. Because they won't hit the exact same spot, damage multipliers (Critical Hit, Called Shot, etc), are applied only to the Main-Hand weapon. All damage applies for Massive Damage rules (Saving Throw at 50hp in one attack or 100hp in one round of attacks for Large or smaller creatures). May use Nick Attack with this at 6th level if all requirements met.</p>
Whip Trick	<p>[Whip as single attack or <u>MA</u>] Punch a button, snuff a candle, pull a lever, etc. [AC 5]. Retrieve an unattended item up to 20lbs and pull it to your hand [AC 0]. Wrap around a projection to swing 25 feet or gain Advantage on climbing [AC -2].</p>