

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.
- Each of the following costs 1 Nonweapon Proficiency slot.

Metamartial:

Effects:

Divine Retribution	[Channel Divinity Ability; Melee] Once per round as your <u>Reaction</u> , after an enemy within melee range scores a Critical Hit on you, make a free Basic melee attack on that enemy. Though it is a Basic Attack, you may make it a Divine Smite.
Double Shot	[Bow or Thrown Property] Using a <u>Minor Action</u> and your <u>next attack</u> , fire two projectiles at the same target using one roll. If you damage the target, add damage from both arrows. Because both arrows won't hit the exact same spot, damage multipliers (Critical Hit, Called Shot, etc), are applied only to one arrow. Damage from both arrows do apply for Massive Damage rules (Saving Throw at 50hp in one attack or 100hp in one round of attacks for Medium creatures). Declare before the attack roll.
Eldritch Arc	[Warlock] After your next <u>single attack</u> , roll a free attack on a creature of your choice within 10 feet of your first target and do half as much damage on a successful hit.
Eldritch Wave	[Warlock] As a <u>Spell Action</u> , an Eldritch explosion emanates from you. Each creature in a 15-foot radius originating from you must make a Saving Throw vs Spell. On a failed save, a creature takes Eldritch Blast damage and is pushed 15 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.
Eldritch Whip	[Warlock] On your next <u>round of attacks</u> , turn your Eldritch Blast energy into a Eldritch Whip. It has the same number of attacks, attack rolls, and damage rolls as your Eldritch Blast, but can be used as a melee slashing weapon with Reach 2 and an Improved Critical of 19x2. It does not confer any penalty if used on a target within 5 feet.
Feint Attack	[Backstab Ability; Melee and Light Property] As a <u>Minor Action</u> , make a feint to momentarily throw off your opponent allowing you to make a melee Backstab on your <u>next attack</u> . You may still only get one Backstab per round.
Focused Aim	[Ranged] Use a <u>Minor Action</u> to aim your following shots more carefully. All attacks made in the same round take no penalties for distance.
Fury of the Small	[Species is Small sized; Any Weapon] Once per round, when you successfully hit and damage a creature of a larger size than you, you may add your level to the damage. Declare after the attack roll.
Glancing Blow	[Fighter and Melee] After a non-fumbling miss, do <u>minimum damage</u> 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 <u>Reaction</u> , 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	[Ranged with a slot in Perception NWP] Once per round, as a <u>Reaction</u> , you may make an attack on a creature casting a spell to attempt to disrupt it.

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.
Outsider Heritage	[Aasimar or Tiefling] While normally you don't have wings as your ancestor did, you may manifest a pair of mystical wings as a Minor Action , to use the following abilities: • Glide: Manifest wings to fall at a safe speed. You may move up to 5 feet horizontally for every 10 feet vertically you fall. • Shield of Wings: Until the start of your next turn, extend your wings around a creature your size or smaller, forcing attacks against them to be at Disadvantage. • Wing Buffet: Powerfully stretch out your wings causing a blast of air in a 15-foot square originating from you. On a failed Save vs. Breath, anyone in that 15-foot square is driven back 10 feet away from you. • Wing Attack: Unfurl your wings and attack once with each one. You are considered Mastered in them (+2/+4), they do 1d8 damage and you may add your Strength bonus to the attack and damage. Your wings have a reach of 10 feet. If you have Brawler Style Combat Proficiency, you may use your physical attack Mastery level instead of the above Mastery.
Push Attack	[Melee Bludgeoning or Ranged Heavy (No Light Property)] When you hit with your next attack , 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.) Declare before the attack roll.
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 including the requirement of being hidden from the target.
Ranged Flank	[Warrior and Ranged] If attacking a target that you haven't attacked and is threatened by an ally in melee range, you gain Advantage on your first attack against them.
Rapid Reload	[Crossbow or Sling] Use a Minor Action to gain 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.)
Second Chance	[Ranged] After a non-fumbling miss, role the same attack on an enemy adjacent to your target and do half damage if hit. The attack ends if the second attack is unsuccessful.
Shield Bash	[Small/Round or Large/Heater Shield in Off-hand] As your Minor Action , bash your enemy to try to knock them prone. If you hit an enemy your size or smaller, instead of doing damage, they are knocked prone. If the attack is a Critical Hit, then you do normal shield damage as well. (Melee attack rolls against prone creatures are done with Advantage.)
Silent Attack	[Melee and Finesse or Light Property] Your next attack is silent and targets fall silently. [Rogue: next round of attacks .] Declare before the attack roll.

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. Declare before the attack roll.
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>first attack</u> against them. Declare before the attack roll.
Sweeping Critical	[Melee weapon] When you score a Critical Hit on a creature, spend a usage to make a free Basic Attack 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 (Fighters may use their Footwork ability).
Toss Me!	[You must be Dwarf or Size S; Thrower must be Size M or larger with Strength of 16+] 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.
Twin Strike	[Two Weapon Fighting; Melee and using two of the same type of light 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 6 th level if all requirements met. Declare before the attack roll.
Whip Trick	[Whip Proficiency] As a single attack or <u>Minor Action</u> , do any of the below options: • 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' or gain Advantage on climbing [AC -2].