

NONWEAPON PROFICIENCIES: METAMARTIALS

- Metamartials affect how you attack and are applied to an individual attack or round of attacks *before* they are rolled.
- At 1st level you may **only add 1** Metamartial per round. At 6th level you may **add 2** Metamartials per round.
- You cannot add Metamartials to **Reaction Attacks** or **Action Surge** attacks.
- You may apply each metamartial up to 3/day. (More with **Improved Metamartials** proficiency)
- Class specific Metamartials may only be used when actively leveling that class or after having reached 6th level in it.
- Each of the following costs 1 Nonweapon Proficiency slot.

Metamartial:

Effects:

Demoralize

[Must be within 30'] Demoralize a single opponent of equal or lower level/HD with your wit or strength. Make a **Charisma or Strength check** as a **Minor Action**. If you succeed, the target has Disadvantage on all d20 rolls towards you until the start of your next turn. If the target has Demoralize or Leadership NWP, the check becomes an opposed roll.

Destabilizing Attack

[Melee Only] On a successful hit with your **next single 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

[Ability to Channel Divinity] Channel your divine energies when attacked by an enemy. After an enemy within melee range attacks you or an ally, use your Reaction to take 1 attack on it. You cannot add modifying abilities (Metas, Battle Maneuvers) to the attack. With Combat Reflexes, you may make more Retribution attacks for each attack made by the same target up to 3. These still take only a single use of the Metamartial.

Feint Attack

[Thief Only; Melee Only & Mastery] As a **Minor Action**, make a feint to momentarily throw off your opponent allowing you to make a Backstab on your **next single attack**.

Glancing Blow

[Fighter Only; Melee Only] After a non-fumbling miss, do minimum dmg with the atk.

Harm's Way

Any time you are within 10 feet of an ally that has been hit by a physical attack (with damage not yet known) you may 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).

Identify Martial Item

Use your knowledge of allowed weapons and armor to determine any magical Enhancement Bonuses ('plus' to hit and damage only). Each item takes 10 minutes to identify.

Many Shot

[Bow/Thrown Only & Mastery] Using an **attack**, once per round fire two projectiles at the same target, using one roll. Because they won't hit the exact same spot, damage multipliers (Critical Hit, Called Shot, etc), are applied only to one projectile. 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). High Mastery allows three projectiles at once and Grand Mastery allows four.

Maximize Attack

Damage for your **next single attack** is maxed.

Push Attack

On successful hits with your **next round of attacks**, push the target 5'. If there is an obstruction, the target takes 1d6hp of damage per 5' moved. If in melee, you may freely move into any space previously occupied by your target. (Pushing moves the target directly away from you only.) Taking **Improved Metamartials** allows you to add 5' to the distance you push the target away from you for each slot (up to 15 total feet).

Ranged Backstab	[Backstab Class Ability] You may perform a Backstab attack at a range of 30 feet. The attack otherwise conforms with the standard Backstab ability.
Ranged Flank	[Mastery with 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/Sling Only & Mastery] On your <i>next round of attacks</i> , take a Minor Action to reload more quickly, gaining an extra attack that round.
Running Throw	[Fighter or Rogue Only] When losing an attack for movement (moving at least 10 feet), you gain a bonus throwing attack. If you have more melee attacks when your movement is complete, you do not have to attack the same target, but the new target must be within a 45° arc of your first target. (Style : Attack roll of 11+: The weapon is driven into the target.)
Second Chance	[Ranged Only] 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.
Silent Attack	[Melee Only] Your <i>next single attack</i> is silent. [Thieves : <i>next round of attacks</i> .] Targets fall silently.
Surprise Attack	[Held Weapons Only] On a surprise round, if your target is surprised, you do maximum damage with your <i>next single attack</i> .
Taunt	[Must be within 60'] As a Minor Action , taunt a single enemy of equal or lower level with your wit. Make a Charisma check during your action. If you succeed, the enemy is Taunted until the end of your next turn. The enemy is disadvantaged on any attack that doesn't include you as a target. A new Taunt supersedes any previous Taunt. If the target has Taunt or Leadership Nonweapon Proficiency, the Charisma check becomes an opposed roll.
Thief Trick	[Thief Only; Melee Only] As a Minor Action , make an attack roll against your target. Instead of doing damage, you disable them for a time. At the time of the attack, choose one of the two Tricks below. <ul style="list-style-type: none"> • Throat Punch: Target is muted until the start of your next turn. • Hamstring: Target's movement becomes 0 until the start of your next turn.
Toss Me!	[Must be a Dwarf or Size S; Thrower must be Size M or larger with Strength of 16+] Move adjacent to a qualified thrower. As a Free Action with a Strength check, the thrower may throw you up to 60 feet forward or 30 feet vertically. You do not lose attacks for movement in the air. If the check fails, you land prone at the feet of the thrower (He dropped you.). If the Strength check is successful, and the target is a creature, do damage as if grappling and make opposed Grapple checks (You win : you are prone on top of the creature. Target wins : you are standing beside the creature), then continue your actions. If the target is an open space, you land and may continue your actions.
Twin Strike	[Two Weapon Fighting & Mastery in Both Weapons] Use a Main-Hand Attack and an Off-Hand attack (a Minor Action) 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).

- Whip Trick [Whip Mastery as Atk or **MA**] 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].
- Whirling Dervish [Performance (Dancing) & Mastery in weapon] Gain a free attack if you make all of your attacks that round (including the free one) against the same target.