

## COMBAT MANEUVERS

- **Disarming Attack** - When you hit a creature with a weapon attack, as a bonus action you can attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.
- **Distracting Attack** - When you hit a creature with a weapon attack, you can use a bonus action to distract the creature, giving your allies an opening. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.
- **Feinting Attack** - You can use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. If target fails Wis save, you have advantage on your next attack roll against that creature.
- **Goading Attack** - When you hit a creature with a weapon attack, you can as a bonus action attempt to goad the target into attacking you. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
- **Menacing Attack** - When you hit a creature with a weapon attack, you can use a bonus action to attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- **Pushing Attack** - When you hit a creature with a weapon attack, you can a bonus action to attempt to drive the target back. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
- **Sweeping Attack** - When you hit a creature with a melee weapon attack, you can use a bonus action to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the weapon damage die (with no modifiers).

*If a saving throw is needed it is against 8+ your proficiency bonus + you strength or dexterity bonus.*

## LINGERING INJURY

If you are reduced to 0 HP and not killed outright, on any turn before rolling your 3rd failure, you may choose to take a level of **exhaustion**, and accept a roll on the **lingering injuries** chart (DMG272) and gain 1hp. You may use this option once per long rest

## EXHAUSTION

In a short rest, you can use one hit die to recover one level of *Exhaustion*, you can do this once per long rest.

## DEATH AND DYING

Normal *Instant Kill* Rules.

@0 hp = incapacitated and prone for one turn

On following rounds make Death Saves

**Success** indicates you are **slowed** (*speed is halved, -2 penalty to AC and Dexterity saving throws, and it can't use reactions. You can use either an action or a bonus action, not both.* )

**Failure** indicates you are *incapacitated* and prone  
3 successes indicates stabilization. and choose between one level of *exhaustion* or *unconsciousness*, each turn.

Natural 20 indicates gain 1hp.

3 failures indicates dying.

**Dying** = You are dead in one minute unless healing or treatment (medicine DC20) is applied.

You die if you take additional damage when dying.

## INSPIRATION

- Making a roll at disadvantage because of a Personality Trait, Bond, Ideal, or Flaw.
- Voluntarily failing a saving throw or getting an automatic hit (once per session)
- Volunteering to go unconscious instead of making death saves where dramatic. (once per session.)
- Doing something cool or self-sacrificing (DM's call)
- Being inspired by another character (a. character RPs the inspiring words, b. then gives you his or her inspiration point).
- When you roll a natural 1 on an attack, you can opt to Fumble
- When you respond to Failure in a particularly awesome way.

## HELP ACTION

- Using help within 5' of a target, grants advantage to the next attack against the target by an ally.
- Using help within 5' of an ally, grants disadvantage to next attack against the ally that you are aware of.
- Using cantrip (casting included in help action) against a target within range, grants either of above effects (if plausible), caster makes spell attack roll, if above AC10 the effect works, below it, it fails, if it would hit the target's AC the effect lasts for all attacks made by it against the ally, or all attacks against it by the ally the next round.
- A help action can allow an ally within 5ft to move without provoking an attack of opportunity until after they move more than 5ft away.
- A help action combined with a melee attack roll (no bonus from weapons, but add any shield bonus) that would hit your ally within reach allows you to block one attack targeting the ally.
- Once per rest, a help action can give an ally you touch another saving throw against ongoing effects that permit saving throws (hold person, charm person) A persuasion roll DC20 can be made to give the person advantage on the save.

## CANTRIPS

If a cantrip is on your PHB spell list you can cast it. If you add to your list somehow, those are also available.

## INNATE COUNTERSPELLING

In addition to the *Counterspell* spell, you can attempt counter another's spell casting with a reaction, if (1) you have the same spell prepared (or otherwise available), and (2) you are aware of the spell being cast and able to perceive the target, (3) the target is within range of the spell or within 30ft (whichever is longer), and (4) have a spell slot of sufficient level to cast the spell. To succeed you and the other caster make *Concentration Checks* (Con saves). Whoever rolls higher wins. In a tie, reroll, until you have a winner. If either fails her own concentration check (DC10), she loses any concentration spell. Either way, you lose the spell slot.

## AREA EFFECT SPELLS – COVER

If a creature who is not in the area of effect of a spell (or effect) is in melee combat with another creature who is in the area of effect, it provides ½ cover (+2 Save) to Area Effect spells which have Dexterity saves, to the creature(s) it is in melee with. If the saving throw is made because of that bonus, the creature who provided it cover must make a save (with the same +2 cover bonus) or be affected by the spell (or effect). If both creatures are in the area of effect no special rules apply.

## CONCENTRATED ACTION

If you use your action to concentrate on a concentration spell (assuming no action is needed to use the spell). You get *Advantage* on your Constitution Save.

## PERSONALIZED SPELLS

Casters may personalize their spells with minor alterations to the effect. This may grant some small role playing benefit (difficulty to recognize, surprise, bonus to intimidation, etc.) along with a compensating penalty (recognition, limited or delayed effects). Consult the DM with your suggestions. Learned spells (Warlocks, Wizards) require the caster learn each variation, granted spells (clerics, druids) may come “pre-personalized.”

## SUBTLE CASTING

Spells such as *Charm Person*, *Detect Thoughts* and others can be cast ‘subtly’. Doing so gives the target Advantage on saving throws, BUT, they don’t know that they’ve been affected by the spell. This does not conceal the magical effect from Detect Magic.

## INSPIRED SPELL CASTING

You can use your Inspiration to cast a spell you know but have not prepared, assuming you have a spell slot of sufficient level.

You can use your Inspiration to force a second saving throw from a target, if it succeeds on its first.

## SWAPPING PREPARED SPELLS

Casters that prepare spells may swap up to half (round down) their spell casting class level (paladin ¼) in spells prepared with a **short rest** (this precludes any other short rest activities: healing, identifying magic items, etc.) So a 4th level caster can use a short rest to swap one or two prepared 1st or 2nd level spell(s) for another one or two 1st or 2nd level spells. This can’t change the number of spells a caster can have prepared at one time. Once a caster has done this, she cannot do it again until after a **long rest**.

## MATERIAL COMPONENTS

Alchemists, Apothecaries, Hedgemages and others can offer special components that can enhance the effects of various spells. A character with *Alchemist Tool* proficiency can learn the recipes to produce such components. These components are always used up in the casting.

## ‘BONDED’ MAGIC ITEMS

Some unusual magic items can be bonded to a character. These have level dependent abilities, so they grow as you do.

## WARD MARKS

One use items like potions, a ward mark is placed either on a shield, armor or piece of clothing. It acts as an innate counterspell (DC10+Spellcaster’s Con Save Modifier) against the specific spell it is warding against. Only one ward can be on a person at a time.

## ALTERNATIVE SAVING THROW

Most saving throws, including those of spells, have an alternative saving throw that can be made at a *Disadvantage*. So a Fireball requires a Dex save, but could have a Constitution as an alternative save. Such a save would need to be made at *Disadvantage*. Any save related features (such as evasion, resistance) do not apply when you use an alternative save. What constitutes an alternative is determined by the DM.

## HEROIC RESISTANCE

Once per long rest a character may attempt to use an alternative saving throw versus a spell or other effect without disadvantage. *For example a Fighter might use Strength to resist a Hold Person*. The Player needs to explain how the alternative save makes sense in that case. Doing so uses a Hit Die.

## ARCANA/RELIGION/NATURE

A character can use an action to make a roll of the above skills to detect the presence of magic (skill depending on the source).

DC20-Spell Level = Active Spells within 30ft

DC25-Spell Level+hour past = Spells past duration

If one minute is taken searching give +5 to roll.

If spell was cast Subtly, make roll at disadvantage.

If character is in combat, make roll at disadvantage.