

Other Mechanics:

Wizards Open Book: Wizards have access to all spells in their spell book.

Over-Exert: Take exhaustion to use an ability with no charges left.

Deflect/Sustain: Deflect reduces damage; Sustain increases damage of specific types.

Improved AC: If an attack just hits your AC, you have resistance to that attack

Martial	Simple
<input type="checkbox"/> Battleaxe: Slash, Lacerate, Crippling Strike <input type="checkbox"/> Flail: Tenacity, Slash <input type="checkbox"/> Glaive: Brace, Lacerate, Rush Attack <input type="checkbox"/> Greataxe: Slash, Lacerate, Prepare <input type="checkbox"/> Greatsword: Pommel Strike, Lacerate, Slash <input type="checkbox"/> Halberd: Rush Attack, Lacerate, Slash <input type="checkbox"/> Lance: Brace, Concussive Smash <input type="checkbox"/> Longsword: Pommel Strike, Lacerate, Rush Attack <input type="checkbox"/> Maul: Back Breaker, Concussive Smash, Tenacity <input type="checkbox"/> Morningstar: Heartstopper, Concussive Smash, Tenacity <input type="checkbox"/> Pike: Brace, Rush Attack, Piercing Strike <input type="checkbox"/> Rapier: Flourish, Piercing Strike, Weakening Strike <input type="checkbox"/> Scimitar: Flourish, Lacerate <input type="checkbox"/> Shortsword: Flourish, Piercing Strike <input type="checkbox"/> Trident: Rush Attack, Piercing Strike, Crippling Strike <input type="checkbox"/> War Pick: Crippling Strike, Piercing Strike, Weakening Strike <input type="checkbox"/> Warhammer: Back Breaker, Concussive Smash, Weakening Strike <input type="checkbox"/> Whip: Flourish, Lacerate	<input type="checkbox"/> Club: Concussive Smash <input type="checkbox"/> Dagger: Piercing Strike <input type="checkbox"/> Greatclub: Tenacity, Concussive Smash <input type="checkbox"/> Handaxe: Lacerate <input type="checkbox"/> Javelin: Piercing Strike <input type="checkbox"/> Light Hammer: Concussive Smash <input type="checkbox"/> Mace Concussive: Smash <input type="checkbox"/> Quarterstaff: Trip <input type="checkbox"/> Sickle: Lacerate <input type="checkbox"/> Spear: Rush Attack
<input type="checkbox"/> Blowgun: Weakening Strike <input type="checkbox"/> Hand Crossbow: Piercing Shot, Mobile Shot <input type="checkbox"/> Heavy Crossbow: Piercing Shot, Brace <input type="checkbox"/> Longbow: Hamstring Shot, Braced	<input type="checkbox"/> Light Crossbow: Piercing Strike <input type="checkbox"/> Dart: Flourish <input type="checkbox"/> Shortbow: Hamstring Shot <input type="checkbox"/> Sling: Concussive Smash

Firearms

- Musket:** Heart Stopper, Piercing Shot
- Pistol:** Heart Stopper, Pommel Strike
- Palm Pistol:** Heart Stopper, Flourish
- Blunderbuss:** Heart Stopper, Tenacity
- Badnews:** Heart Stopper, Back Breaker, Prepare
- Hand Mortar:** Heart Stopper, Lacerate
- Pepperbox:** Heart Stopper, Brace

Special Attacks:

- Special attacks can be used once per turn
- Have a number of uses = to your proficiency mod (recharge at end of combat)
- DC: (8 + Prof mod + mod used for the attack)

On a Hit:

- Back Breaker:** Roll an extra damage dice and target makes a STR saving throw. *Failed save: Knocked Prone. Successful save: not Prone.*
- Crippling Strike:** Target makes a CON saving throw. *Failed save: Crippled until its next turn. Successful save: not Crippled.*
- Concussive Smash:** Target makes a CON saving throw. *Failed save: Dazed until its next turn. Successful save: not Dazed.*
- Flourish:** Target makes a DEX saving throw. *Failed save: Knocked Off Balance until its next turn. Successful save: not Off Balance.*
- Hamstring Shot:** Target loses 10 movement speed.
- Heart Stopper:** Target makes a CON saving throw. *Failed save: Chest Trauma until its next turn. Successful save: no Chest Trauma.*
- Lacerate:** Target makes a CON saving throw. *Failed save: Takes bleed damage equal to your weapon attack. Successful save: Half bleed damage.*
- Piercing Shot:** Target makes a CON saving throw. *Failed save: Gaping Wound until its next turn. Successful save: no Gaping Wound.*
- Piercing Strike:** Target makes a CON saving throw. *Failed save: Gaping Wound until its next turn. Successful save: no Gaping Wound.*
- Trip:** Target makes a DEX saving throw. *Failed save: Knocked Prone. Successful save: not Prone.*
- Weakening Strike:** Target makes a STR saving throw. *Failed save: Weak Grip until its next turn. Successful save: no Weak Grip.*

Bonus Actions:

- Brace:** Gain advantage on damage rolls till your next turn by sacrificing half your movement speed..
- Prepare:** Sacrifice all movement speed. Your weapon attacks deal 1 additional damage dice till your next turn.
- Pommel Strike:** STR attack with proficiency dealing $1d4 + \text{STR modifier}$. Target makes a CON saving throw. *Failed save: Dazed. Successful save: not Dazed.*
- Mobile Shot:** When you Dash, make a bonus action attack with this weapon.

Other:

- Slash:** Replacing one of your attack actions you may choose up to three targets. Roll an attack roll and apply it to all three targets.
- Tenacity:** If you miss, you can instead choose to hit as a free action with your weapon dealing your Proficiency Bonus in damage of that weapons type.
- Rush Attack:** If you move 15 ft in a straight line, on a hit force the target to make a DEX saving throw. *Failed save: Off Balance until its next turn. Successful save: not Off Balance*

Weapon Conditions

Chest Trauma: Disadvantage on CON saving throws and if the creature has a Multiattack feature they lose that till the end of their next turn. This cannot affect undead or constructs.

Crippled: Movement reduced to 0 and the creature had disadvantage in DEX saving throws.

Dazed: Disadvantage on WIS saving throws, cannot take reactions, and loses any bonus to its AC from its DEX modifier.

Gaping Wound: Target takes additional damage from attacks equal to half your Proficiency bonus rounded up.

Off Balance: Disadvantage on STR and DEX checks; attacks against this creature had advantage.

Weak Grip: Disadvantage on attack rolls and STR saving throws.

Ember Hearts

- All effects last until the beginning of your next turn
- DC: $(8 + \text{Proficiency mod} + \text{CON mod})$
- EH attack: $(\text{Proficiency mod} + \text{CON mod})$

Replace an Attack

Summon: Sacrifice 3 Hit Dice to make your target(s) make a DEX Saving Throw. They take $3d4$ Fire damage on a fail, half on a save. You can use more Hit Dice, up to your proficiency modifier, to add more damage.

Range: 15-foot Cone, 30-foot Line, or 10-foot Diameter within 30 feet.

Strike: Sacrifice 3 Hit Dice to make an EH attack. If it hits, deal 3d4 Radiant damage. You can use more Hit Dice, up to your proficiency modifier, to add more damage.

Range: 30ft/60ft

Bonus Action

Evoke: Sacrifice 1 Hit Die to deal an extra 1d4 Fire damage on every damage roll.

Embolden: Sacrifice 1 Hit Die to give yourself or another creature 1d4 Temporary Hit Points.

Enhance: Sacrifice 2 Hit Dice to add an additional 1d4 to your Attack rolls.

Impluse 1: Sacrifice 1 Hit Die to change all your damage to Fire damage.

Impluse 2: Sacrifice 2 Hit Dice to change all your damage to Radiant damage.

Reaction

Protect: When hit by an attack or a saving throw that deals either Fire or Radiant damage. Sacrifice 4 Hit Dice to gain Deflect to that damage type, equal to your level.

Action

Inflict: Sacrificing 5 Hit Die force your target to make a saving throw (DEX for Fire, CON for Radiant). On a fail, the target gains Sustain equal to your level against that damage type

Damage Types & Saving Throws			
Damage Type 1	Save	Damage Type 2	Save
Cold	Con	Force	Str
Lightning	Dex	Thunder	Con
Acid	Dex	Necrotic	Con
Fire	Dex	Radiant	Con
Poison	Con	Psychic	Int