

ACTION POINTS AND MARTIAL POWERS

THE RANGER, FIGHTER, ROGUE, MONK AND BARBARIAN CLASSES RECEIVE ACTION POINTS EQUAL TO HALF THEIR TOTAL LEVEL ROUNDED UP. A CHARACTER MAY SPEND AN ACTION POINT TO USE ANY MARTIAL POWER THAT THEY KNOW. AT LEVEL ONE, CHARACTERS CHOOSE THREE MARTIAL POWERS AND CHOOSE AN ADDITIONAL MARTIAL POWER AT ANY LEVEL WHERE THEY ALSO GAIN AN ABILITY SCORE IMPROVEMENT. ACTION POINTS ARE REGAINED AFTER A LONG OR SHORT REST. MARTIAL POWERS THAT GRANT AN ATTACK, COUNT AS AN ATTACK ACTION FOR THE SAKE OF FEATURES SUCH AS EXTRA ATTACK.

BATTLE CRY

Martial Power

Cost Bonus Action

You make a battle cry, Spend 1 action point and roll intimidate contested by a wisdom save of every foe within 15ft of you. If you succeed they are frightened of you. They can make new saves at the end of their turns if you aren't in sight.

POWER STRIKE

Martial Power

Cost Action

You may spend an action point and make a melee attack. A roll of 17-18-19-20 on a d20 counts as a critical hit.

QUICK STRIKE

Martial Power

Cost Free

You may spend an action point to make a melee attack with a -2 penalty to the attack roll.

SHATTERING STRIKE

Martial Power

Cost Action

You may spend an action point and make an attack that damages armor. If the attack hits and the targets armor is not natural armor, you reduce their AC by 2. Alternatively you may attack an object or construct and triple your damage dice.

RELENTLESS ASSAULT

Martial Power

Cost Action

You may spend an action point and make any number of melee attacks, you take one level of exhaustion for each one after the first.

GLADIATORS CHARGE

Martial Power

Cost Action

You may spend an action point to move your speed and make a melee attack dealing +1 dice of damage, stacks with the charger feat.

POMMEL STRIKE

Martial Power

Cost Action

You may spend an action point to make a melee attack. If it hits the target makes a DC 8+mod+proficiency Wisdom Save is has disadvantage on attacks until your next turn.

DISENGAGEMENT STRIKE

Martial Power

Cost Action

You may spend an action point to make a melee attack with a +2 bonus and disengage from the target.

KNEE CAPPER

Martial Power

Cost Action

You may spend an action point to attack the legs of a foe. Make a melee attack, the target also makes a Constitution save, DC 8+mod+proficiency. On a fail their movement is reduced by half until your next turn. You can use this power in place of an opportune attack.

SLASH AND BASH

Martial Power

Cost Action

You may spend an action point to make a melee attack followed by a knockdown or push attempt. You may move up to your speed to stay adjacent to the target. If you are wielding a shield you get +4 to the knock down or push attempt. Creatures larger than you roll with advantage.

WHIRLWIND SWEEP

Martial Power

Cost Action

You may spend an action point to make a melee attack against every target you can reach.

DISARMING STRIKE

Martial Power

Cost Action

You may spend an action point to make a melee attack and disarm attempt.

EARTH SHAKER

Martial Power

Cost Action

You may spend an action point and strike the ground. Every area within 5ft around becomes difficult terrain or every area within 15ft around you becomes difficult terrain if you used a two handed melee weapon, every foe in the affected area makes an acrobatics roll opposed by your attack roll or is knocked prone.

FELLING BLOW

Martial Power

Cost Action

You may spend an action point to make a melee attack. If the target has already taken damage equal to half or more of its hitpoint total the attack gets +2 dice.

DEFENDERS STANCE

Martial Power

Cost Bonus Action

You may spend an action point to enter the defenders stance. While in the stance all attacks against you have disadvantage, you get +1 AC if you are wielding a shield. If you move, the stances ends.

MIGHTY ATTACK

Martial Power

Cost Action

You may spend an action point to make an impactful attack. Make a melee attack, if it hits the target makes a DC 8+mod+proficiency Constitution save. On a fail they are pushed away from you by 5ft, or pushed away from you by 10ft if you used a two handed weapon.

LIVING WALL

Martial Power

Cost Reaction

When an ally within 15ft of you would become the target of an attack, you may spend an action point to move up to your speed, push them 5ft and become the target of the attack instead.

BAITING STRIKE

Martial Power

Cost Action

You may spend an action point to force and adjacent enemy to make a DC 8+str mod+proficiency wisdom save or a DC 8+Dex Mod+proficiency Wisdom save. On a fail you move 5ft, the target moves 5ft to where you were previously standing and you make a melee attack

FURIOUS COUNTER

Martial Power

Cost Reaction

If you are damaged by a melee attack, you may spend an action point to make a melee attack as a reaction. You deal extra damage equal to 1/4 of the damage you recieved.

COMBINED ASSAULT

Martial Power

Cost Action

You may spend an action point to make a melee attack and allow one ally in melee reach of the target to also make a melee attack.

REDIRECT ATTACK

Martial Power

Cost Reaction

When two or more enemy's are adjacent to you and you become the target of a melee attack, you may spend an action point and make an acrobatics check against the attack. On a success the targets attack hits another adjacent enemy of your choice.

HARD KNOCK LIFE

Martial Power

Cost Reaction

If you were to be afflicted by a condition. You may spend an action point to end the condition and make a stealth check to hide if able.

DIRTY ATTACK

Martial Power

Cost Bonus Action

If you are adjacent to an enemy, you may spend an action point to attempt a dirty attack and disengage if successful.

Choose one

Pocket sand: DC 8+Dexterity Mod+proficiency Constitution save. Target is blinded on a fail. It can make additional saves at the ed of its turn.

Low blow: DC 8+Strength or Dexterity Mod+proficiency Dexterity Save or target deals only half damage on its next attack

Throat punch: DC 8+Dexterity or Strength Mod+proficiency Dexterity save or 1d4+mod damage and cant speak untill your next turn.

SPLIT THE TREE

Martial Power

Cost Reaction

If you become flanked by two enemies you may spend an action point to make a melee attack against both flankers, then move 10 ft without provoking opportune attacks.

WEAPON FLURRY

Martial Power

Cost Action

You may spend an action point to make three ranged thrown weapon attacks against up to three targets, or three attacks on a single target.

JUDO CHOP

Martial Power

Cost Action

While hidden you may spend an action point and force an adjacent enemy to make a DC 8+Strength or Dexterity mod+proficiency Constitution save. On a fail they are asleep and make new saves at the end of each of their turns.

Damage will wake the target.

POUNCE

Martial Power

Cost Action

If you are above a foe you may spend an action point to drop on top of them dealing +1 damage for every 5ft you dropped. If they are the same size or smaller than you they are knocked prone on a hit. If you hit you reduce any falling damage by half.

STAB AND GRAB

Martial Power

Cost Action

You may spend an action point to make a melee attack and attempt to use sleight of hand to steal an item from the target.

You must have one hand free to use this power.

PRECISE AND DEADLY

Martial Power

Cost Action

You may spend an action point to make a melee attack that ignores AC provided by worn armor but not natural armor.

You may only use this power with a finesse weapon.

SET UP STRIKE

Martial Power

Cost Action

You may spend an action point to make a melee or ranged attack against a target that deals only half damage. Whether or not the attack hit or misses, an ally who can attack that target is allowed to do so as a reaction and the attack gets advantage.

FROM THE SHADOWS

Martial Power

Cost Action

If you are hidden, you may spend an action point to make an attack and move up to half your speed. You remain hidden as long as you never exit cover, concealment or obscured terrain during the move.

PINNING STRIKE

Martial Power

Cost Action

You may spend an action point to make an attack with a non bludgeon finesse weapon. You leave the weapon stuck in your foes foot if it hits. They make a DC 8+Strength or Dexterity Mod+proficiency strength save or cant move. They repeat the save at the end of their turns.

HIDDEN ATTACK

Martial Power

Cost Action

You may spend an action point to make an attack while hidden, it deals +2 dice of damage.

ANKLE BITER

Martial Power

Cost Reaction

If you are prone and would become the target of a melee attack from a creature your size or larger. You may spend an action point and make a melee attack first with no disadvantage. If it hits you may stand up and disengage. The enemy loses thier attack.

NOPE

Martial Power

Cost Reaction

If you fail an ability check, you may spend an action point to succeed instead. Provided the check is not contested by another creature and the DC is not set higher than at 20 or higher.

DEFENSIVE SHOT

Martial Power

Cost Reaction

If you are a target of a melee attack and it misses. You may spend one action point to disengage and make a ranged attack against your attacker.

RAPID FIRE

Martial Power

Cost Action

You may spend an action point and make a ranged attack with a bow or cross bow that expends 3 ammo. The attack gets +2 dice if it hits

POWER SHOT

Martial Power

Cost Action

You may spend an action point and make a ranged attack. A roll of 17-18-19-20 on a d20 counts as a critical hit.

SNAP SHOT

Martial Power

Cost Free

You may spend an action point and make a ranged attack with a -2 penalty to the attack roll.

COVERING SHOT

Martial Power

Cost Reaction

If an ally would become the target of a ranged attack or spell you may spend an action point and make a ranged attack against the attacker first. If the target was behind cover, they lose the bonus against your attack. If your attack hits your ally gets +2 to AC or saves against the attack targeting them.

SUPPRESS

Martial Power

Cost Action

You may spend an action point to make a ranged attack against a target in cover. Whether you hit or miss the target gets disadvantage on attacks unless it moves from the cover. If it does, you get a ranged opportunity attack against them. This effect lasts until your next turn.

TEAM WORK VOLLEY

Martial Power

Cost Action

You may spend an action point and make a ranged attack against a target. One ally who is able to make a ranged attack against the target may do so for free. Spellcaster allies may use single target spells for the attack if they wish.

DISARMING SHOT

Martial Power

Cost Action

You may spend an action point to make a ranged attack and disarm attempt against a target.

HIGH NOON

Martial Power

Cost Action

You may spend an action point to make a ranged attack against up to three targets in range.

FLUSHING SHOT

Martial Power

Cost Action

You may spend an action point to make a ranged attack against a target in cover. Whether you hit or miss the target makes a DC 8+Dexterity Mod+proficiency Wisdom save. On a fail the target panics and moves up to 15ft out of cover.

SLOW AND STEADY

Martial Power

Cost Action

You may spend an action point to end your turn and concentrate. If your concentration is not interrupted your next ranged attack gets +6 on the attack roll and deals +4 dice of damage.

QUICK LOOSE

Martial Power

Cost Reaction

If an enemy within 25ft of you makes a ranged attack against you. You may spend one action point and make a ranged attack first as a reaction. If the attack hits, the target loses their attack.

PRECISION SHOT

Martial Power

Cost Action

You may spend an action point to target a limb or body part of a target and make a ranged attack. The DM does not apply any penalty or disadvantage on the attack.

FEAT: MARTIAL HEROSIM

Prerequisite You have at least one level in Monk, Fighter, Rogue, Ranger or Barbarian.

Increase Strength or Dexterity by 1 and gain +3 Action points

MULTICLASSING

Taking a level in Monk, Fighter, Barbarian, Rogue or Rangers grants +2 action points and your choice of two martial powers. You do not gain additional points or powers for more levels.

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