

FIGHTER - LIVING METAL

These fighter have a higher than normal amount of iron in their body, and they've learned to harness it. Inserted by magic, or simply granted by birth, this iron grants them power over other metals and allow them to generate powerful magnetic fields when they fight.

SUMMONED WEAPONRY

At 3rd level, You can use your action to create a metal weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it.

This summoned weapon disappears if you reabsorb it by touching it (no action required), or if you die.

Alternatively, you can extend your hand to fire slugs of metal, they deal 1d8 piercing damage on a hit and have a range of 150/600. You can use your Strength modifier for attack and damage rolls made with the slugs.

You can absorb the power of one magic weapon and give it to your summoned weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon is then destroyed, and its properties transferred to your summoned weapon. You can't affect an artifact or a sentient weapon in this way. You can perform this ritual with a longbow or heavy crossbow grants their magic to your slugs. You can perform an inverse ritual over the course of 1 hour to lose the magic properties of one of the weapons.

You can hold on to the magic of a maximum of 2 magic weapons, one melee weapon and one longbow or heavy crossbow. If you perform the ritual with a 3rd weapon, the magic becomes too much to bear, you take 4d10 force damage and lose the magic properties of all the weapons.

MAGNETIC PULL

Also at 3rd level, you emit a sort of magnetism that seems to affect everyone around you. You can add your Constitution modifier to all Charisma (Persuasion) checks that you make.

DEFLECT

At 7th level, you can deflect weapons that are coming towards you. When you are targeted by a metal weapon you can use your reaction to generate an opposing magnetic field. You reduce the attack roll by 1d8 potentially causing it to miss you. If the weapon isn't metallic you reduce it by 1d4 instead.

You can use this ability a number of times equal to your Constitution modifier before taking a long rest.

RETALIATING SPIKE

At level 10, you've learned to allow the iron inside to strike with a vengeance. On your turn, if an enemy within 10 feet of you has dealt damage to you the round prior, you can, as a bonus action, project a spike of metal from your body to strike. Make a melee weapon attack, it deals 1d6 + your strength modifier piercing damage on a hit.

TUGGING METAL

At level 15, you can force enemies to come closer to you. Once per turn, when you deal damage to an enemy using your slugs, you can use the residual metal to magnetize them to you. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution Modifier), on a failure it is pulled 30 feet in a straight line closer to you.

DISRUPTING FIELD

At level 18, once per long rest, as an action, for 1 minute, you can emit a powerful field of metallic disruption. All creatures within 10 feet of you have disadvantage on their attack rolls against you, and ranged attack roll made with metallic weapons also have disadvantage.

PATREON | MONKEYDM

