

COLLEGE OF

METAL

CREDITS

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CLASS FEATURES

COLLEGE OF METAL

Level	Features
1st	
2nd	
3rd	Heavy, Brotherhood Defense
4th	
5th	
6th	Full in
7th	
8th	
9th	
10th	
11th	
12th	
13th	
14th	Wall of Death, Extra Attack
15th	
16th	
17th	
18th	
19th	
20th	

HEAVY

When you join the college of metal, you gain a hit dice of a d12 for this and every following level you take in the bard class. You gain also proficiency with the Battleaxe, Greataxe and Longsword.

BROTHERHOOD DEFENSE

Starting also at level 3, whenever a large or smaller creature within 5ft of you gets attacked, you can use your reaction to switch position with it, taking the damage, they would have taken or using your stats to contest a grapple. Furthermore you can use your strength instead of dexterity modifier, when calculating armor class.

FULL IN

Starting at level 6, you can as a bonus action spend a bardic inspiration dice at the start of the battle, to boost you fighting power. When do so, you gain resistance against all non-magical damage for up to two minutes.

WALL OF DEATH

Starting at level 14, when facing a Large or smaller creature, you can use your bonus action to push the creature up to halve your movement remaining in the turn.

EXTRA ATTACK

Starting at 14th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.