

# Matador



*Enchanting experts of elegant battles, matadors specifically specialize in single combat. Most seen in glorious gladiatorial galas, they take arms against all manner of man and beast all while putting on a captivating compelling combat for the audience. They trick and taunt their targets into traps and one on ones where they can flourish their fabulous fighting style.*

## Bonus Proficiencies

At 3<sup>rd</sup> level you gain proficiency in two of your choice between Acrobatics, Animal Handling, Performance, or Persuasion . Additionally whenever you make a Wisdom (Animal Handling) check, you do not incur disadvantage from the target being hostile towards you.

## Tercio de Varas

At 3<sup>rd</sup> level, you may make a Charisma (Performance) check contested by a target's Wisdom (Insight) check to taunt one creature as a bonus action. While taunted they have disadvantage on attack rolls against creatures other than you and both you and your target have advantage on attack rolls made against each other. If the target is a beast, you may make a Wisdom (Animal Handling) check instead of Charisma (Performance). You may taunt a number of times equal to your proficiency bonus, regaining all uses upon finishing a short or long rest.

## Guerrero Elegante

Starting at 7<sup>th</sup> level, when you take the dodge action your AC increases by an amount equal to half your Dexterity modifier (minimum of 1). If a creature still hits you through the dodge, you may make an attack against the creature as a reaction. At 18<sup>th</sup> level you may make two attacks in this way.

## Bravata

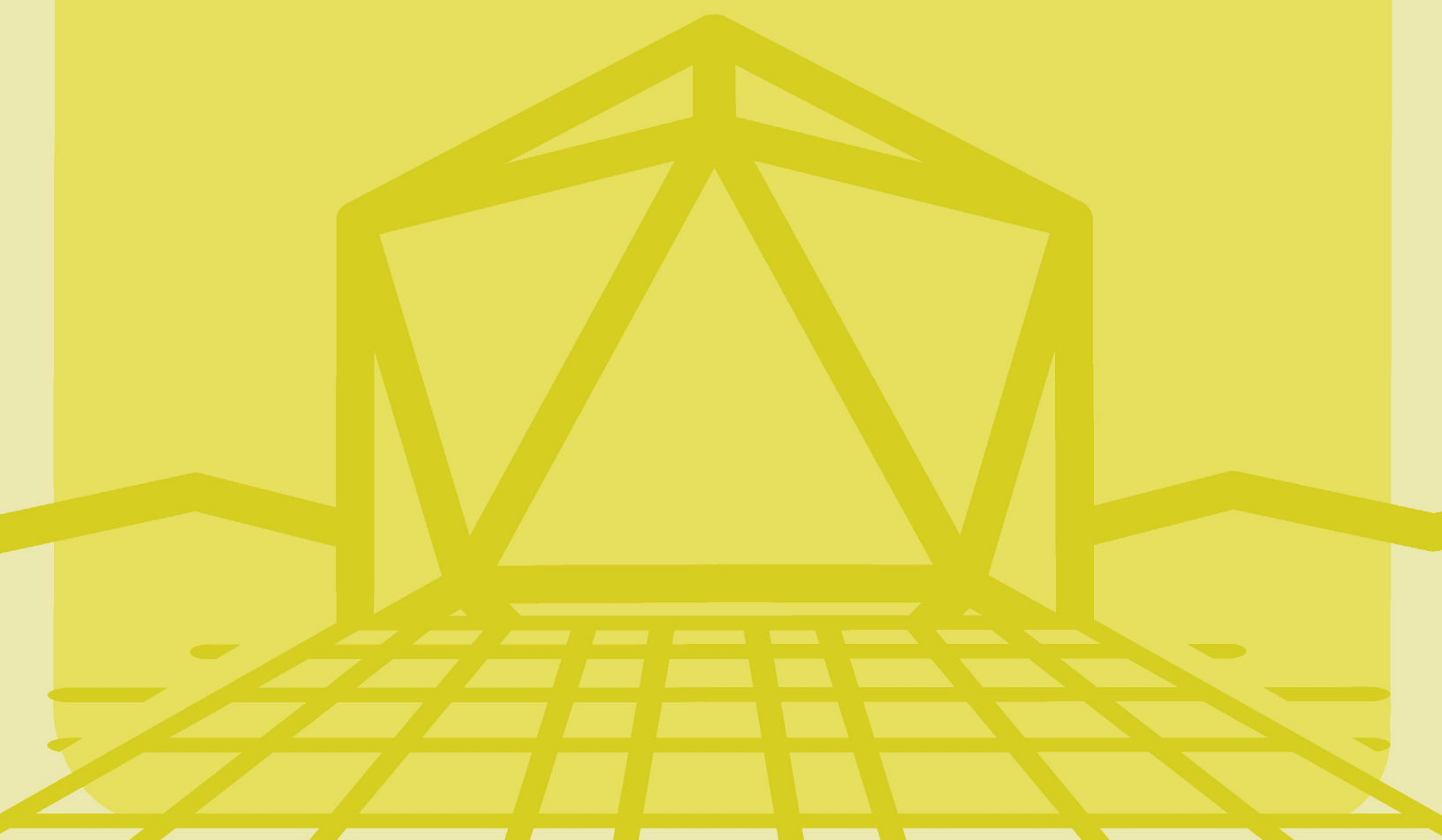
Beginning at 10<sup>th</sup> level, when you taunt a creature you gain Temporary HP equal to 1d10 + your fighter level. Additionally, when you are reduced to 0 but not killed outright, you may instead choose to drop to 1 instead. After you use this ability you may not do so again until you finish a long rest

## Tercio de Banderillas

At 15<sup>th</sup> level you gain the ability to mark a creature you have taunted. After you hit a creature you have taunted with a finesse weapon, you gain the benefits of the Hunter's Mark spell against that creature and that creature can no longer gain advantage on attacks against you. The effects of the spell lasts the full duration as if cast at 5<sup>th</sup> level without concentration. Once you use this ability you cannot do so again until you finish a long rest.

## Tercio de Muerte

At 18<sup>th</sup> level, you double your Dexterity modifier when determine damage from an attack against a creature you have marked with Tercio de Banderillas. If the creature is a beast, this damage is tripled. You also gain resistance to all damage done by a creature marked by Tercio de Banderillas.



# Matador

Enchanting experts of elegant battles, matadors specifically specialize in single combat. Most seen in glorious gladiatorial galas, they take arms against all manner of man and beast all while putting on a captivating compelling combat for the audience. They trick and taunt their targets into traps and one on ones where they can flourish their fabulous fighting style.

## Bonus Proficiencies

At 3<sup>rd</sup> level you gain proficiency in two of your choice between Acrobatics, Animal Handling, Performance, or Persuasion . Additionally whenever you make a Wisdom (Animal Handling) check, you do not incur disadvantage from the target being hostile towards you.

## Tercio de Varas

At 3<sup>rd</sup> level, you may make a Charisma (Performance) check contested by a target's Wisdom (Insight) check to taunt one creature as a bonus action. While taunted they have disadvantage on attack rolls against creatures other than you and both you and your target have advantage on attack rolls made against each other. If the target is a beast, you may make a Wisdom (Animal Handling) check instead of Charisma (Performance). You may taunt a number of times equal to your proficiency bonus, regaining all uses upon finishing a short or long rest.

## Guerrero Elegante

Starting at 7<sup>th</sup> level, when you take the dodge action your AC increases by an amount equal to half your Dexterity modifier (minimum of 1). If a creature still hits you through the dodge, you may make an attack against the creature as a reaction. At 18<sup>th</sup> level you may make two attacks in this way.

## Bravata

Beginning at 10<sup>th</sup> level, when you taunt a creature you gain Temporary HP equal to 1d10 + your fighter level. Additionally, when you are reduced to 0 but not killed outright,

you may instead choose to drop to 1 instead. After you use this ability you may not do so again until you finish a long rest

## Tercio de Banderillas

At 15<sup>th</sup> level you gain the ability to mark a creature you have taunted. After you hit a creature you have taunted with a finesse weapon, you gain the benefits of the Hunter's Mark spell against that creature and that creature can no longer gain advantage on attacks against you. The effects of the spell lasts the full duration as if cast at 5<sup>th</sup> level without concentration. Once you use this ability you cannot do so again until you finish a long rest.

## Tercio de Muerte

At 18<sup>th</sup> level, you double your Dexterity modifier when determine damage from an attack against a creature you have marked with Tercio de Banderillas. If the creature is a beast, this damage is tripled. You also gain resistance to all damage done by a creature marked by Tercio de Banderillas.