

Feat: Attack Manipulator

You gain 3 Manipulations to spend on effects of this feat. Every Long Rest, you get 1 Manipulation back.

When you or a creature you can see makes an Attack Roll, you can spend 1 to 3 Manipulations to add or subtract the same number from the Attack Roll, after knowing the result of the roll and whether or not it was successful.

When a creature attacks you and fails to hit you, you can spend 1 Manipulation to immediately attack that creature, if you are able to.

When a creature attacks you and gets a Critical Hit, you can spend 1 Manipulation to make it a normal hit.

When you attack a creature and miss, you can spend 1 Manipulation to make it a normal hit.

When you attack a creature and normal hit, you can spend 3 Manipulations to make it a Critical Hit.

When you or a creature you see deals damage by attacking, you can spend 1 to 3 manipulations and add that many d4s of damage to one instance of damage that attack causes, of the same damage type as the damage instance the dice are applied onto.