

# Waghalter Martial Archetype

A martial archetype based on ticking-off your opponent. Repeated use of these features often generates Flaws, Bonds, Ideals and Personality Traits antagonistic to the Waghalter in repeat-opponents.

## Building Wag

Each time an opponent succeeds in a Wisdom save against one of the features of this subcalling, they gain a cumulative -2 to other Wisdom saves against features of this subcalling. These cumulative modifiers are removed at the end of the encounter.

## Try This Time

Upon taking on this subcalling, when an opponent within 30 feet misses you with an attack, you can use your Reaction to taunt them with the fact. They make a Wisdom save vs 8 + your Proficiency Modifier + your Charisma Modifier, or count as Stunned for the round.

## Dominance

A Waghalter is more interested in exerting control over others than removing opponents. When you defeat an opponent, you gain Inspiration if you leave them alive. Defeat can mean you drop them to 0 hit points, or by other means, at the DM's option.

## Calm

Starting at 7th level, the Waghalter masters an inner well of maddening calm. It's harder to irritate someone when you've lost your own composure after all. The Waghalter has Advantage against Fear-causing effects, and opponents have Disadvantage when trying to use Intimidation against them.

## \$!@#-Eating Grin

Through a combination of barbs and that ever-present, rage-inducing smile, you cause opponents to falter as they try to attack you. Overcome by the desire to do you bodily harm, they overextend themselves. From 10th level onward, as a Bonus Action, you can target an opponent who can see or hear you within 30 feet. They make a Wisdom save vs 8 + your Proficiency Modifier + your Charisma Modifier, or, if their next action is not an attack against you, they gain a level of Exhaustion, which they recover from at the end of the encounter. Targets who are immune to being Charmed are immune to this effect. You can use this effect three times per short rest, or you can expend Inspiration to use this effect.

## Claim

Once you have achieved 15th level, if an attack you make kills an opponent or causes that opponent to drop to 0 hp, you can take an Action to tea-bag them, urinate on them, or some other similarly humiliating effect. This effect works like \$!@#-Eating Grin, except that it targets all opponents who can see or hear you (choose one) within 30 feet.

## Schadenfreude

By 18th level, when you successfully use one of the other features of this Archetype, you regain a use of Second Wind. Schadenfreude can be used twice per short rest.