

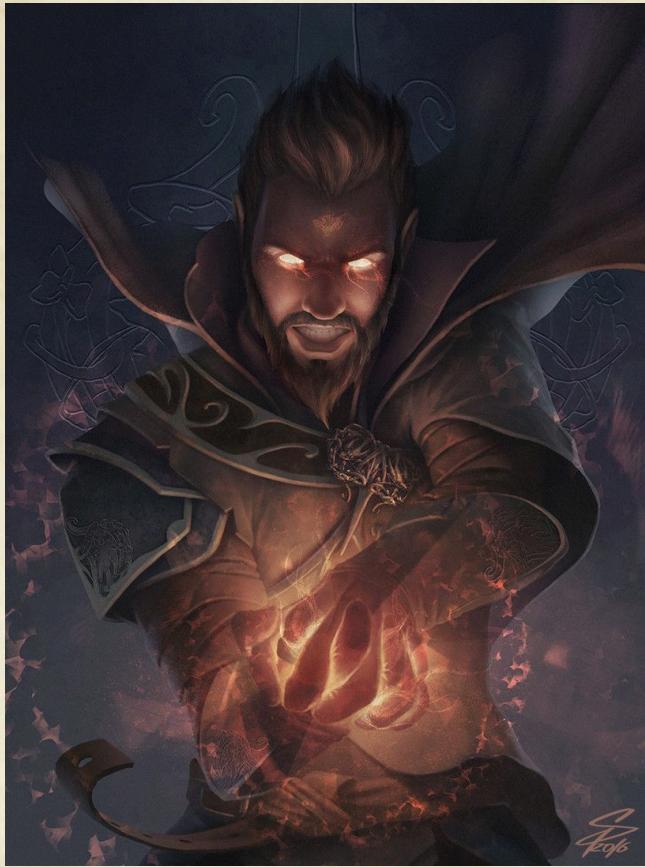


The Catalyst

A close-up, low-key photograph of a hand emerging from a dark, swirling mass of greenish-blue smoke or energy. The hand is dark and appears to be made of a solid, possibly metallic or stone-like material. It is positioned as if reaching out or grasping something.

DUNGEONS & DRAGONS

art by Sergey-Lesiuk



art by Simon Pape

THE CATALYST

A Catalyst is someone whose connection to magic is not that of a type of magic school, or coming from a deity. Magical energy can be found anywhere. The Catalyst's body innately reacts to it, letting it perceive and interact with the magic in the environment, changing its view of reality. To a Catalyst, magic is a lifestyle.

CLASS FEATURES

As a Catalyst, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Catalyst level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Catalyst level after 1st

PROFICIENCIES

Armor: Light

Weapons: Simple weapons

Tools: Alchemist's supplies

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Athletics, Arcana, Investigation, Medicine, Nature, Perception and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons
- a short bow and 20 arrows
- (a) scale mail (if proficient) or (b) leather armor
- a dungeoneer's pack

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THE CATALYST

Level	Proficiency Bonus	Features	Spells Known	Spell Level	Arcane Amperage	Arcane Endurance
1st	+2	Catalyst affinity, Catalysis	3	1	2	0
2nd	+2	Synesthesia	4	1	3	1
3rd	+2	Catalyst affinity feature	5	2	4	2
4th	+2	Ability Score Improvement	6	2	5	3
5th	+3	Synesthesia upgrade	7	3	6	4
6th	+3	Catalyst affinity feature	8	3	7	5
7th	+3	Mana Reuse	9	4	8	6
8th	+3	Ability Score Improvement	10	4	9	7
9th	+4	Synesthesia upgrade	11	5	10	8
10th	+4	Catalyst affinity feature	12	5	10	9
11th	+4	Crystallization (6th level)	13	6	10	9
12th	+4	Ability Score Improvement	14	6	10	9
13th	+5	Crystallization (7th level)	15	7	10	9
14th	+5	Catalyst affinity feature	16	7	10	9
15th	+5	Crystallization (8th level)	17	8	10	9
16th	+5	Ability Score Improvement	18	8	10	9
17th	+6	Crystallization (9th level)	19	9	10	9
18th	+6	Reaction Loop	20	9	10	9
19th	+6	Ability Score Improvement, Crystallization (two 6th level)	21	9	10	9
20th	+6	Catalytic Converter, Crystallization (two 7th level)	22	9	10	9

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Catalyst spells. Since you discovered that your body was a born catalyst for the particles of magic in the environment, your constant training has given you enough control to be able to produce controlled magic reactions at will. You use your Intelligence whenever a Catalyst spells refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Catalyst spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

CATALYST AFFINITY

Choose a Catalyst affinity, which describes what kind of reactions you provoke. Your choice grants you features when you choose it at 1st level and again at 3rd, 6th, 10th, and 14th level.

SYNESTHESIA

Starting at 2nd level, your natural reaction to magic allows you to perceive it anywhere you go, as if you were under the effects of the Detect Magic spell.

Additionally, if you touch and study a magic item for at least 10 minutes, you receive the same effect as if you had cast Identify on it.

Starting at 5th level, you can perceive the magic essence that every creature emanates. You can see the trail left by every living being, if it was in that place no more than 10 minutes ago and if it wasn't intentionally hiding its presence. If you know the creature you are looking for in person, you can recognize its trail.

If you would see a hiding creature's mana trail, you must succeed in a passive Perception (Wisdom) check against the creature stealth roll, otherwise you do not perceive its mana and you don't know that it was there.

Additionally, you know the age, in years, of anything or anyone that you touch. If you touch anyone or anything for an uninterrupted minute, you also know the most recent school of magic, if any, used by or on it. You don't require to concentrate to obtain this information.

At 9th level, you can interpret the mana fluctuations on a creature as natural responses to its emotional state. As an action you can focus your senses on one humanoid you can see within 30 feet of you. You learn the target's prevailing emotion. If the target is not a humanoid or is immune to being charmed, you sense that its mana is confusing and you can't interpret it.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MANA REUSE

Starting at 7th level, you learn how to capture some of the magic lost in the reaction when you overcharge your body. For each time you suffer a mana burn or reduce your Arcane Endurance, you can condense and crystalize one reagent. This reagent takes the form of a tiny spherical crystal, that appears in your hand. If you have both hands occupied, it falls to the ground. You can consume this crystalized reagents as normal reagents as long as you can reach them.

Every crystal made in this way vanishes when you finish a long rest.

You can use this feature a number of times equal to half of your Catalyst level (rounded down) before you have to finish a long rest.

CRYSTALLIZATION

Starting at 11th level, you can catalyze and materialize the excess of magic your body naturally collects from the world around you into magic crystals. Over the course of 24h, the amount of magic collected is enough to solidify it. These crystals are several times more potent and stable than a spontaneous catalyzation.

At the end of a long rest, you can perform a restoration ritual that takes 30 minutes to be complete. After that you create a 6th level crystal. You can use this crystal to cast a spell of the same level or lower. The crystal is consumed in the process. Using a crystal in this way causes any unspent reagent to disappear before casting the desired spell.

After you finish a long rest, all of your crystals vanish. Your crystals are a personal manifestation of power, so only you can use them.

At higher levels, your restoration ritual can create more crystals that can be used in this way, one 7th-level crystal at 13th level, one 8th-level crystal at 15th level, one 9th-level crystal at 17th level, another 6th-level crystal at 19th level, and another 7th-level crystal at 20th level.

art by Chase Stone

REACTION LOOP

At 18th level, your body is constantly catalyzing the mana around you. Now you have acquired the knowledge to take advantage of it, and use the residual energy to produce beneficial effects. As an action, you can affect yourself with one of the following effects until you change or dispell it:

- **Levitation:** You have a flying speed equals to your movement speed. You can't fly higher than your maximum speed.
- **Improved Synesthesia:** You can see invisible creatures and objects as if they are outlined in light, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.
- **Mana Static Field:** You can't be targeted by any divination magic, perceived through magical scrying sensors, and magic can't detect your lies or force you to tell the truth.

You can dismiss or change the active effect as an action.

If your Arcane Amperage score is reduced to 0, the effect from this feature ends. You can't use this feature as long as your Arcane Amperage score is 0.

CATALYTIC CONVERTER

At 20th level, you restore your Arcane Amperage score as you would do after a long rest every time you finish a short rest.

Additionally, everytime you succeed in a saving throw against a spell or spell like ability, as a reaction you can materialize a number of reagents equal to the spells level, up to 5, as if you have used your Mana Reuse feature.





art by Stjep Lukac

CATALYST AFFINITIES

A Catalyst affinity describes how your body naturally reacts to the magic particles. All Catalysts react to magic, but each Catalyst do it in a different way. Some perceive the energy in the air, others feel the magic in the creatures. When you find out you are a Catalyst, you immediately know you are better with some sort of reactions than others.

ELECTROCATALYST

Electrocatalysts are better manipulating the energy of the magic reactions than other Catalysts. Their bodies are more sensitive to the energy oscillations, and respond to them faster.

CANTRIPS

You know the Shocking Grasp, Lightning Lure and Fire Bolt cantrips..

EXPANDED SPELL LIST

The Electrocatalyst affinity lets you choose from an expanded list of spells when you learn one. The following spells are added to the catalyst spell list for you.

ELECTROCATALYST EXPANDED SPELLS

Spell Level Spell

1st	Guiding Bolt, Faery Fire
2nd	Aganazzar's Scorcher, Pyrotechnics
3rd	Call Lightning, Fireball
4th	Conjure Minor Elementals, Fire Shield
5th	Cone of Cold, Flame Strike

VOLATILITY

Starting at 3rd level, each time you take damage from a melee attack, you can use your reaction and use a number of reagents up to your Spell Level (minimum of 0) to deal $2 + (1d8 \text{ per spent reagent})$ lightning damage to the attacker. You can use your Catalyze feature as part of the same action. After using this feature any unspent reagent is lost.

REACTION CONTROL

Starting at 6th level, everytime you cast a spell, a cantrip or use your Volatility feature, you can change any type of damage it would deal for another type of damage of your choice from Fire, Cold, Lightning and Thunder.

Additionally, when you reduce a creature to 0 hit points with a spell, a cantrip or your Volatility feature, you can make it unconscious instead of killing it.

CONTROLLED EXPLOSION

Starting at 10th level, you can spend 1 additional reagent as part of the cost of casting a spell that has an area of effect and does damage. If you do so, you can modify the area of effect as you wish, as long as it covers the same amount of square foot as the original area, and each affected square feet is connected with another one or the origin of the effect.

CONDUCTIVITY

Starting at 14th level, everytime a creature succeed a Saving Throw against a spell cast by you that only targeted it, you can make the spell not affect the target, and bounce to a second creature within 30 feet of the first one. This second target must make the same Saving Throw with advantage. If it fails, it suffers the effects of the spell. If it succeeds, the spell takes no effect.

BIOCATALYST

Biocatalyst are exceptional at the art of catalyzing living matter. They feel the vital magic better than others and can lead the reactions to achieve exceptional changes on any living being.

CANTRIPS

You know the Primal Savagery and Resistance cantrips.

EXPANDED SPELL LIST

The Biocatalyst affinity lets you choose from an expanded list of spells when you learn one. The following spells are added to the catalyst spell list for you.

BIOCATALYST EXPANDED SPELLS

Spell Level Spell

1st	Healing Word, Dissonant Whispers
2nd	Enhance Ability, Alter Self
3rd	Animate Dead, Feign Death
4th	Compulsion, Death Ward
5th	Contagion, Modify Memory

BONUS PROFICIENCIES

When you choose this archetype you gain proficiency with Medium armors.



art by Krystian Deviaiuk

METABOLIC TRANSMUTATION

Starting at 3rd level, as an action you can touch a creature and use a number of reagents up to your Spell Level (minimum of 0). The creature gains $1 + (1d4 \text{ per spent reagent})$ temporary hit points. If you target yourself, you gain $2 + (1d8 \text{ per spent reagent})$ temporary hit points. These temporary hitpoints last for 1 hour.

INFECTIOUS MANA

Starting at 6th level, everytime you cast a spell that targets only one creature and requires a Saving Throw, you can make it Infectious. Any creature who fails a saving throw against a Infectious Spell is not affected by any of the spell's effects. Instead, the spell remains in the creature up to 24h. Any Infectious Spell is automatically casted on the first creature that touches an infected creature (as if you were casting it), regardless of its original range.

UNNATURAL SELECTION

Starting at 10th level, everytime a spell affects more than one creature and requires a Saving Throw, you can spend 1 or more extra reagents as part of its cost. If you do so, select a number of creatures affected by the spell equal to the number of extra reagents spent in this way, up to half of the total targets (rounded down). They make the Saving Throw with advantage. Then, select the same number of from any of the remaining creatures affected by the spell. They make the Saving Throw with disadvantage.

METABOLIC SYNCHRONICITY

Starting at level 14, as an action you can synchronize your metabolism with that of a willing humanoid you can see within 15 feet of you.

While the target is within 300 feet of you, it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. Additionally, you can use your Metabolic transmutation feature on the target as if you were using it on yourself.

This effect ends if you drop to 0 hit points or if you and the target become separated by more than 300 feet. It also ends if you use this feature on another target. You can also dismiss this effect as an action.

You can't use this feature if your Arcane Amperage score is 0.

NANOCATALYST

Nanocatalysts are the best of perceiving the energy that holds the matter. They can feel the vibrations of everything and interact with them, changing the composition of the matter itself.

CANTRIPS

You know the Magic Stone, Shillelagh and Mending cantrips.

EXPANDED SPELL LIST

The Nanocatalyst affinity lets you choose from an expanded list of spells when you learn one. The following spells are added to the catalyst Spell list for you.

NANOCATALYST EXPANDED SPELLS

Spell Level Spell

1st	Goodberry, Tenser's floating disk
2nd	Maximilian's Earthen Grasp, Enlarge/Reduce
3rd	Tiny Servant, Conjure Barrage
4th	Stone Shape , Otiluke's Resilient Sphere
5th	Creation, Conjure Volley

MOLECULAR INSTABILITY

Starting at 3rd level, you can destabilize the chemical composition of any object using your arcane powers. As an action, you can spend reagents (minimum of 0) and touch one non magical object of up to 1 cubic foot that is not being held by another creature, and make it dangerously reactive. Choose one kind of physical interaction (such as being touched, hit, squeezed, etc), a material (such as steel, organic, orc skin, etc) and a damage type from Fire, Cold, Acid, Necrotic, Force, Lightning and Thunder. When the object interacts in the described way with the described material, it reacts, causing $2 + (1d8 \text{ per spent reagent})$ points of the chosen damage to the object or creature that triggered it.

Optionally, you can choose to not specify the material, and make the object react to anything that interacts with it in the described way.

The maximum number of objects that can be affected this way is equal to your intelligence modifier (minimum of 1). Exceeding the limit makes the effect on the first object disappear.

While under this effect, the object is considered magical. When you finish a long rest, any object affected by this feature becomes stable and loses its magic.



art by Adam Legendary

MOLECULAR DISRUPTION

Starting at 6th level, when you use your Molecular instability feature, you can make it not deal damage. Instead, when it reacts, it turns into a translucent fluid called plasma for 10 minutes. You can end this effect early as a bonus action. When the effect ends, the object ceases to be plasma and returns to its original material, but it retains its new form.

Additionally you know the Shape Water cantrip, and you can use it to manipulate any plasma made by this feature.

You can't use this feature if your Arcane Amperage score is 0.

MOLECULAR REARRANGEMENT

Starting at 10th level, you can use your Molecular instability on bigger objects. The size of the target can be up to 5 cubic feet.

Additionally, you can target objects that are being held by another creature, but the wielder must make a Constitution Saving Throw against your spell DC. If it succeed, this feature has no effect on the object.

Now you can use your Shape Water cantrip on plasma to make more complex forms. To do it, you must concentrate for 10 minutes while using your Shape Water cantrip and spend 1 reagent. After that, make an Intelligence check against the same DC as if you were crafting what you want to craft by mundane means.

You can't use this feature if your Arcane Amperage score is 0.

MOLECULAR TRANSMUTATION

Starting at 14th level, as an action you can rearrange the atoms of any plasma created using your Molecular Instability feature, transmuting it into a different type of material, as long as the new material has approximately the same mass, and an equal or lower price.

You can't use this feature if your Arcane Amperage score is 0.

CATALYST SPELL LIST

LEVEL 1

- *Absorb elements*
- *Alarm*
- *Armor of Agathys*
- *Bane*
- *Burning hands*
- *Chromatic Orb*
- *Disguise Self*
- *Expeditious Retreat*
- *Feather Fall*
- *Ice Knife*
- *Inflict Wounds*
- *Mage Armor*
- *Magic Missile*
- *Shield*
- *Silent Image*
- *Sleep*
- *Thunderwave*
- *Witch Bolt*

LEVEL 2

- *Blur*
- *Calm Emotions*
- *Crown of Madness*
- *Darkness*
- *Darkvision*
- *Dragon's Breath*
- *Dust Devil*
- *Flaming Sphere*
- *Heat Metal*
- *Hold Person*
- *Levitate*
- *Magic Weapon*
- *Mirror Image*
- *Scorching Ray*
- *Shadow Blade*
- *Web*

LEVEL 3

- *Bestow Curse*
- *Counterspell*
- *Dispel Magic*
- *Enemies Abound*
- *Erupting Earth*
- *Fly*
- *Glyph of Warding*
- *Lightning Bolt*
- *Plant Growth*
- *Remove Curse*
- *Speak with Dead*
- *Speak with Plants*
- *Wall of Sand*
- *Water Walk*

LEVEL 4

- *Blight*
- *Dominate Beast*
- *Freedom of Movement*
- *Grasping Vine*
- *Hallucinatory Terrain*
- *Ice Storm*
- *Phantasmal Killer*
- *Storm Sphere*
- *Vitrolic Sphere*
- *Wall of Fire*

LEVEL 5

- *Bigby's Hand*
- *Circle of Power*
- *Control Winds*
- *Destructive Wave*
- *Dominate Person*
- *Eervation*
- *Hold Monster*
- *Immolation*
- *Scrying*
- *Synaptic Static*
- *Telekinesis*
- *Wall of Stone*
- *Wrath of Nature*

LEVEL 6

- *Blade Barrier*
- *Chain Lightning*
- *Contingency*
- *Disintegrate*
- *Eyebite*
- *Flesh to Stone*
- *Globe of Invulnerability*
- *Harm*
- *Investiture of Flame*
- *Investiture of Ice*
- *Investiture of Wind*
- *Move Earth*
- *Oriluke's Freezing Sphere*
- *Sunbeam*
- *Wall of Ice*
- *Wind Walk*

LEVEL 7

- *Crown of Stars*
- *Delayed Blast Fireball*
- *Finger of Death*
- *Fire Storm*
- *Mirage Arcane*
- *Mordenkainen's Magnificent Mansion*
- *Mordenkainen's Sword*
- *Power Word Pain*
- *Prismatic Spray*
- *Symbol*

LEVEL 8

- *Abi-Dalzim's Horrid Wilting*
- *Antimagic Field*
- *Control Weather*
- *Dominate monster*
- *Earthquake*
- *Incendiary Cloud*
- *Maddening Darkness*
- *Power Word Stun*
- *Sunburst*
- *Tsunami*

LEVEL 9

- *Gate*
- *Invulnerability*
- *Meteor Swarm*
- *Power Word Heal*
- *Power Word Kill*
- *Prismatic Wall*
- *Storm of Vengeance*
- *Time Stop*
- *True Polymorph*
- *Weird*

PLAYTEST MATERIAL

All content will probably be tweaked for purposes of balance

English is not my native language, so I hope that there aren't a lot of mistakes in the text. My Reddit username is raccoonlx