

# CLASS FEATURES

As a soul binder, you gain the following class features.

**Hit Dice:** 1d6 per level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per level after 1st

## PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Choose one type of artisan's tools or one musical instrument

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Animal Handling, History, Nature, Insight, Arcana, Persuasion, Intimidation.

## EQUIPMENT

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

- (a) two daggers (b) any simple weapon or (c) any martial weapon (if proficient)
- (a) a priest's pack or (b) a scholar's pack
- (a) a set of leather armor or (b) a set of scale mail (if proficient)
- (a) a set of tools of your choice

## THE SOUL BINDER

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—					
			Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Soul Bond, Bonded Companion, Hidden Form	—	—	—	—	—	—
2nd	+2	Spellcasting, Edict	2	2	—	—	—	—
3rd	+2	Bond Feature, Magic Item Absorption	2	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Advanced Offense, Soul Linked Casting	3	4	2	—	—	—
6th	+3	Companion's Protection, Soul Infused Attacks	3	4	2	—	—	—
7th	+3	Bond Feature	3	4	3	—	—	—
8th	+3	Ability Score Improvement	3	4	3	—	—	—
9th	+4	Resting Voice	3	4	3	2	—	—
10th	+4	Countermeasure	4	4	3	2	—	—
11th	+4	Bond Feature, Advanced Offense (both options)	4	4	3	3	—	—
12th	+4	Ability Score Improvement	4	4	3	3	—	—
13th	+5	—	4	4	3	3	1	—
14th	+5	Soul Purification	4	4	3	3	1	—
15th	+5	Bond Feature	4	4	3	3	2	—
16th	+5	Ability Score Improvement	4	4	3	3	2	—
17th	+6	—	4	4	3	3	3	1
18th	+6	Resonating Voice	4	4	3	3	3	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2
20th	+6	Quick Renewal	4	4	3	3	3	2

## SOUL BOND

At 1st level, you have chosen to sacrifice a piece of your own soul to gain the aid of a creature stronger than you. You can choose one of several bonds detailed at the end of the class description. Your choice grants you additional features when you reach 3rd level and again at 7th, 11th and 15th levels.

## BONDED COMPANION

At 1st level, you gain a companion that will serve and aid you in every way it possibly can. The companion gains bonuses from being linked to your essence. In combat, the companion moves and acts on your turn in initiative. You can command it verbally (no action needed) and if you are incapacitated, it will do its best to protect you and itself from harm.

You and your companion both become empowered from the bond you share, but only one of you can take full advantage of that power at first. If you take the Attack action or cast a spell with a casting time of one action, your companion can't take the Attack action on the same turn, and if your companion takes the Attack action, you can't take the Attack action or cast a spell with a casting time of one action on the same turn.

More details about your companion can be found in the "Soulbound Traits" feature.

## SOULBOUND TRAITS

Your soulbound companion has its own hit dice, and can spend them during a short rest. At first level, its hit points are equal to the maximum value of its hit dice + its Constitution modifier. Whenever you gain a level in this class, your companion also levels up, and it can increase its hit point maximum using its hit dice as normal.

Whenever you gain the Ability Score Improvement class feature in this class, your companion's abilities also improve. You can increase one of its ability scores of your choice by 2, or you can increase two of its ability scores of your choice by 1. At the DM's discretion you can forgo increasing the companion's ability scores and instead take one feat of your choice for it. As normal, you can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion aids you in and out of battle, as it gains bonuses for being linked to your essence. It gains proficiency in two skills of your choice. In areas where it would use its proficiency bonus, it uses your proficiency bonus instead. It also uses your proficiency bonus when calculating its AC.

Your companion will always use Strength for its attack and damage rolls (unless otherwise specified), and its damage dice is shown in the companion's stat block. If a feature for your companion requires another creature to make a saving throw, the DC is equal to your Spell Save DC.

If your companion is reduced to 0 hit points, it falls unconscious and makes death saving throws. When it is reduced to 0 hit points, the soul binder will take any excess damage from the attack. If it is killed, you can return it to life as part of a long rest. The process of reviving can be very hard on your soul, gaining one level of exhaustion at the end of the rest when you revive your companion.

If you die your companion will gain 1 level of exhaustion for each minute you are dead until you are revived again or the companion dies too.

## HIDDEN FORM

You have learned how to reduce your companion's size or hide them on another plane for an easy way to hide or carry it. At 1st level you learn one of the following features:

- **Shrink.** You can use your bonus action to change your companion's size to Tiny or back to its full size if it is within 30 feet of you. If there isn't enough space for it to grow to its original size, it instead takes 1d10 force damage and stays Tiny. While in Tiny form, the companion can't attack in any way.
- **Pocket Dimension.** As an action, you can temporarily dismiss your companion as long as it is within 5 feet of you. It disappears into a pocket dimension where it awaits your summons. As an action, while it is dismissed, you can cause it to reappear in any unoccupied space within 5 feet of you. If you go unconscious while your companion is in its pocket dimension, it reappears within 5 feet on you.
- **Disguise** As an action you can create an illusion around your companion that makes it look like another beast or humanoid of similar build and size, such as making a drake look like a dog, or a demon look like a farmer. The disguise ends if your companion takes any damage, deals damage to another creature or you end it as an action.

At the end of a long rest you can choose to swap out your hidden form feature for a different one.

## SPELLCASTING

By 2nd level, you are now more used to being bonded to a magical creature, and have started to be able to use some magic to help your allies or bolster your companion. See Chapter 10 in the Player's Handbook for the general rules of spellcasting and Chapter 11 for the soul binder spell list.

## CANTRIPS

At 2nd level, you know two cantrips of your choice from the soul binder spell list. You learn an additional soul binder cantrip of your choice at 4th level and another at 10th level.

## PREPARING AND CASTING SPELLS

The Soul Binder table shows how many spell slots you have to cast your soul binder spells. To cast one of your soul binder spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of soul binder spells that are available for you to cast, choosing from the soul binder spell list. When you do so, choose a number of soul binder spells equal to your Charisma modifier + half your soul binder level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level soul binder, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *heroism*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of soul binder spells requires time spent in meditation with your companion: at least 1 minute per spell level for each spell on your list.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your soul binder spells, since the power of your magic relies on you being able to communicate with your companion and the bond that you share. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a soul binder spell you cast and when making an attack roll with one.

**Spell Save DC** = 8 + your proficiency bonus +  
your Charisma modifier

**Spell attack modifier** = your proficiency bonus +  
your Charisma modifier

### SPELLCASTING FOCUS

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your soul binder spells.



## EDICT

You have gotten better control over your companion and can give it more complicated commands. You can use a bonus action to speak a command to your companion. It must be able to hear you for the command to take effect.

At 2nd level, you learn the following commands:

**Strike.** You command your companion to attack with extra ferocity. The next time your companion hits another creature with an attack this turn, that attack deals extra 2d6 damage.

**Toughen Up.** You command your companion to toughen up and be ready to withstand even more blows. Your companion gains 2d6 temporary hit points that last for 10 minutes.

**Block.** You command your companion to evade or block incoming attacks rather than taking them. Until the end of your next turn your companion can add your Charisma modifier to any saving throw it has to make, and add half your Charisma modifier (rounded up) to its AC.

**Move.** You tell your companion that it needs to move fast, or move safely. When given this command your companion can take the Disengage or Dash action as a bonus action on this turn.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1), regaining all uses on a long rest.

The amount of dice for the "Strike" and "Toughen Up" edict increase as you gain levels in this class, increasing to 3d6 at 5th level, 4d6 at 11th level and 5d6 at 17th level.

### MAGIC ITEM ABSORPTION

When you reach 3rd level, the soul binder can perform a special ritual to merge a magic item into its companion during a short rest. Merging with an item requires physical contact between the soul binder, the item and the companion.

Certain items have prerequisites. The companion must meet any prerequisite for the item to successfully merge with it. Your companion cannot merge with items requiring a class prerequisite. If the short rest is interrupted, the merging fails. Otherwise, at the end of the short rest, the item merges into the companion.

While merged, the companion gains an intuitive understanding of how to activate any magical properties of the item, including any necessary Command words. Your companion can use the magical properties of the item and apply the effects to its natural weapons and natural armor, but doesn't get the benefit of the armor or weapon itself. It can only have one weapon merged at a time, and one piece of armor. The companion's natural weapons can only benefit from one of the merged items, and you can change this on a short rest, the same goes for its natural armor. If it absorbs a weapon, its attacks become magical.

Example: if you bind a +1 Plate armor to your companion it gains +1 to its AC, but not the benefits of wearing Plate armor. Each merged item within the creature counts as an attunement for the soul binder, regardless if whether the item required attunement. Attempting to merge with more than three items fails automatically. The soul binder can voluntarily end the merge by spending another short rest focused on the item, unless the item is cursed.

If the companion dies, all the merged items are expelled from its corpse on the ground around 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 by 1. As normal, you can't increase an ability score past 20 using this feature.

## ADVANCED OFFENSE

Beginning at 5th level, you and your companion have improved your skill in combat and work even better together. You gain one of the following features of your choice:

**Companion Extra Attack.** Your companion can attack twice instead of once, whenever it takes the Attack action on its turn.

**Expert Commanding.** There is no longer any restrictions for whenever you or your companion can take the Attack action or cast a spell with a casting time of 1 action as long as it is a soul binder spell.

At 11th level you get the other feature that you didn't pick at 5th level.

## SOUL LINKED CASTING

You and your companion are of the same soul, and you can channel magic through your link.

At 5th level, when you cast a spell targeting yourself, you can choose to also have the spell affect your companion if the companion is within 60 feet of you. If you lose concentration on the spell, you both lose the effect, and you must make concentration checks also if your companion takes damage, as if you took that amount of damage.

## SOUL INFUSED ATTACKS

Starting at 6th level, your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## COMPANION'S PROTECTION

When you reach 6th level your companion's defense is better than ever, avoiding everything from traps to spells. It gains proficiency in all saving throws. Additionally, it has advantage on Intelligence and Charisma saving throws when you are within 100 feet of it and it can see you.

## PROJECT SENSES

Beginning at 7th level you can project your mind into your companion. As an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses. While you are seeing with your companion's eyes you can also choose to speak though it with your own voice being projected from its mouth.

## RESTING VOICE

Beginning at 9th level you now regain all uses of your edicts on a short or long rest.

## COUNTERMEASURE

At 10th level, your companion is very protective of you and will harm anyone who seeks to hurt you. When you are targeted by an attack, your companion can take one of the following reactions:

**Revenge.** The companion can use its reaction to make one attack against the enemy if it is within range.

**Roar.** It uses its reaction to let out a frightful roar to impose disadvantage on the attack roll as long as the attacker is within 30 feet of it and is not deafened.

**Body Shield** If your companion is within 5 feet of you when the attack is made, it can use its reaction to redirect the attack to target the companion instead.

## BOND OF THE SPLIT SOUL

Some Soul Binders don't bind their soul to another creature, but instead split their own soul into two pieces and creates a body for their split soul, one with martial skills and the original is a caster.

## TWIN COMPANION

Medium Humanoid, your alignment

**Armor Class** 16 (Chain Shirt + Shield)

**Hit Points** 1d10 (or 6) + its Constitution modifier per soul binder level

**Hit Die:** 1d10 per Soul Binder Level

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

**Race Features** The Twin companion get the same racial features and racial ability score improvements as the soul binder.

**Martial Mind** The Twin is proficient in shields, light armor, medium armor, simple weapons and martial weapons (Note, it doesn't add your proficiency bonus to its AC if it is wearing armor.)

**Languages:** Depending on it's race.

### Actions

**Longsword.** Melee Weapon Attack: (your proficiency modifier + Its Strength modifier) to hit, reach 5ft., one target. Hit (1d8 + Its Strength modifier) slashing.

## TWIN COMPANION

At 1st level you have split yourself in two and now has a twin companion, it is the same race as you and use the "Twin Companion" statblock. Your twin companion start with: a longsword, a chain shirt and a shield as it's equipment.

### EXPANDED SPELL LIST

When you choose this bond at 1st level, your arcane knowledge is expanded. You gain access to additional spells. These spells are always prepared and don't count against the number of spells you can prepare each day. They are soul binder spells for you.

## BOND OF THE SPLIT SOUL SPELLS

Spell Level	Spells
1st	<i>Command</i>
2nd	<i>Alter Self</i>
3rd	<i>Tongues</i>
4th	<i>Charm Monster</i>
5th	<i>Dominate Person</i>

## SPECIALIZED TWIN

At 3rd level your twin has trained in combat and is beginning to develop it's own style, choose one of the following features below:

- **Striker:** When you use the "Strike" Edict, your twin will have advantage on it's next attack this round.
- **Commander:** When you use the "Toughen Up" Edict, your twin can give an ally within 5 feet of it temporary hit points equal half the amount it gained from the edict.
- **Skirmisher:** When you use the "Move" edict, the twin can take both the disengage and dash action as part of the same bonus action.
- **Guardian** When you use the "Block" Edict all allies within 5 feet of the twin also gets the additional AC for the duration.

## UNDYING DETERMINATION

When you reach 7th level your twin has gained an undying determination to stay in battle and fight for you and itself.

When your twin's HP is reduced to 0 and it is not killed outright, it can move up to half its speed and make one melee attack as a reaction, before falling unconscious. This movement doesn't provoke opportunity attacks, and if the attack hits, the twin regains hit points equal to the damage dealt

Once it has used this feature it must finish a long rest before it can do so again.

## EDICT OF SELF:

Beginning at 11th level you know how to guide your twin in combat to help them survive. The following commands are added to your Edict options:

- **Helping Hand:** This turn your twin can take the "Use an Object" or the "Help" action as a bonus action.
- **Quick Attacks** If your companion takes the "Attack" action this turn it can make three attacks instead of two.

## SPECIALIZATION MASTERY

At 15th level your twin has mastered whatever style it chose earlier.

Depending on which style you chose at 3rd level your twin get one of the following features:

- **Striker:** Once per turn if your twin hits a creature that is within 5 feet of one of it's allies, it can add it's proficiency modifier to the damage roll.
- **Commander:** Your twin can take the "Help" action as a bonus action.
- **Skirmisher** Whenever your twin gets a critical hit with a weapon attack or reduce a creature to 0 hit points on it's turn, it can immediately move 10 feet without provoking opportunity attacks.
- **Guardian** Your twin can use it's "Countermeasure" feature on all allies instead of only on you.