**Voidwalker**

As a Voidwalker, you have learned to harness the power of the void, a mysterious force that permeates the universe. You can use this power to teleport yourself and others across vast distances, to manipulate gravity.

**Voidwalkers in Society**

Voidwalkers are rare and highly sought after, as their abilities are essential for exploring and navigating the void. They are often employed by spacefaring organizations as scouts, navigators, and special operatives.

**Creating a Voidwalker**

To create a Voidwalker character, choose the following:

Ability Scores

Your primary ability scores DEX and INT.

**Proficiencies**

You are proficient in Intelligence and Dexterity saving throws, as well as in the following skills: Arcana, Athletics, Perception, and Stealth.

**Equipment**

At first level, you start with:

(a) a simple kinetic weapon, 30 kinetic ammo and martial melee weapon.

(a) Light forcefield (kinetic) or (b) Nanofiber suit (laser) or (c) Thermo plating (plasma)

(a) Priest's Pack or (b) Explorer's Pack

A set of voidwalker robes, a voidstone crystal, and a voidcaster. The voidcaster is a device that allows you to manipulate the void to create various effects.

**Features**

At first level, you gain the following features:

**Void Step:** As an action you can teleport up to 30 feet to an unoccupied space that you can see. You can use this ability 2 times, and you regain all expended uses after a long rest.

**Void Barrier:** You can create a barrier of void energy that provides cover for you and your allies. As an action, you can create a 10-foot tall, 20-foot wide barrier that lasts for 1 minute. The barrier has hit points equal to twice your Voidwalker level, and it grants half cover to creatures behind it. You can use this ability 2 times, and you regain all expended uses after a long rest.

At second level, you gain the following features:

**Gravity Manipulation:** You can manipulate the gravity around you to create a variety of effects. As an action, you can reduce the gravity in a 20-foot radius around you, causing creatures and objects to become weightless. You can also increase the gravity in the same area, slowing creatures (the area counts as difficult terrain) and objects to become immobilized. You can use this ability 2 times, and you regain all expended uses after a long rest.

**Void Sight:** You gain darkvision with a range of 30 feet, allowing you to see in darkness as if it were dim light. Additionally, you have advantage on Wisdom (Perception) checks that rely on sight in dim light or darkness.**Subclass: Voidwalker Archetypes**

As you gain experience as a Voidwalker, you may choose to specialize in one of the following archetypes:

**Void Assassin**

The Void Assassin harnesses the dark energies of the void to become a deadly and elusive predator, specializing in stealth, infiltration, and dealing swift and precise strikes. As a Void Assassin Voidwalker, you gain the following features:

**Assasin’s Void step:** Starting at 3rd level, you gain the ability to step into the shadows of the void, allowing you to teleport a short distance as a bonus action. You can teleport up to a number of feet equal to your movement speed.   
(You can use either normal **Void Step** or **Assasin’s** **Void Step** both counts toward **Void Step** usage)

**Barrier cloak of Shadows:** At 7th level, you gain the ability to blend into the shadows, becoming almost invisible to your enemies. As an action, you can use your void energy to make yourself invisible. This effect lasts for 1 minute, or until you attack or use your offensive powers.  
(You can use either normal **Void Barrier** or **Barrier of Shadows**. Both counts toward **Void Barrier** usage)

**Gravity strike:** At 11th level, your attacks become infused with the power of the void. Whenever you hit a creature with a weapon attack, you can expend a use of your Gravity strike to deal additional void damage equal to your Voidwalker level. Additionally, the target must make a Constitution saving throw against your spell save DC or be afflicted with a weakness.  
(You can use either normal **Gravity Manipulation** or **Gravity strike**. Both counts toward **Gravity Manipulation** usage)

**Shadow Veil:** At 15th level, you gain the ability to surround yourself with an aura of void, making it difficult for enemies to track your movements. While you are not in bright light, you gain advantage on Dexterity (Stealth) checks, and creatures have disadvantage on Wisdom (Perception) checks to detect you.

**Ethereal Assassin:** At 18th level, you gain the ability to phase in and out of the void plane, becoming partially incorporeal. As an action, you can enter an ethereal state, becoming immune to non-magical damage and gaining resistance to all other damage types except light and fire. While in this state, you can move through creatures and solid objects, and you have advantage on all attack rolls. This effect lasts for 1 minute, and you can use it again after long rest.

**Leveling Up as a Voidwalker**

As you gain experience as a Voidwalker, you gain new abilities and improve your existing ones. Here are some of the abilities you gain at each level:

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| Level | Features |
| 1 | Void Step, Void Barrier |
| 2 | Gravity Manipulation, Void Sight |
| 3 | Voidwalker Archetype: Choose the Void Assassin. |
| 4 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. |
| 5 | Void Step 2: You can now teleport up to 60 feet with your Void Step ability.  Extra Attack 1 |
| 6 | Void Barrier 2: Your Void Barrier now has hit points equal to three times your Voidwalker level and is resistant to Gravity and Void damage. |
| 7 | Voidwalker Archetype Feature: You gain an additional feature based on your chosen archetype. |
| 8 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. |
| 9 | Gravity Manipulation 2: You can now affect a 40-foot radius with your Gravity Manipulation ability and gravity increase causes 1d4 damage. |
| 10 | Void Battery: Void Step Gravity Manipulation and Void Barrier can be used a number of times equal to your Intelligence modifier (min 2). |
| 11 | Voidwalker Archetype Feature: You gain an additional feature based on your chosen archetype. |
| 12 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. |
| 13 | Void Step 3: You can now teleport up to 90 feet with your Void Step ability.  Extra Attack 2 |
| 14 | Void Barrier 3: Your Void Barrier now has hit points equal to four times your Voidwalker level is immune to is resistant to Gravity and Void damage. |
| 15 | Voidwalker Archetype Feature: You gain an additional feature based on your chosen archetype. |
| 16 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. |
| 17 | Gravity Manipulation 3: You can now affect a 60-foot radius with your Gravity Manipulation ability and gravity increase causes 1d6 damage. |
| 18 | Voidwalker Archetype Feature: You gain an additional feature based on your chosen archetype |
| 19 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. |
| 20 | Additionally, your Voidwalker abilities become even more powerful. You get back all your expanded Void Step, Gravity Manipulation, and Void Barrier abilities after a short rest. |