**Voidtouched**

As a Voidtouched, 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.

**Voidtouched in Society**

Voidtouched 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 Voidtouched**

Your primary ability scores INT and DEX.

**Proficiencies**

You are proficient in Intelligence and Dexterity saving throws. Choose 4 from: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, 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 voidtouched robes, a void crystal, and a voidcaster. The voidcaster is a device that allows you to manipulate the void to create various effects.

**Features**

Most Voidtouched features has “Charge X” at the end of the description. At the end of your turn if you attacked or have been attacked roll your charge die. Add roll result to the current amount of void energy, your void energy is lost after 1 min. You start with maximum value you can roll with your dies. (e.g. 2d6 -> max 12)

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. Charge 6.

**Void Barrier:** As an action 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 ten times of your Voidtouched level, and it grants half cover to creatures behind it. Charge 10.

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. Charge 12

**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: Voidtouched Archetypes**

As you gain experience as a Voidtouched, 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 Voidtouched, you gain the following features:

**Assassin’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 **Assassin’s** **Void Step** both depletes **Void Step** charge meter)

**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 depletes **Void Barrier** charge meter)

**Gravity infusion:** At 11th level, your attacks become infused with the power of the void. Whenever you hit a creature with a weapon attack, you can your Gravity strike to deal additional void damage equal to your Voidtouched level. Additionally, the target must make a Constitution saving throw against your spell save DC. On fail the target is affected with a **weakness**.  
(You can use either normal **Gravity Manipulation** or **Gravity infusion**. Both depletes **Gravity Manipulation** charge meter)

**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. Charge 25

**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 for 3 turns. While in this state, you can move through creatures and solid objects, and you have advantage on all attack rolls. Charge 50

**Leveling Up as a Voidtouched**

As you gain experience as a Voidtouched, 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 | Charge Die |
| 1 | Void Step, Void Barrier | 1d6 |
| 2 | Gravity Manipulation, Void Sight | 1d6 |
| 3 | Voidtouched Archetype: Choose the Void Assassin. | 1d6 |
| 4 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. | 1d6 |
| 5 | Void Step 2: You can now teleport up to 60 feet with your Void Step ability.  Extra Attack 1 | 1d6 |
| 6 | Void Barrier 2: Your Void Barrier now has hit points equal to three times your Voidtouched level and is resistant to Gravity and Void damage. | 1d8 |
| 7 | Voidtouched Archetype Feature: You gain an additional feature based on your chosen archetype. | 1d8 |
| 8 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. | 1d8 |
| 9 | Gravity Manipulation 2: You can now affect a 40-foot radius with your Gravity Manipulation ability and gravity increase causes 1d4 damage. | 1d8 |
| 10 | Void Battery: Void Step, Gravity Manipulation and Void Barrier has and extra charge. | 1d8 |
| 11 | Voidtouched Archetype Feature: You gain an additional feature based on your chosen archetype. | 2d6 |
| 12 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. | 2d6 |
| 13 | Void Step 3: You can now teleport up to 90 feet with your Void Step ability.  Extra Attack 2 | 2d6 |
| 14 | Void Barrier 3: Your Void Barrier now has hit points equal to four times your Voidtouched level is immune to is resistant to Gravity and Void damage. | 2d6 |
| 15 | Voidtouched Archetype Feature: You gain an additional feature based on your chosen archetype. | 2d6 |
| 16 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. | 2d8 |
| 17 | Gravity Manipulation 3: You can now affect a 60-foot radius with your Gravity Manipulation ability and gravity increase causes 1d6 damage. | 2d8 |
| 18 | Voidtouched Archetype Feature: You gain an additional feature based on your chosen archetype | 2d8 |
| 19 | Ability Score Improvement: Increase your Intelligence or Dexterity score by 1, or choose another ability score to increase by 1. | 2d8 |
| 20 | Additionally, your Voidtouched abilities become even more powerful. You get back all your expanded Void Step, Gravity Manipulation, and Void Barrier abilities after a short rest. | 3d6 |