

# NORTHILAND 1300

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Revision I, 4th April 2018

# Attributes and Skills

## Introduction

To avoid confusion with skills and special abilities, abilities will now be called **attributes**.

Certain attributes were given additional functionality and a few new skills were added to the game.

## Dexterity

### DISABLING DEVICES

This skill covers your attempts to deactivate simple devices – picking locks and disarming traps or various dungeon mechanisms.

## Intelligence

You now gain additional proficiency in the amount of skills equal to your Intelligence modifier.

### CRAFTSMANSHIP

A Craftsmanship check determines the degree of your success (or failure) when you try to craft new items, figure out formulas for existing ones, and doing simple repairs, as well as your knowledge about different materials.

### MEDICINE

It's now an Intelligence skill, rather than Wisdom. A Medicine check lets you try to stabilize a dying companion or diagnose an illness.

### POLITICS

Politics checks measure your ability to recall lore about current wars, economics, diplomacy, and important houses.

### RUNIC ENGINEERING

Your Runic Engineering check measures your knowledge about runic devices and programs, which serve as the basis for a significant part of the existing technology.

### WARCRAFT

Your Warcraft check measures your knowledge about fighting, strategy, as well as various types of weaponry, armature and siege machinery.

## Wisdom

Wisdom now also serves as a measure of your sanity.

### COMPOSURE

Composure checks determine your ability to stay cool, calm and collected despite all the circumstances.

## Charisma

Charisma now also serves as a measure of your innate willpower.

### HEARSAY

Your Hearsay check lets you gather recent local rumors and news from the commoners.

# Classes

## Introduction

Some of the classic D&D 5e classes have been changed, some removed, and a new one was added.

### COMBAT CLASSES

Barbarian  
Fighter  
Knight (formerly Paladin)  
Psi-warrior (formerly Monk)  
Ranger  
Rogue

### CASTING CLASSES

Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Wizard

### SPECIAL CLASSES

Engineer

# Fighter

Fighters learn the basics of all combat styles. Every fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, use a bow, and even trap foes in a net with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each fighter specializes in a certain style of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes fighters superior combatants on battlefields and in dungeons alike.

## Basic Information

### HIT POINTS

**Hit die:** d10.

### PROFICIENCIES

**Armor:** light, medium, heavy, shields.

**Weapons:** all simple and martial weapons.

**Tools:** choose 1.

**Saving Throws:** Strength, Constitution.

**Skills:** choose 3 + your Int modifier.

### PATH CHOICES ~ MARTIAL ARCHETYPE

**Champion:** You focus on the development of raw physical power honed to deadly perfection, combining rigorous training with physical excellence to deal devastating blows.

**Battle Master:** You excel at controlling the battlefield and specialize in combat maneuvers that

distract, goad, and manipulate your enemies with deadly precision, giving you a trick for nearly every situation.

**Cavalier:** You specialize in mounted combat. Usually born among the nobility and raised at court, a Cavalier is equally at home leading a cavalry charge or exchanging repartee at a state dinner. As a Cavalier, you have also learnt how to guard those in their charge from harm, often serving as a protector of your superiors and of the weak.

**Monster Hunter:** You are an expert at defeating supernatural threats. You have learnt how to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.

**Sharpshooter:** You are a master of ranged combat. An excellent sniper and eagle-eyed scout, you're a perilous foe who can defeat an entire war band so long as they are kept at range.

**Brute:** You are a simple warrior who relies on mighty attacks and your own durability to overcome their enemies. You may combine this physical might with tactical cunning, or just hit things until those things stop hitting back.

## Class Features

### FIGHTING STYLE | 1<sup>ST</sup> LEVEL

You adopt a particular style of fighting as your specialty. Choose one of the following.

**Archery:** You gain +2 bonus to attack with ranged weapons.

**Defense:** While you are wearing armor, you gain +1 to AC.

### FIGHTER'S LEVEL PROGRESSION

Level	Proficiency	Class Features	Attacks Per Round
1	+2	Fighting Style, Second Wind	1
2	+2	Action Surge I	1
3	+2	Path Feature I	1
4	+2	+ ABILITY	1
5	+3 (up)	Extra Attack I	2 (up)
6	+3	+ ABILITY	2
7	+3	Path Feature II	2
8	+3	+ ABILITY	2
9	+4 (up)	Indomitable I	2
10	+4	Path Feature III	2
11	+4	Extra Attack II	3 (up)
12	+4	+ ABILITY	3
13	+5 (up)	Indomitable II	3
14	+5	+ ABILITY	3
15	+5	Path Feature IV	3
16	+5	+ ABILITY	3
17	+6 (up)	Action Surge II, Indomitable III	3
18	+6	Path Feature V	3
19	+6	+ ABILITY	3
20	+6	Extra Attack III	4 (up)

**Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a two-handed weapon, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property.

**Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Two-Weapon Fighting:** When you attack using two weapons, you can add your ability modifier to the damage of the offhand weapon.

**Mariner:** As long as you're not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed and you gain +1 to AC.

**Close Quarters Shooter:** You can make ranged attacks at melee range. Also, when making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Additionally, your ranged attacks ignore cover of targets within 30 feet of you. Finally, you get +1 to ranged attack rolls.

**Tunnel Fighter:** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in that stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

### SECOND WIND | 1<sup>ST</sup> LEVEL

You have a limited well of stamina that you can draw on to protect yourself from harm. Once between short or long rests, you can use your bonus action to heal yourself for 1d10 + your fighter level.

### ACTION SURGE I | 2<sup>ND</sup> LEVEL

You can push yourself beyond your normal limit for a moment. Once between short or long rests, you can take one additional action on top of your regular action and a possible bonus action.

### EXTRA ATTACK I | 5<sup>TH</sup> LEVEL

You can attack twice instead of once whenever you take the Attack action on your turn.

### INDOMITABLE I | 9<sup>TH</sup> LEVEL

Once a day, you can reroll a saving throw that you fail. If you do so, you must use the new roll.

### EXTRA ATTACK II | 11<sup>TH</sup> LEVEL

You can attack thrice per turn.

### INDOMITABLE II | 13<sup>TH</sup> LEVEL

You can reroll a saving throw twice a day rather than once.

### ACTION SURGE II | 17<sup>TH</sup> LEVEL

You can use Action Surge twice between short or long rests. You can't use it more than once in one turn, though.

### INDOMITABLE III | 17<sup>TH</sup> LEVEL

You can reroll a saving throw thrice a day, instead of twice.

### EXTRA ATTACK III | 20<sup>TH</sup> LEVEL

You can attack four times a turn.

## Path - Champion

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### IMPROVED CRITICAL | 3<sup>RD</sup> LEVEL

Your critical range increases by 1 (to 19-20).

### REMARKABLE ATHLETE | 7<sup>TH</sup> LEVEL

You can add half your proficiency bonus (round up) to any Strength, Dexterity or Constitution related check that doesn't already use your proficiency.

In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to twice your Strength modifier.

### ADDITIONAL FIGHTING STYLE | 10<sup>TH</sup> LEVEL

You can choose a second option from the Fighting Style feature.

### SUPERIOR CRITICAL | 15<sup>TH</sup> LEVEL

Your critical range further increases by 1 (to 18-20).

### SURVIVOR | 18<sup>TH</sup> LEVEL

You attain the pinnacle of resilience in battle. At the start of each of your turns, if you have at most half your hit points left, you heal yourself for 5 + your Constitution modifier.

You can't use this feature if you're below 1 hit point.

## Path - Battle Master

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### COMBAT SUPERIORITY | 3<sup>RD</sup> LEVEL

You learn combat maneuvers empowered by Superiority Dice. You get to choose three from the list below.

The DC of eventual saving throws against your maneuvers is 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Your Superiority Dice reserve is 4d8. You regain all your Superiority Dice whenever you finish a short or long rest.

**Commanding Strike:** When you take the Attack action, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one Superiority Die. That creature can immediately use its reaction to make a weapon attack, adding the SD to their damage.

**Disarming Attack:** When you hit a creature with a weapon attack, you can expend one SD to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the SD to the attack's damage and the target must make a Strength saving throw. If it fails, it drops the object you choose, which lands at its feet.

**Distracting Strike:** When you hit a creature with a weapon attack, you can expend one SD to distract the creature, giving your allies an opening. You add the SD to the attack's damage roll. The next roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

**Evasive Footwork:** When you move on your turn, you can expend one SD, adding the total to your AC until you stop moving.

**Feinting Attack:** You can expend one SD and use a bonus action to feint, choosing one creature within 5 feet of you as your target. Until the end of the turn, you have advantage on your next attack roll against that creature. If the attack hits, add the SD to its' damage.

**Goading Attack:** When you hit a creature with a weapon attack, you can expend one SD to attempt to goad the target into attacking you. You add the SD to the attack's damage roll, and the target must make a Wisdom save. If it fails, it has a disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Lunging Attack:** When you make a melee weapon attack on your turn, you can expend one SD to increase your reach for that attack by 5 feet. If you hit, you add the SD to the attack's damage roll.

**Maneuvering Attack:** When you hit a creature with a weapon attack, you can expend one SD to maneuver one of your comrades into a more advantageous position. You add the SD to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

**Menacing Attack:** When you hit a creature with a weapon attack, you can expend one SD to attempt to frighten the target. You add the SD to the attack's damage roll, and the target must make a Wisdom

saving throw. On a failed save, it is frightened of you until the end of your next turn.

**Murder Stroke:** As a bonus action, you can try to hit a foe with the handle of your weapon. You expend one SD to try and make an attack that will deal damage equal to the SD + your Strength modifier. If you hit, the target will be dazed for the rest of the turn.

**Parry:** When another creature damages you with a melee attack, you can use your reaction and expend one SD to reduce the damage by the number you roll on your SD + your Dexterity modifier.

**Power Attack:** When you take the attack action with a melee weapon that doesn't have finesse, you can forgo all your strikes besides the first one and expend any number of superiority dice. If the attack hits, the damage will be increased by all expanded SD + your Strength modifier.

**Pushing Attack:** When you hit a creature with a weapon attack, you can expend one SD to attempt to drive the target back. You add the SD to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

**Rally:** On your turn, you can use a bonus action and expend one SD to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

**Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one SD to make a melee attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

**Sweeping Attack:** When you hit a creature with a melee weapon attack, you can expend one SD to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your SD. The damage is of the same type dealt by the original attack.

**Trip Attack:** When you hit a creature with a weapon attack, you can expend one SD to attempt to knock the target down. You add the SD to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw or be knocked prone.

## STUDENT OF WAR | 3<sup>RD</sup> LEVEL

You gain expertise in Warcraft if you are already proficient, or proficiency if you're not.

### STUDY YOUR ENEMY | 7<sup>TH</sup> LEVEL

You learn two additional maneuvers and gain the fifth Superiority Die.

You can spend 1 minute watching your enemy in or out of combat. Doing so gives you information about their abilities relative to yours. You can choose the amount of the following equal to twice your Intelligence modifier:

- Strength score.
- Dexterity score.
- Constitution score.
- Armor class.
- Current health.
- Total levels.
- Fighter levels (if any).

This can be used only once on each individual creature.

### IMPROVED COMBAT SUPERIORITY | 10<sup>TH</sup> LEVEL

You learn two additional maneuvers.

Your Superiority Dice turn into d10s.

### RELENTLESS | 15<sup>TH</sup> LEVEL

You learn two additional maneuvers and gain the sixth Superiority Die.

Whenever you roll for initiative and have no Superiority Dice, you regain one.

### SUPREME COMBAT SUPERIORITY | 18<sup>TH</sup> LEVEL

Your Superiority Dice turn into d12s.

## Path - Cavalier

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### BONUS PROFICIENCIES | 3<sup>RD</sup> LEVEL

You gain proficiency in Animal Handling, Politics and History.

### BORN TO THE SADDLE | 3<sup>RD</sup> LEVEL

Your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

### UNWAVERING MARK | 3<sup>RD</sup> LEVEL

You can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (minimum of once) per day.

### WARDING MANEUVER | 7<sup>TH</sup> LEVEL

You learn to fend off strikes directed at you, your mount, or other creatures nearby.

If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack.

If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once) per day.

### HOLD THE LINE | 10<sup>TH</sup> LEVEL

You become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

### FEROCIOUS CHARGER | 15<sup>TH</sup> LEVEL

You can run down your foes, whether you're mounted or not. Once a turn, if you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

### VIGILANT DEFENDER | 18<sup>TH</sup> LEVEL

You respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack.

## Path - Monster Hunter

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### BONUS PROFICIENCIES | 3<sup>RD</sup> LEVEL

You gain proficiency in Arcana, Nature and another skill of your choice.

### COMBAT SUPERIORITY | 3<sup>RD</sup> LEVEL

You have abilities fueled by Superiority Dice.



Your Superiority Dice reserve is 4d8. You regain all your Superiority Dice whenever you finish a short or long rest.

You can use the SD in one of the following manners.

**Attack Bonus:** When you make a weapon attack against a creature, you can expand one SD to add it to the attack roll. You can use this before or after making the attack roll, but before any of the effects of the attack take place.

**Damage Bonus:** When you hit a weapon attack against a creature, you can expand one SD to add it to the damage roll. You can use this ability after rolling damage.

If the attack causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.

**Mental Bonus:** When you make an Intelligence, Wisdom or Charisma saving throw, you can expand one SD to add it to the roll.

You can only use it before you learn if you have succeeded.

**Intuition Bonus:** When you make a Perception check to detect a hidden creature or object or an Insight check to determine if someone is lying to you, you can expand one SD to add it to the roll.

You can only use it before you learn if you have succeeded.

### HUNTER'S MYSTICISM | 3<sup>RD</sup> LEVEL

Your study of the supernatural gives you a limited ability to use magic. You can cast **detect magic** as a ritual and once per day you can cast **protection from evil or good**. You also get to learn two cantrips from any class' spell list (both of them needn't be from the same spell list), which you can cast by expanding an SD.

Your spellcasting ability is Wisdom, therefore your DC is 8 + your proficiency bonus + your Wisdom modifier. Your spells are magical.

In addition, you can learn how to speak a language of your choice from among the following: Ignan, Petran, Celestial, Mortan, Umbral, Venefical, Caelian, Aquan, Infernal, Abyssal, Black Speech.

### MONSTER SLAYER | 7<sup>TH</sup> LEVEL

You gain your fifth Superiority Die.

Whenever you expand SD to add to a damage roll, you can expand up to two SD instead of just one, adding both to the roll. Both SD are expanded as normal.

If the target of your attack is an aberration, a fey, a monstrosity, an outsider or an undead, you deal the maximum damage with your SD instead of rolling them.

### IMPROVED COMBAT SUPERIORITY | 10<sup>TH</sup> LEVEL

Your Superiority Dice turn into d10s.

### RELENTLESS | 15<sup>TH</sup> LEVEL

You gain your sixth Superiority Die.

Whenever you roll for initiative and have no Superiority Dice, you regain one.

### SUPREME COMBAT SUPERIORITY | 18<sup>TH</sup> LEVEL

Your Superiority Dice turn into d12s.

## Path - Sharpshooter

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### STEADY AIM | 3<sup>RD</sup> LEVEL

Your aim becomes deadly. As a bonus action on your turn, thrice between long or short rests, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding.

Until the end of this turn, your ranged attacks with that weapon against that target ignore half and three-quarters cover and deal additional damage equal to 2 + half your fighter level.

### CAREFUL EYES | 7<sup>TH</sup> LEVEL

You excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action. You also gain proficiency in Perception, Investigation or Survival (choose one).

### ADDITIONAL FIGHTING STYLE | 10<sup>TH</sup> LEVEL

You can choose a second option from the Fighting Style feature.

### RAPID ATTACK | 15<sup>TH</sup> LEVEL

You learn how to trade accuracy for swiftness. If you have advantage on a weapon attack against a target, you can forgo that advantage to immediately make another attack against the same target as a bonus action.

### SNAPSHOT | 18<sup>TH</sup> LEVEL

You are ever ready to spring into action. If you take the Attack action on the first turn of the combat, you can make one additional ranged weapon attack as part of that action.

Additionally, your ranged critical hits always deal maximum damage.

## Path - Brute

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### BRUTE FORCE | 3<sup>RD</sup> LEVEL

You're able to drive your weapons into the enemies with all might.

Whenever you hit with a weapon that you're proficient with and deal damage, you deal additional damage based on your level in this class, as shown on the following table.

Fighter Level	Brute Bonus Damage
3-9	1d4
10-15	1d6
16-19	1d8
20	1d10

### **BRUTISH DURABILITY | 7<sup>TH</sup> LEVEL**

Your toughness allows you to shrug off assaults that would devastate others.

Whenever you make a saving throw, roll 1d6 and add the die to your saving throw total.

If applying this bonus to a death saving throw increases the total to 20 or higher, you treat it as natural 20.

### **ADDITIONAL FIGHTING STYLE | 10<sup>TH</sup> LEVEL**

You can choose a second option from the Fighting Style feature.

### **DEVASTATING CRITICAL | 15<sup>TH</sup> LEVEL**

When you score a critical hit with a weapon attack, you gain a bonus to that weapon's damage roll equal to your level in this class.

### **SURVIVOR | 18<sup>TH</sup> LEVEL**

You attain the pinnacle of resilience in battle. At the start of each of your turns, if you have at most half your hit points left, you heal yourself for 5 + your Constitution modifier.

You can't use this feature if you're below 1 hit point.



# Rogue

Rogues might be ruthless criminals, sly tricksters, deadly assassins, or good-hearted thieves who steal from the rich and give to the poor. Whichever way you decide to play one, you're guaranteed to have a number of tricks to help you achieve your goals.

## Basic Information

### HIT POINTS

**Hit die:** d8.

### PROFICIENCIES

**Armor:** light.

**Weapons:** all simple weapons + choose 4.

**Tools:** Thieves' Tools + choose 1.

**Saving Throws:** Dexterity, Intelligence.

**Skills:** choose 4 + your Int modifier.

### PATH CHOICES ~ ROUGHISH ARCHETYPE

**Thief:** You specialize in gathering and making use of objects and items that don't belong to you. Or at least shouldn't. You know how to sneak, read unfamiliar languages and use foreign magic items.

**Assassin:** Stealth, poison, disguise and deceit allow you to eliminate your foes with deadly efficiency. You focus your training on precisely and effectively delivering swift death to specific individuals – whatever the reason behind your actions might be.

**Detective:** You excel at rooting out secrets and unraveling mysteries. You don't just have an eye for details, but are also talented when it comes to

reading the true intent of others.

**Mastermind:** Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures. You are playing chess when everybody else is playing checkers.

**Scout:** You know how to survive in various conditions or how to set up a trap and carry out an ambush. You feel at home in the wilderness and you often serve as the eyes and ears of your companions.

**Duelist:** You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. You don't strike often, but you strike true.

## Class Features

### EXPERTISE I & II | 1<sup>ST</sup> LEVEL

You gain expertise in two skills or a skill and a type of tools.

### SNEAK ATTACK | 1<sup>ST</sup> LEVEL

You know how to exploit a foe's distraction to strike with great precision. Once per turn you can deal extra damage that increases with your level, provided that the attack was made with a ranged weapon or a melee finesse weapon, and that one of the following conditions is satisfied:

- You have advantage on that attack.
- There is another enemy of the target within 5 feet of it and you don't have disadvantage on that attack.

### ROGUE'S LEVEL PROGRESSION

Level	Proficiency	Class Features	Sneak Attack Damage
1	+2	Expertise I & II, Sneak Attack, Thieves' Cant	+1d6
2	+2	Cunning Action	+1d6
3	+2	Path Feature I	+2d6
4	+2	+ ABILITY	+2d6
5	+3 (up)	Uncanny Dodge	+3d6
6	+3	Expertise III & IV	+3d6
7	+3	Evasion	+4d6
8	+3	+ ABILITY	+4d6
9	+4 (up)	Path Feature II	+5d6
10	+4	+ ABILITY	+5d6
11	+4	Reliable Talent	+6d6
12	+4	+ ABILITY	+6d6
13	+5 (up)	Path Feature III	+7d6
14	+5	Blindsense	+7d6
15	+5	Slippery Mind	+8d6
16	+5	+ ABILITY	+8d6
17	+6 (up)	Path Feature IV	+9d6
18	+6	Elusive	+9d6
19	+6	+ ABILITY	+10d6
20	+6	Stroke of Luck	+10d6

Moreover, you can deliver a Sneak Attack more than once per turn if the subsequent attacks are done as a reaction due to special circumstances.

#### **THIEVES' CANT | 1<sup>ST</sup> LEVEL**

You have learnt thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

#### **CUNNING ACTION | 2<sup>ND</sup> LEVEL**

You are able to think quickly and on your feet. You can use your bonus action to take the Dash, Disengage or Hide action.

#### **UNCANNY DODGE | 5<sup>TH</sup> LEVEL**

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

#### **EXPERTISE III & IV | 6<sup>TH</sup> LEVEL**

You gain expertise in two skills or a skill and a type of tools.

#### **EVASION | 7<sup>TH</sup> LEVEL**

You receive the evasion ability. Whenever you are subjected to an effect that allows you for a damage-halving Dexterity saving throw, you instead take no damage on a successful save and half damage on a failure.

#### **RELIABLE TALENT | 11<sup>TH</sup> LEVEL**

Whenever you make an ability check to which you add your proficiency bonus and your natural result is lower than 10, you can take 10 instead of the die roll.

#### **BLINDSENSE | 14<sup>TH</sup> LEVEL**

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

#### **SLIPPERY MIND | 15<sup>TH</sup> LEVEL**

You gain proficiency in Wisdom saving throws.

#### **ELUSIVE | 18<sup>TH</sup> LEVEL**

You become so evasive that it's hard to gain the upper hand on you. If you aren't incapacitated or restrained, nobody can have advantage on an attack roll against you.

#### **STROKE OF LUCK | 20<sup>TH</sup> LEVEL**

You have an uncanny knack for succeeding in the clutch. If your attack misses a target and the target is still within range, you can turn the miss into a hit.

Alternatively, if you fail an ability check, you can critically succeed instead. This feature can be used once per day.

### **Path - Thief**

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#### **FAST HANDS | 3<sup>RD</sup> LEVEL**

You can use your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or use an object.

#### **SECOND-STORY WORK | 3<sup>RD</sup> LEVEL**

You are able to climb faster than normal. Climbing no longer costs you extra movement. Moreover, when you make a running jump, the distance you cover increases by a number of feet equal to twice your Dexterity modifier.

#### **SUPREME SNEAK | 9<sup>TH</sup> LEVEL**

You have advantage on Stealth checks provided that you have moved no more than half your speed during the given turn.

#### **USE MAGIC DEVICE | 13<sup>TH</sup> LEVEL**

You know enough about magic to improvise the use of magical devices even if they are not intended for you. You ignore all class, race and level requirements on the use of magic items.

Once per day you can also give yourself an advantage on a Runic Engineering check.

#### **THIEF'S REFLEXES | 17<sup>TH</sup> LEVEL**

You have become skilled at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative + 10 and your second turn at your normal initiative. You can't use this feature when you are surprised.

### **Path - Assassin**

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#### **BONUS PROFICIENCIES | 3<sup>RD</sup> LEVEL**

You gain proficiency with poison, disguise kits and forgery kits.

#### **ASSASSINATE | 3<sup>RD</sup> LEVEL**

You are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

Moreover, any hit you score against a surprised creature is a critical hit.

### INFILTRATION EXPERTISE | 9<sup>TH</sup> LEVEL

You can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession and affiliations for an identity. You can't establish an identity that belongs to someone else.

Once you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

### IMPOSTOR | 13<sup>TH</sup> LEVEL

You gain the ability to unerringly mimic another person's speech, writing and mannerisms. You need to spend at least three hours studying these three components of the person behavior.

Your ruse cannot be detected by the casual observer. If a wary creature is suspicious, you have advantage on all Deception checks you make to avoid detection.

### DEATH STRIKE | 17<sup>TH</sup> LEVEL

You have become a master of serving instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw against the DC equal to 8 + your Dexterity modifier + your Proficiency bonus. On a failed save, the attack deals double damage.

## Path - Detective

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### EAR FOR DECEIT | 3<sup>RD</sup> LEVEL

You have a talent for picking out lies. You become expert at Insight if you are already proficient, or proficient if you are not.

### EYE FOR DETAIL | 3<sup>RD</sup> LEVEL

You can actively attempt to spot hidden creatures, objects or clues as a bonus action. It requires a Perception check to spot hidden objects or an Investigation check to uncover or decipher clues.

### INSIGHTFUL FIGHTING | 3<sup>RD</sup> LEVEL

You know how to figure out an opponent's tactics and develop a counter to them. You can take a bonus action to make an Insight check against a creature that you see and that isn't incapacitated. The check is contested by the target's Deception check.

If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

You can also spend a day doing research on a publicly known figure and make an Investigation

check. If you succeed, you will gain that benefit immediately the next time you start a combat with that person.

### STEADY EYE | 9<sup>TH</sup> LEVEL

You have advantage on all Perception or Investigation checks if you have moved no more than half your speed during the given turn.

### UNERRING EYE | 13<sup>TH</sup> LEVEL

Your senses have become almost impossible to foil. As a bonus action, you can sense the presence of illusions, shapechangers not in their original form and other magic designed to deceive your mind within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into the details.

### EYE FOR WEAKNESS | 17<sup>TH</sup> LEVEL

You learn to exploit others' weaknesses even more efficiently. While your Insightful Fighting applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

## Path - Mastermind

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### MASTER OF INTRIGUE | 3<sup>RD</sup> LEVEL

You gain proficiency with poison, disguise kits, forgery kits and Politics. You also gain 4 language points.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

### MASTER OF TACTICS | 3<sup>RD</sup> LEVEL

You can use the Help action as a bonus action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 60 feet of you, rather than within 5 feet of you.

### KNOWLEDGE IS POWER | 9<sup>TH</sup> LEVEL

You can spend at least 1 minute observing or interacting with another creature outside combat to learn certain information about it. You can choose the amount of the following characteristics equal to your Intelligence modifier:

- Target's Intelligence compared to yours.
- Target's Wisdom compared to yours.
- Target's Charisma compared to yours.
- Target's religion.
- Target's name.
- Target's origin.
- Target's class.
- Target's weakest physical attribute.
- Target's level compared to yours.

- A personality trait.
  - A skill proficiency or expertise.
- This can be used once on each individual creature.

### **CHAOS IS A LADDER | 13<sup>TH</sup> LEVEL**

You can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack, you can use your reaction to have the attack target another creature that is within 5 feet of you and on the line of the attack.

If the final attacked creature was behind you, you have to move 5 feet to the side in the process of ducking the attack.

### **LIES AND DECEIT | 17<sup>TH</sup> LEVEL**

Your thoughts cannot be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on a Deception check contested by the mind reader's Insight check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.

Moreover, once a day, when you fail a Deception check, you can try to pull a double - substitute another lie and present it as the truth that you have attempted to hide, which gives you another opportunity for a Deception check.

## **Path - Scout**

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### **SKIRMISHER | 3<sup>RD</sup> LEVEL**

You are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

### **SURVIVALIST | 3<sup>RD</sup> LEVEL**

You gain expertise in Nature and Survival skills.

### **SUPERIOR MOBILITY | 9<sup>TH</sup> LEVEL**

Your walking speed increases by 10 feet.

### **AMBUSH MASTER | 13<sup>TH</sup> LEVEL**

You excel at leading ambushes and acting first in a fight. You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike - attack rolls against that target have advantage until the start of your next turn.

### **SUDDEN STRIKE | 17<sup>TH</sup> LEVEL**

You can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action.

This bonus attack can benefit from your Sneak Attack even if you have already used it this turn, provided that it's against a different target.

## **Path - Duelist**

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### **FANCY FOOTWORK | 3<sup>RD</sup> LEVEL**

You know how to land a strike and then slip away without reprisal. During your turn if you make a melee attack against a creature, you become immune to that creature's opportunity attacks for the rest of the turn.

### **RAKISH AUDACITY | 3<sup>RD</sup> LEVEL**

Your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack. You don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you and you don't have disadvantage on the attack roll.

### **PANACHE | 9<sup>TH</sup> LEVEL**

As an action, you can make a Persuasion check contested by a creature's Insight check. They must be able to hear and understand you.

If you succeed on the check against a hostile creature, it has disadvantage on attack rolls against you and can't make opportunity attacks against targets other than you for 1 minute, or until one of your companion attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check against a non-hostile creature, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. The effect immediately ends if you or your companions do anything harmful to it.

### **ELEGANT MANEUVER | 13<sup>TH</sup> LEVEL**

You can use your bonus action to gain advantage on the next Acrobatics or Strength check you make during the same turn.

### **MASTER DUELIST | 17<sup>TH</sup> LEVEL**

Your mastery of the blade lets you turn failure into success in combat. Once a day, if you miss with an attack roll, you can roll it again with advantage.

# SORCERER

Sorcerers are magi that possess an innate gift of controlling the magical energy within their bodies – the exact nature of this power being variable.

## Basic Information

### HIT POINTS

**Hit die:** d6.

### PROFICIENCIES

**Armor:** light.

**Weapons:** choose 4.

**Tools:** choose 1.

**Saving Throws:** Constitution, Charisma.

**Skills:** choose 4 + your Int modifier.

### PATH CHOICES ~ SORCEROUS ORIGIN

**Planar Bloodline:** Your talent comes from having a creature from an elemental plane – Fire, Earth, Light, Death, Darkness, Aether, Air or Water among your ancestors.

**Roaring Rampage:** Your emotions are the trigger to your unlimited destructive power – provided that you manage to control them.

**Dreamwalker:** Your dreams are always meaningful – you see the past, the present and the future. The door is open for you to invade other people's dreams, as you learn how to control this power.

**An Enemy Within:** Your power comes from another creature that lives inside your soul, and just so happens to be your polar opposite. It might or

might not willingly aid your spellcasting.

## Class Features

### SPELLCASTING | 1<sup>ST</sup> LEVEL

**Spellcasting Ability:** Charisma.

**Spellcasting Focus:** none.

**Learning Spells:** On level-up, you learn exactly enough new spells to satisfy the Spells Known value. The spells being learnt must be of a level for which you have at least 1 spell slot.

**Preparing Spells:** Sorcerers don't have to prepare spells. They can cast any of the spells they know at any given time, provided they have the resources.

**Wearing Armor:** Sorcerers can cast spells when wearing any armor lighter than heavy.

**Magic Source:** Depends on the Sorcerous Origin.

### FONT OF MAGIC | 2<sup>ND</sup> LEVEL

You become proficient in controlling your magical energy. The additional energy is represented by Sorcery Points, which serve as a resource for other features and can also be converted to and from spell slots as a bonus action.

**Spell Slots to Sorcery Points:** You spend one spell slot and gain 1 Sorcery Point per spell slot's level.

**Sorcery Points to Spell Slots:**

Spell Slot Level	Sorcery Point Cost
1 <sup>st</sup>	2
2 <sup>nd</sup>	3
3 <sup>rd</sup>	5
4 <sup>th</sup>	6
5 <sup>th</sup>	7

## SORCERER'S LEVEL PROGRESSION

Level	Proficiency	Class Features	Cantrips Known	Spells Known	Sorcery Points	Spells Available									
						1	2	3	4	5	6	7	8	9	
1	+2	Spellcasting, Path Feat. I	4	2	-	2	-	-	-	-	-	-	-	-	
2	+2	Font of Magic	4	3	2	3	-	-	-	-	-	-	-	-	
3	+2	Metamagic I & II	4	4	3	4	2	-	-	-	-	-	-	-	
4	+2	+ ABILITY	5 (up)	5	4	4	3	-	-	-	-	-	-	-	
5	+3 (up)	-	5	6	5	4	3	2	-	-	-	-	-	-	
6	+3	Path Feature II	5	7	6	4	3	3	-	-	-	-	-	-	
7	+3	-	5	8	7	4	3	3	1	-	-	-	-	-	
8	+3	+ ABILITY	5	9	8	4	3	3	2	-	-	-	-	-	
9	+4 (up)	-	5	10	9	4	3	3	3	1	-	-	-	-	
10	+4	Metamagic III	6 (up)	11	10	4	3	3	3	2	-	-	-	-	
11	+4	-	6	12	11	4	3	3	3	2	1	-	-	-	
12	+4	+ ABILITY	6	12	12	4	3	3	3	2	1	-	-	-	
13	+5 (up)	-	6	13	13	4	3	3	3	2	1	1	-	-	
14	+5	Path Feature III	6	13	14	4	3	3	3	2	1	1	-	-	
15	+5	-	6	14	15	4	3	3	3	2	1	1	1	-	
16	+5	+ ABILITY	6	14	16	4	3	3	3	2	1	1	1	-	
17	+6 (up)	Metamagic IV	6	15	17	4	3	3	3	2	1	1	1	1	
18	+6	Sorcerous Restoration	6	15	18	4	3	3	3	3	1	1	1	1	
19	+6	+ ABILITY	6	15	19	4	3	3	3	3	2	1	1	1	
20	+6	Path Feature IV	6	15	20	4	3	3	3	3	2	2	1	1	



## METAMAGIC I & II | 3<sup>RD</sup> LEVEL

You learn how to manipulate your energy in a more precise way in order to modify spells. You get to learn two of the following Metamagic modifiers.

Only one Metamagic can be used on a spell, unless otherwise noted. The costs of each modifier was provided in the brackets next to the name.

**Careful Spell (1):** You force the energy of the spell to omit a number of creatures of your choice, smaller than or equal to your Charisma modifier.

**Distant Spell (1):** Increase the range of the spell to the larger of the two values: the double of the spell's normal range or 30 feet.

**Empowered Spell (1):** You get advantage on all rolls that are used directly in the spell's description.

**Extended Spell (1):** Double the duration of the spell.

**Penetrative Spell (3):** The spell's targets have disadvantage on the first saving throw made against the spell.

**Quickened Spell (2):** Change the spell's casting time from 1 action to 1 bonus action.

**Quiet Spell (1):** The spell doesn't require the verbal component. This can be used along with any other modifier.

**Subtle Spell (1):** The spell doesn't require the somatic component. This can be used along with any other modifier.

**Twinned Spell (X):** A spell that targets only 1 target and doesn't have a range of self now affects a second creature in range.

X is equal to the level at which the spell is cast, with 1 for cantrips.

## METAMAGIC III | 10<sup>TH</sup> LEVEL

You learn your third Metamagic.

## METAMAGIC IV | 17<sup>TH</sup> LEVEL

You learn your fourth Metamagic.

## SORCEROUS RESTORATION | 18<sup>TH</sup> LEVEL

You regain 5 of the expanded Sorcery Points upon a short rest.

## Path - Planar Bloodline

### ELEMENTAL ANCESTOR | 1<sup>ST</sup> LEVEL

You select the element to which your ancestor was related. You also get to know the basics of the related elemental language, both spoken and written.

Moreover, your health die for Sorcerer levels increases to d8. Your spells are of magical source.

**Elemental Resistance:** You can spend 1 Sorcery Point to gain magical resistances and vulnerabilities related to your element for 1 hour. During that

period, you also can add a d4 to saving throws against spells related to said element.

Element	Resistances	Vulnerabilities	Language
Fire	fire, lightning	cold	Ignan
Earth	fire, cold	acid	Petran
Light	radiant, poison	shadow	Celestial
Death	necrotic, cold	radiant	Mortan
Darkness	shadow, cold	radiant	Umbral
Aether	ethereal	-	Venefical
Air	lightning, cold	force	Caelian
Water	cold, acid	fire	Aquan

### ELEMENTAL AFFINITY | 6<sup>TH</sup> LEVEL

When you cast a spell that deals damage of a type associated with your element, you add your Charisma modifier to the damage roll.

Element	Damage Types
Fire	fire, lightning
Earth	bludgeoning, force, acid
Light	fire, radiant
Death	cold, necrotic, poison
Darkness	slashing, piercing, shadow, poison, acid
Aether	ethereal, force
Air	lightning, sonic, force
Water	cold, acid

### ELEMENTAL POWER | 14<sup>TH</sup> LEVEL

You gain one of the following based on your element.

**Fury of the Flame:** You can spend 1 Sorcery Point to either use as a reaction against a melee attack to deal fire damage equal to your Sorcerer level to the attacker, or increase the damage of a fire spell cast by you by half your Sorcerer level.

**Stone Toughness:** Once per day, as a reaction you can decrease the damage of a slashing, piercing or bludgeoning attack by your Sorcerer level + your Charisma score.

**Blinding Light:** You can spend 1 Sorcery Point to use a reaction to a melee attack made within 30 feet of you to blind the attacker for one turn.

**Vital Sap:** Once per day, you can deal necrotic damage equal to your Sorcerer level + your Charisma score to one creature within 30 feet and heal yourself for the same amount.

**Shadow Walk:** You can spend 4 Sorcery Points to teleport to a shadow within 60 feet of you as a bonus action or a reaction.

**Fate Twist:** You can spend 2 Sorcery Points and use your reaction to interfere with an attack roll, an ability check or a saving throw made by a creature that you can see. This creature will either add or remove (your choice) d6 from this roll.



**Lightning Quick:** You can spend 3 Sorcery Points to take the dash, dodge and disengage actions at the same time.

**Conjure Ice:** Once per turn you can spend 1 Sorcery Point to conjure a temporary shield or a weapon of your choice made of ice. Either use as a reaction to give yourself a bonus to AC and Dexterity saving throws equal to your Charisma modifier for one turn, or replace an unarmed attack with an attack with the weapon of choice. The weapon deals its' normal damage and additional cold damage equal to half your Sorcerer level.

#### ELEMENTAL TRANSFORMATION | 20<sup>TH</sup> LEVEL

Your **Elemental Resistance** now costs nothing. You also gain an ability to channel your ancestry once a day and assume a semi-elemental form, receiving additional features depending on your element. In that form, you still retain your vulnerabilities.

**Living Flame:** You become immune to fire and lightning. You also start to shed bright light in a 15-foot radius and dim light in additional 30 feet. Moreover, all your melee attacks and fire spells set the targets ablaze, dealing 2d6 + your Charisma modifier fire damage every turn, until the creature takes an action to extinguish the flames.

**Crystal Clear:** You become immune to petrification, fire and cold and resistant to slashing, piercing and bludgeoning damage. Moreover, whenever you have to make a Constitution saving throw, you can do a Charisma saving throw instead.

**Avatar of Light:** You become immune to blindness, poison, diseases and mind control and absorb radiant damage (you get healed instead). You also shed bright light in a 30-foot radius and dim light in additional 60 feet.

**Harbinger of Death:** You become immune to cold damage, poison, diseases and absorb necrotic damage (you get healed instead). Every time you kill a living creature, you get back half your sorcerer level + your Charisma modifier health points.

**Umbral Form:** You become immune to paralysis, shadow, poison and cold damage and resistant to slashing, piercing and bludgeoning. You also receive Evasion, turn bright light to dim light and turn dim light to darkness in a 30-foot radius.

**Ethereal Aspect:** You become immune to ethereal and force damage. Whenever a spell is being cast within 30 feet of you or at you, you regain a Sorcery Point.

**One with the Wind:** You become immune to lightning, sonic and force damage. You also get Evasion and the ability to fly at flying speed equal to your movement speed.

**A Chilling Storm:** You become immune to cold and acid. All creatures within 15 feet of you receive 2d4 + your Charisma modifier cold damage at the beginning of each turn, those that aren't resistant or immune to cold are slowed, and those that are vulnerable to cold are restrained. Your **Conjure Ice** ability costs nothing.

## Path - Roaring Rampage

### AWAKENING | 1<sup>ST</sup> LEVEL

**Exceptional:** You get to choose a color. The effect of every single spell cast by you will manifest itself in this color. All of your spells are supernatural.

**Emotional:** You get advantage on all Charisma saving throws except for those required for all abilities of this sorcerous origin.

**Unstable:** Whenever your character feels strong negative emotion, you have to make a Composure check against DC 13. On a success, you keep your emotion in check. On a failure, you roll a d6 for one of the following random effects.

d6	Consequence
1	You cast <b>Fireball</b> centered on yourself
2	You cast <b>Thunderwave</b>
3-5	You cast <b>Thunderclap</b>
6	Your eyes glow as a display of your power

The spells are always cast at the highest available spell slot level. You don't need to know those spells.

You can choose one of the following approaches towards your innate magical power. This can be attempted at any moment, requiring no actions, lasts until the next long rest and cannot be changed until then, that is – you cannot **Suppress** if you have already **Unleashed** and vice versa. However, taking either approach requires a Charisma check against the DC of 8.

Moreover, there exists a Suppressions-Unleashes axis, starting at 0 and moving by 1 in either direction, with the total maximum of 10, every time you take the respective approach. Assuming that the Unleash side has positive values, the score is subtracted from the DC of the Unleash Charisma checks and added to the DC of the Suppress Charisma checks and the Composure checks against the Unstable effect. In short – the more often you take an approach, the easier it becomes for you to take it, and the harder it becomes for you to take the opposite one. Also, the more often you Suppress, the easier it is for you to prevent the random effects, and the more often you Unleash, the harder it becomes to prevent that.

**Suppress:** You try to prevent your power from getting out of control by restraining your abilities. You don't suffer from the **Unstable** effect, but whenever you cast a spell that isn't a Careful Spell, all the numerical values of its' effect are halved, rounding down, but with a minimum of 1.

**Unleash:** You let your energy loose, enabling yourself to utilize your full potential, but also taking a risk of your powers getting out of control. Every numerical value of your spells' effects represented with a dice roll is increased by one die tier (for instance: d6 instead of d4). However, you are still subject to the **Unstable** effect, and every time you cast a damaging spell that sees you not being hit by it, you have to make a Charisma saving throw against the Unstable DC, or you will hurt yourself as well, unless the spell was Careful.

### UNCANNY METAMAGIC | 6<sup>TH</sup> LEVEL

If you are **Suppressing**, the Careful Spell Metamagic modifier can be combined with one other Metamagic.

You also learn two of the following additional Metamagic modifiers, that can be used if you have **Unleashed**. You can also select one of those when receiving Metamagic from the basic Sorcerer table.

**Instilled Spell (1 + X):** You add a random effect to your spell, that is determined by a d10 roll. You add +X to the result of this roll.

d10	Additional effect
1-2	Nothing changes
3-4	Your spell deals ethereal damage equal to your Charisma modifier to all targets
5-6	Your spell is <b>heightened</b> by 1
7	Your spell is <b>heightened</b> by 2
8	Your one targeted spell is <b>twinned</b> , or your area of effect spell's area is increased by 5 feet. Roll again to get an additional effect.
9	Your spell is <b>maximized</b>
10	Your spell strikes critically. If it's not a damaging spell, it's <b>maximized</b> instead.

**Maximized Spell (3):** Requires Empowered Spell. All numerical values of the spell assume their maximum possible values.

**Heightened Spell (X):** Your spell is treated as if it was cast at a spell slot level X higher.

**Amplified Spell (2):** Requires Empowered Spell. Your spell's numerical values are increased by 50%.

**Chained Spell (X+Y):** Requires Twinned Spell. Your one targeted spell is twinned Y times, with the range condition being determined with respect to the previous target. X is the level of the spell slot at which the spell was cast, 1 for cantrips.

### REMARKABLE WILLPOWER | 14<sup>TH</sup> LEVEL

Whenever you're rolling for random effects related to this sorcerous origin, you roll twice and use the result of your choice.

You also no longer run the risk of hurting yourself when **Unleashing**.

Since reaching 14<sup>th</sup> level, whenever you **Unleash**, the Unstable DC no longer increases, and whenever you take **any** approach, the DC of Charisma checks for the opposite approach doesn't increase any more either.

### EXTRAORDINARY DOMINION | 20<sup>TH</sup> LEVEL

You get expertise at Charisma saving throws.

Since reaching 20<sup>th</sup> level, whenever you take **any** approach, the DC of Charisma checks for **both** approaches and the Unstable DC all decrease by 1. Once an approach DC reaches 0, you no longer have to do the check for that approach. Once the Unstable DC reaches 0, you become able to determine the result of both the Composure check against this effect and the eventual d6 roll for the random consequence by yourself.

Every time you spend your Sorcery Points, you regain 1 Sorcery Point. Your **Sorcerous Restoration** restores all of your Sorcery Points now.

## Path – Dreamwalker

### VISIONS | 1<sup>ST</sup> LEVEL

**Exceptional:** You get to choose a color. The effect of every single spell cast by you will manifest itself in this color. All of your spells are magical.

**Dreams:** You are able to shape your dreams however you want, essentially casting an illusion upon yourself. Your character will be tempted to exercise that option in order to shape a perfect fantasy world for themselves to live in and to feel positive emotion.

Every time you start a long rest, you can make a Wisdom saving throw against the DC of 13 to see if you give in to the temptation, or do you rather choose to have a vision that means something. If your character is exceptionally dissatisfied with reality, the DC increases to 18.

**Pleasant Dreams:** If you fail (willingly or not), you experience a pleasant dream. If you manage to rest uninterrupted, you have to make a Charisma check against the DC of 13 (or 18) to see if you are satisfied because of a pleasant dream, or disappointed that it's over. You will respectively get +1 or -1 to all attack checks, ability checks and saving throws until you finish your next long rest. If your dream was interrupted, you also get disadvantage on that check.

Every time you experience disappointment two long rests in a row you lose 1 Wisdom and 1 Charisma permanently. Every time you experience a pleasant dream three times in a row, you lose 1 Wisdom and 1 Charisma as well. In such situation, you clearly notice that reality doesn't satisfy you anymore and that starts slowly taking away your will to act, eventually driving you insane and having you seek to enter the world of dreams all the time.

**Meaningful Dreams:** If you succeed on the Wisdom saving throw, you will always get a meaningful dream - either significant in terms of the plot, or one that allows you to gain more general knowledge, permanently increasing one of your skills or abilities (not your choice) by 1. It's not straightforward, but you might do a Wisdom check for your character to try and interpret the dream, in which case the DM will give you hints depending on the degree of your success. Those types of dreams are exhausting, though. You not only not lose any exhaustion levels and only heal for as much as on a short rest, but might also at times receive additional conditions or negative effects, depending on what unfolds in the dream. Also, if you have this type of dream more than once in a row, you start getting exhaustion levels as if you hadn't rested.

**Ultimate Risk:** If you fail critically, you have a pleasant dream that lasts forever. You sleep for another 8 hours. Starting after that time has passed, every 24 hours, when somebody tries to wake you up, you can make the Wisdom saving throw again, this time to try and wake up. If you succeed, you wake up. If you fail, the DC of the next saving throw increases by 1. If you fail critically, the DC increases by 3 instead. If the DC becomes so high that you are no longer able to succeed in other ways than through critical success, you get stuck in a permanent coma.

If your Charisma modifier is negative, the range of critical failure for the initial Wisdom saving throw increases by the absolute value of your Charisma modifier.

**Beyond:** You have seen and understood way more than an average person. Most people cannot comprehend you - you are considered out of touch with reality. You get proficiency in Wisdom saving throws, proficiency or expertise in Insight (depending on whether you have the proficiency already), advantage on pure Wisdom checks, except for checks required for the abilities of this sorcerous origin, and Perception checks when dealing with anything unnatural, but disadvantage on Persuasion checks and Perception checks regarding everything that could be described as generic or natural.

**Intuition:** You sense something is going to happen. At any time you can spend 1 Sorcery Point and add d4 to your saving throw or attack roll, or receive +2 AC against one attack.

### DÉJÀ VU | 6<sup>TH</sup> LEVEL

You feel like you have seen something happen already and are able to prevent the chain of events that is going to follow. Once a day you can succeed on a saving throw or an attack roll, or have an attack against you miss.

You also gain the ability to once again have the exact same dream that you have already had in the past, provided that you succeed on the Wisdom saving throw.

### VIVID DREAMS | 14<sup>TH</sup> LEVEL

Your meaningful dreams become vivid - you see clearly what is taking place. You are also able to navigate across the realm of dreams and visit others' visions. You can take actions and cast spells as per usual. During your dreams, the DC of all your Enchantment, Illusion and Divination spells increases by 5 and everybody who doesn't possess the same ability has disadvantage on saving throws against those spells. If you die during your dream, you wake up, unless it was as a result of necrotic or psychic damage - in that case you are stuck in a coma.

You also get the ability to fall asleep at will. If you have a meaningful dream and it's too early to require a rest, you will have to make a Charisma saving throw against the DC of 15 every hour to prevent yourself from waking up, with the DC increasing by 1 with each check. If there is loud, sudden noise or anything else that could possibly awaken you, you get disadvantage on the throw.

If you succeed 5 times, the situation will reverse and you will have to roll only if you want to wake up, starting at DC 15 and increasing by 1 with each failure, similarly to the **Ultimate Risk** scenario.

### CLARITY | 20<sup>TH</sup> LEVEL

You can never be surprised and are immune to mind control. You now get expertise in Perception and have advantage on all Perception checks. You can cast all the Divination spells without any components. The cost of all Metamagic modifiers applied to such spells is decreased by 1.

You can now choose at will what type of dream you will have the given night. You can also awaken yourself at any time and can prevent yourself from waking up at any time.

You are able to cast Astral Projection for free when you're going to sleep.

You also see true within 60 feet of you, provided that you're not blinded.

# Warlock

Warlocks are magi that make pacts with various magical creatures, or otherwise learn to channel eldritch power from a powerful being.

## Basic Information

### HIT POINTS

**Hit die:** d8.

### PROFICIENCIES

**Armor:** light.

**Weapons:** choose 4.

**Tools:** choose 1.

**Saving Throws:** Wisdom, Charisma.

**Skills:** choose 4 + your Int modifier.

### PATH CHOICES – OTHERWORLDLY PATRON

**The Fiend:** Your power comes from a pact with a creature from hell.

**The Void:** You have encountered a rift to The Void - an encounter that didn't kill you, but made you stronger.

**The Great Old One:** You have managed to at least partially comprehend an utterly alien being.

**The Eternal Flame:** You have learnt to harness the light that guides you through the dark.

**The Sentient Sword:** You have found an ancient, mysterious weapon. Whatever creature inhabits it, it has agreed to align with you.

**The Gem:** You have managed to acquire a gemstone imbued with loads of arcane energy. You've learned to control this power.

## Class Features

### PACT MAGIC | 1<sup>ST</sup> LEVEL

**Spellcasting Ability:** Charisma.

**Spellcasting Focus:** depends on your patron.

**Learning Spells:** On level-up, you learn exactly enough new spells to satisfy the Spells Known value. The spells being learnt must be of a level for which you have at least 1 spell slot.

**Preparing Spells:** Warlocks don't have to prepare spells. They can cast any of the spells they know at any given time by expanding a spell slot. Warlock spell slots all are of the maximum possible level.

**Wearing Armor:** Warlocks can cast spells when wearing light armor or none.

**Magic Source:** Depends on the Sorcerous Origin.

### ELDRITCH INVOCATIONS | 2<sup>ND</sup> LEVEL

You receive eldritch invocations - additional arcane empowerments of your choice from the list of Eldritch Invocations given later in this chapter.

### PACT BOON | 3<sup>RD</sup> LEVEL

As a result of your alliance with your patron, a gift (of your choice) to aid you in your quest is bestowed upon you.

**Pact of the Blade:** You can perform an hour long ritual on a melee weapon, enchanting it with your patron's magic through a drop of your blood. The weapon receives a +1 enchantment bonus and optionally Finesse as long as you wield it. You can only have one pact weapon at a time.

**Pact of the Scepter:** You can perform an hour

## WARLOCK'S LEVEL PROGRESSION

Level	Proficiency	Class Features	Cantrips Known	Spells Known	Invocations Known	Spell Slot Level	Spell Slots
1	+2	Pact Magic, Path Feature I	2	2	-	1st	1
2	+2	Eldritch Invocations	2	3	2	1st	2 (up)
3	+2	Pact Boon	2	4	2	2nd (up)	2
4	+2	+ ABILITY	3 (up)	5	2	2nd	2
5	+3 (up)	-	3	6	3 (up)	3rd (up)	2
6	+3	Path Feature I	3	7	3	3rd	2
7	+3	-	3	8	4 (up)	4th (up)	2
8	+3	+ ABILITY	3	9	4	4th	2
9	+4 (up)	-	3	10	5 (up)	5th (up)	2
10	+4	Path Feature II	4 (up)	10	5	5th	2
11	+4	Mystic Arcanum (6th level)	4	11	5	5th	3 (up)
12	+4	+ ABILITY	4	11	6 (up)	5th	3
13	+5 (up)	Mystic Arcanum (7th level)	4	12	6	5th	3
14	+5	Path Feature III	4	12	6	5th	3
15	+5	Mystic Arcanum (8th level)	4	13	7 (up)	5th	3
16	+5	+ ABILITY	4	13	7	5th	3
17	+6 (up)	Mystic Arcanum (9th level)	4	14	7	5th	4 (up)
18	+6	-	4	14	8 (up)	5th	4
19	+6	+ ABILITY	4	15	8	5th	4
20	+6	Eldritch Master	4	15	8	5th	4



long ritual on any staff and a lapis lazuli gemstone. The ritual will bind them together and imbue the scepter with your patron's magic. At this moment you can select a cantrip from your list. As long as you wield the scepter, you will be able to cast this cantrip as a bonus action without verbal components. You become able to select the scepter as your spellcasting focus.

**Pact of the Servant:** A creature related to your patron shall serve you. You have to perform an hour long ritual to create/summon it. The required material components and the acquired creature differ, depending on the patron, but it's power is comparable to one summoned with the **find familiar** spell.

**Pact of the Tome:** You can perform an hour long ritual on an empty book, or a large empty scroll. To do so, you need lapis lazuli ink and quill. You can inscribe three cantrips from any class' spell list (the three don't have to be all from the same list) in the item of choice. As long as you possess it, you can cast these cantrips at will, with the tome as your spellcasting focus.

### MYSTIC ARCANUM VI | 11<sup>TH</sup> LEVEL

You gain access to wizardry more powerful than your pact magic. You can select one 6<sup>th</sup> level spell from your spell list and you receive one Mystic Arcanum (6<sup>th</sup> level) charge. Mystic Arcanum spells can be cast expanding a Mystic Arcanum slot for the corresponding level, which doesn't consume your pact magic spell slots. All your Mystic Arcanum charges are refreshed when you finish a long rest.

This works very similarly to spell slots, but is considered a different kind of resource for the purposes of some abilities.

### MYSTIC ARCANUM VII | 13<sup>TH</sup> LEVEL

You learn one 7<sup>th</sup> level spell from your spell list and receive one Mystic Arcanum (7<sup>th</sup> level) charge.

### MYSTIC ARCANUM VIII | 15<sup>TH</sup> LEVEL

You learn one 8<sup>th</sup> level spell from your spell list and receive one Mystic Arcanum (8<sup>th</sup> level) charge.

### MYSTIC ARCANUM IX | 17<sup>TH</sup> LEVEL

You learn one 9<sup>th</sup> level spell from your spell list and receive one Mystic Arcanum (9<sup>th</sup> level) charge.

### ELDRITCH MASTER | 20<sup>TH</sup> LEVEL

You gain the ability to reach deeper into the well of your magical energy. Once a day you can concentrate for 1 minute in order to regain all your expanded pact magic spell slots.

## List of Eldritch Invocations

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### MINOR REQUIREMENTS

**Agonizing Blast:** Requires the **eldritch blast** cantrip. Whenever you cast it, you add your Charisma modifier to the damage it deals.

**Armor of Shadows:** You can cast **mage armor** on yourself at will, requiring no spell slots or material components.

**Beast Speech:** You can cast **speak with animals** at will, without expanding a spell slot.

**Beguiling Influence:** You gain proficiency in Deception and Persuasion.

**Demonic Sight:** You can see normally in darkness, both magical and natural, to a distance of 120 feet.

**Eldritch Sight:** You can cast **detect magic** at will, without expanding a spell slot.

**Eldritch Spear:** Requires the **eldritch blast** cantrip. Whenever you cast it, the range is 300 feet.

**Eldritch Vigor:** You can cast **false life** on yourself at will as a 1<sup>st</sup>-level spell, without expanding a spell slot or material components.

**Gaze of Two Minds:** You can use your action to touch a willing humanoid and perceive through their senses until the end of your next turn. As long as the target is on the same plane of existence, you can use your action to maintain the link, extending the duration by 1 turn. While doing that, you benefit from any special senses possessed by the target, but your character is blinded and deafened.

**Mask of Many Faces:** You can cast **disguise self** at will, without expanding a spell slot.

**Misty Visions:** You can cast **silent image** at will, without expanding a spell slot or material components.

**Repelling Blast:** Requires the **eldritch blast** cantrip. Whenever you cast it, you can push the creature up to 15 feet away from you in a straight line.

**Thief of Five Fates:** You can cast **bane** once a day using a spell slot.

### REQUIRING 5<sup>TH</sup> LEVEL

**Mire the Mind:** Requires 5<sup>th</sup> level. You can cast **slow** once a day using a spell slot.

**One with Shadows:** Requires 5<sup>th</sup> level. When you are in area of dim light or darkness, you can use your action to become invisible until you move, take an action or a reaction.

**Sign of Ill Omen:** Requires 5<sup>th</sup> level. You can cast **bestow curse** once a day using a spell slot.

### REQUIRING 7<sup>TH</sup> LEVEL

**Bewitching Whispers:** Requires 7<sup>th</sup> level. You can cast **compulsion** once per day using a spell slot.

**Dreadful Word:** Requires 7<sup>th</sup> level. You can cast **confusion** once a day using a spell slot.

**Sculptor of Flesh:** Requires 7<sup>th</sup> level. You can cast **polymorph** once a day using a spell slot.

#### REQUIRING 9<sup>TH</sup> LEVEL

**Ascendant Step:** Requires 9<sup>th</sup> level. You can cast **levitate** on yourself at will, without expanding a spell slot or material components.

**Minions of Chaos:** Requires 9<sup>th</sup> level. You can cast **conjure elemental** once a day using a spell slot.

**Otherworldly Leap:** Requires 9<sup>th</sup> level. You can cast **jump** on yourself at will, without expanding a spell slot or material components.

**Whispers of the Grave:** Requires 9<sup>th</sup> level. You can cast **speak with dead** at will, without expanding a spell slot.

#### REQUIRING 15<sup>TH</sup> LEVEL

**Master of Myriad Forms:** Requires 15<sup>th</sup> level. You can cast **alter self** at will, without expanding a spell slot.

**Visions of Distant Realms:** Requires 15<sup>th</sup> level. You can cast **arcane eye** at will, without expanding a spell slot.

**Witch Sight:** Requires 15<sup>th</sup> level. You can see the true form of any creature concealed by illusion or transmutation magic or natural polymorph abilities within 30 feet of you.

#### REQUIRING PACT OF THE BLADE

**Burning Blade:** Requires Pact of the Blade and **The Eternal Flame** patron. Once a day you can set your pact weapon on fire. It will shed bright light within 10 feet of you and dim light within additional 15 feet. Its attacks will deal extra fire damage equal to your Charisma modifier (minimum 1). This lasts until you dismiss the effect.

**Improved Pact Weapon:** Requires Pact of the Blade. The enchantment bonus increases to +2.

**Eldritch Strike:** Requires 5<sup>th</sup> level and Pact of the Blade. Once per turn you can imbue a strike you make with your pact weapon by expanding a spell slot. If it hits, it will deal an extra 1d8 + 1d8 per spell slot level force damage and knock the target prone if it's Large or smaller.

**Thirsting Blade:** Requires 5<sup>th</sup> level and Pact of the Blade. As long as you make an attack action with your pact weapon, you can attack twice a turn rather than once.

**Superior Pact Weapon:** Requires 9<sup>th</sup> level, Pact of the Blade and Improved Pact Weapon. The enchantment bonus increases to +3.

**Lethal Strikes:** Requires 9<sup>th</sup> level, Pact of the Blade and **The Sentient Sword** patron. The critical range of your special sword increases by 1 (to 19-20).

**Lifedrinker:** Requires 12<sup>th</sup> level, Pact of the Blade and **The Fiend** patron. Whenever you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

**Void Blade:** Requires 12<sup>th</sup> level, Pact of the Blade and **The Void** patron. Whenever you hit a creature with your pact weapon, the creature takes extra ethereal damage equal to your Charisma modifier (minimum 1).

**Ultimate Pact Weapon:** Requires 15<sup>th</sup> level, Pact of the Blade and Superior Pact Weapon. The enchantment bonus increases to +4.

#### REQUIRING PACT OF THE TOME

**Lore of the Arcane:** Requires Pact of the Tome. During your spare time, you conduct research and note down the results in your document. Once a day you can take a look into the tome and give yourself advantage on an Arcana check that tests your knowledge.

**Lore of the Bygone:** Requires Pact of the Tome. Once a day you can take a look into the tome and give yourself advantage on a History check that tests your knowledge.

**Lore of the Divine:** Requires Pact of the Tome. Once a day you can take a look into the tome and give yourself advantage on a Religion check that tests your knowledge.

**Lore of the Wild:** Requires Pact of the Tome. Once a day you can take a look into the tome and give yourself advantage on a Nature check that tests your knowledge.

**One's Creation:** Requires Pact of the Tome. You always know the direction between your script and you.

**Warlock's Elaboration:** Requires 12<sup>th</sup> level and Pact of the Tome. You can inscribe one additional spell of level 1 to 5 from any class' spell list. This spell can be cast once a day at 5<sup>th</sup> spell slot level without spending a spell slot, if you have the tome on you.

#### REQUIRING PACT OF THE SERVANT

**Bond of Location:** Requires Pact of the Servant. You always know the direction between your servant and you.

**Voice of the Master:** Requires Pact of the Servant. You can communicate telepathically with your servant at any time. You are also able to speak through the servant using your own voice.

**Dimensional Dominion:** Requires 15<sup>th</sup> level and Pact of the Servant. You can cast **hold monster** at will, targeting an outsider without expanding a spell slot or material components. You can use it once per day for each individual creature.



### REQUIRING THE FIEND PATRON

**Blood Magic:** Requires **The Fiend** patron. Twice a day you can sacrifice 1d6 + twice your warlock level hit points instead of expanding a spell slot.

**Belial's Deceit:** Requires **The Fiend** patron. You receive advantage on Deception checks but disadvantage on Insight and Perception checks. This lasts until a short or long rest and can be activated once a day.

**Sovereign's Rage:** Requires 5<sup>th</sup> level, **The Fiend** patron and the **eldritch blast** cantrip. Whenever you hit somebody with eldritch blast, you can expand a spell slot to cast **fireball** centered on the creature you have hit.

**Lifedrinker:** Requires 12<sup>th</sup> level, Pact of the Blade and **The Fiend** patron. Whenever you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

**Balthazar's Curse:** Requires 15<sup>th</sup> level and **The Fiend** patron. You can cast **create undead** at 7<sup>th</sup> level once a day using a spell slot.

### REQUIRING THE VOID PATRON

**Arhn'Astos' Influence:** Requires 5<sup>th</sup> level, **The Void** patron and the **eldritch blast** cantrip. Whenever you hit somebody with eldritch blast, you can expand a spell slot to cast **dispel magic** centered on the creature you have hit.

**Suppression:** Requires 5<sup>th</sup> level and **The Void** patron. Your **counterspell** and **dispel magic** are treated as if they were cast at a spell slot of level higher by 1.

**Void Blade:** Requires 12<sup>th</sup> level, Pact of the Blade and **The Void** patron. Whenever you hit a creature with your pact weapon, the creature takes extra ethereal damage equal to your Charisma modifier (minimum 1).

### REQUIRING THE GREAT OLD ONE PATRON

**Vivid Premonitions:** Requires 7<sup>th</sup> level and **The Great Old One** patron. As an action, you can see through solid objects to a range of 30 feet until the end of the current turn. During that time, you perceive objects as ghostly, transparent images.

**Shroud of the Unknown:** Requires 18<sup>th</sup> level and **The Great Old One** patron. As an action, you can turn invisible for 1 minute. If you attack, deal damage or force a creature to make a saving throw, you become visible once again at the end of the current turn.

### REQUIRING THE ETERNAL FLAME PATRON

**Burning Blade:** Requires Pact of the Blade and **The Eternal Flame** patron. Once a day you can set your pact weapon on fire. It will shed bright light

within 10 feet of you and dim light within additional 15 feet. Its attacks will deal extra fire damage equal to your Charisma modifier (minimum 1). This lasts until you dismiss the effect.

**Guiding Light:** Requires **The Eternal Flame** patron. Once a day you can give yourself advantage on a Survival check.

**Hallowing of the Flame:** Requires 5<sup>th</sup> level and **The Eternal Flame** patron. Whenever dealing magical fire or radiant damage, you can change the type of the damage to the other one among these two.

### REQUIRING THE SENTIENT SWORD PATRON

**Searing Wounds:** Requires **The Sentient Sword** patron. As a bonus action, you deal fire damage equal to your Charisma modifier (minimum 1) to a creature that was hit by your special sword this turn.

**Chilling Wounds:** Requires **The Sentient Sword** patron. As a bonus action, you deal cold damage equal to your Charisma modifier (minimum 1) to a creature that was hit by your special sword this turn.

**Lethal Strikes:** Requires 9<sup>th</sup> level, Pact of the Blade and **The Sentient Sword** patron. The critical range of your special sword increases by 1 (to 19-20).

**Deadly Strike:** Requires 15<sup>th</sup> level and **The Sentient Sword** patron. Once a day you can expand a spell slot and turn a hit with your special sword into a critical hit.

**Omen of Endlessness:** Requires 15<sup>th</sup> level and **The Sentient Sword** patron. Once a day, as a bonus action, you cause a creature that was hit by your special sword this turn to receive a Constitution save equal to your Charisma modifier (minimum 1).

### REQUIRING THE GEM PATRON

**Well of Energy:** Requires 5<sup>th</sup> level and **The Gem** patron. You receive an additional spell slot.

**Knight**