Races and Classes of Diaper School

ABDL Homebrew

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Aegisknight

The Aegisknight is a warrior engineer who powers an ever-mutable suit of magical raiments—one moment a stalwart defender draped in the soft glow of innocent youth and feminine charm, a warrior of love and justice; the next, a crusader against injustice whose heart beats for excitement, speed, and the open road. Sometimes they emerge as a peerless champion in darkness—a silent bulwark against evil, a patient revanchist, a dark knight casting ominous shadows over foes. In truth, the Aegisknight is as multifaceted as a prism: a shapeshifter of ideals, a kinetic paradox, and a living testament that heroism defies definition. Whether they embody the tender radiance of compassion or the fierce intensity of relentless retribution, the Aegisknight continually reinvents what it means to be a hero in a world that refuses to be boxed in.

Core Class Mechanics

Hit Points

- **Hit Dice:** Your hit dice are based on your Chest Armor type:
  - **Balanced Type:** d10 per Aegisknight level.
  - **Bulwark Type:** d12 per Aegisknight level.
  - **Light Type:** d8 per Aegisknight level.
- **Hit Points at 1st Level:** (Die value based on your chest piece) + your Constitution modifier.
- **Hit Points at Higher Levels:** Roll your designated hit die (or take the fixed alternative) + your Constitution modifier for each level after 1.

Proficiencies

- **Armor:** Your magitek suit (all components combined—this is your armor).
- **Weapons:** Simple and martial weapons.
- **Tools:** You gain proficiency with one profession or artisan tool of your choice. (Some armor components may grant additional tool proficiencies.)
- **Saving Throws:** Strength and Wisdom.
- **Skills:** Choose three from Athletics, Acrobatics, Perception, Insight, Investigation, Intimidation, Persuasion, or Sleight of Hand.

Equipment

You start with:

- (a) a longsword or (b) a warhammer.
- (a) a light crossbow with 20 bolts or (b) a simple firearm with 20 bullets (if firearms exist in your setting).
- An explorer's pack or a dungeoneer's pack.
- Your fully modular magitek armor (see below).

Cell Charges

Your armor's abilities are powered by **Cell Charges**. At 1st level, you have **5 Cell Charges**. You spend these charges to fuel many of the special abilities of your armor. You regain all expended charges after finishing a long rest and regain half your maximum charges after a short rest. Some components will increase your maximum or recharge rate as you level up.

Armor Activation

At 1st level, you learn how to rapidly deploy your magitek suit:

- **Armor Activation (1st Level):** As an action, you can don or doff your armor a number of times per day equal to your Wisdom modifier + your proficiency bonus. When donned, your personal enhancements and modular abilities become active; when doffed, they are temporarily inactive (you still retain your proficiencies and saving throw benefits).

Power Surge (2nd Level)

As a bonus action, you may spend **2 Cell Charges** to surge extra power through your armor for 1 minute. Choose one of the following effects until the end of your turn:

- Gain advantage on all attack rolls or saves (choose one).
- Deal 1d8 damage of your choice upon successful melee attack.
- Use the dash command as a bonus action.
- Gain resistance to all damage.

You may use this feature a number of times per long rest equal to your proficiency bonus or it may be activated as part of an armor's progression features.

Level Progression

The class gains features as you level up. The modular equipment (Helmet, Pauldrons, Gloves/Arms, Chest Armor, Legs/Boots, and Raiment) each has its own upgrade path. (For these options, "to start" refers to the baseline ability when you first choose that component.) The upgrade levels have been shifted earlier by 3: upgrades originally planned at levels 7, 10, 14, and 17 now occur at levels 4, 7, 11, and 14 respectively. The raiments, acquired at 3rd level, come with their own progression (originally 3, 6, 9, 11, and 15 are now adjusted to have their upgrades at levels 3 [base], 3 (immediate enhancement), 6, 8, and 12).

Aegisknight Progression

Level	Proficiency Bonus	Features	Cell Charges	Additional Modular Upgrades
1st	+2	Armor Activation, Cell Charges	5	Choose all modular pieces
2nd	+2	Power Surge	6	—
3rd	+2	Raiment (choose one, see below)	7	Raiment base (see below)
4th	+2	Ability Score Improvement	8	Modular components upgrade (Level 4)
5th	+3	Extra Attack	9	—
6th	+3	New Component Upgrade Effects	10	Modular upgrades (Level 6)
7th	+3	Additional Component Benefits	11	Modular upgrades (Level 7)
8th	+3	Ability Score Improvement	12	—
9th	+4	Advanced Raiment/Component Upgrades	—	—
10th	+4	Overclock	14	—
11th	+4	Enhanced Component Upgrades	15	Modular upgrades (Level 11)
12th	+4	Ability Score Improvement	16	Raiment upgrade (Level 12)
13th	+5	Modular upgrades (Level 9)	—	—
14th	+5	Apex Raiment Ability	18	Modular upgrades (Level 14)
15th	+5	Overdrive Mode	19	—
16th	+5	Ability Score Improvement	20	—
17th	+6	Legendary Component Upgrade	21	Modular upgrades (Level 17)
18th	+6	Master Overdrive Mode	22	—
19th	+6	Ability Score Improvement	23	—
20th	+6	Ultimate Apex Raiment Ability	25	—

Modular Armor Components

For each armor piece, choose one option when you create your character. ***Any new, complex, or otherwise obscure mechanics are explained below these features.***

1. Helmet Options

A. Hypersensory Scanner Array

This advanced helmet is a marvel of sensory enchantment, merging arcane optics with practical battlefield awareness. Its glassy, rune-etched visor and faintly humming sensors grant you unparalleled insight into the unseen. Whether darkness or illusion conceals your foes, your vision—and your investigative prowess—remains unfaltering.

- **To Start (Level 1):**
    - **Darkvision Bestowal:** If you do not already have it, you gain darkvision out to 60 ft., allowing you to see in nocturnal or dimly lit environments.
    - **Basic Sensor:** Your helmet is equipped with a rudimentary sensor that highlights hidden or invisible creatures, functioning similarly to a "detect invisibility" effect. This ability can be activated once per short rest.
- **Level 4 Upgrade:**
    - **Enhanced Detection Mode:** As a bonus action, you can activate an improved sensor that reveals any invisible creatures within a 30-ft radius for 1 minute. This upgraded detection effect is usable once per short rest, ensuring that no subtle presence goes unnoticed.
- **Level 7 Upgrade:**
    - **Truesight Activation:** Your perceptive faculties are augmented, granting you Truesight out to 30 ft. for 1 minute, once per short rest. With this ability, illusions, disguises, and obfuscations dissolve before your gaze.
- **Level 11 Upgrade:**
    - **Investigative Augmentation:** When you activate your sensor using an action, you also gain advantage on Investigation checks to find illusions or any hidden entities, and you can discern the location of hidden doorways for 1 minute.
- **Level 14 Upgrade:**
    - **Augmented Sensory Overload:** Your helmet's visionary might expands further: your Truesight range increases to 60 ft., and you can now, as an action, detect magical auras within a 30-ft radius.

B. Neuroprotective Casement

The Neuroprotective Casement is a masterwork of mental fortification—a sleek, rune-etched helmet designed to shield your mind from intrusive psychic assaults. Swirling patterns of arcane energy trace its surface, forming a barrier that not only hones your focus but also defies the subtle manipulation of hostile magic. Whether you face bewildering enchantments or overwhelming psychic force, this helmet stands as a steadfast guardian of your inner resolve.

- **To Start (Level 1):**
    - **Initial Ward:** While wearing the Neuroprotective Casement, you gain a +1 bonus to AC, and its delicate enchantments confer slight resistance to psychic damage. This early defense helps keep your thoughts undisturbed in the midst of chaos.
- **Level 4 Upgrade:**
    - **Charm Deflection:** The helmet's protective runes intensify, granting you advantage on saving throws against charm effects. Your mind becomes ever more adept at resisting attempts to subvert your will.
- **Level 7 Upgrade:**
    - **Fear Immunity:** Bolstered by deep-seated arcane safeguards, you gain immunity to the frightened condition. No spectral terror or illusory horror can shake your resolve.
- **Level 11 Upgrade:**
    - **Absolute Charm Rejection & Enhanced Force Resistance:** Your mental defenses reach new heights. You become completely immune to charm effects, and the Casement's energy field extends its protection to offer additional resistance to force damage, softening the impact of overwhelming kinetic strikes.
- **Level 14 Upgrade:**
    - **Psychic Bastion:** The pinnacle of neuroprotective artistry is achieved. You gain full immunity to psychic damage, and your sharp intellect is further safeguarded by advantage on Intelligence saving throws—ensuring that your mind remains a bastion against all forms of mental coercion.

C. Ultimate-Bastion Heavy Helmet

Forged in the crucible of relentless combat and imbued with archaic defensive runes, the Ultimate-Bastion Heavy Helmet is the epitome of protective mastery. Its robust construction and enchanted surface form an unyielding barrier against both divine light and corrupting shadows. As its magic deepens over time, the helmet transforms into a legendary aegis—deflecting radiant fury and necrotic decay with supernatural finesse.

- **To Start (Level 1):**
    - **Defensive Ward:** The helmet grants a **+1 bonus to AC** as its enchanted metal and intricate runes bolster your physical defenses.
    - **Radiant Resistance:** Its first shield is set against the searing purity of divine energy, providing **resistance to radiant damage**.
- **Level 4 Upgrade:**
    - **Necrotic Fortification:** The mystical inscriptions on the helmet expand to cover darker forces, granting **resistance to necrotic damage** and safeguarding you against energy that drains life.
- **Level 7 Upgrade:**
    - **Radiant Immunity:** The helm's power reaches a new threshold, and you become completely impervious to radiant harm—**gaining immunity to radiant damage** and neutralizing even the most potent beams of holy retribution.
- **Level 11 Upgrade:**
    - **Enhanced Barrier:** The protective enchantments surge further, granting an **extra +1 bonus to AC (total +2)**. Additionally, you choose one damage type of your choice to receive further protection—whether by gaining resistance or immunity, the helm adapts to your needs.
- **Level 14 Upgrade:**
    - **Arcane Shielding:** At its zenith, the Ultimate-Bastion Heavy Helmet solidifies its defenses with unassailable magic. You gain **immunity to necrotic damage** and, by channeling the helm's deep-seated protections, you also gain **advantage on saving throws against spells**, ensuring that both physical and magical assaults are met with unwavering resolve.

D. Golden Chain Hood

*This majestic hood is interwoven with shimmering golden chains that pulse with divine energy. Forged from sacred metal and imbued with celestial radiance, it protects its wearer while subtly enhancing divine insight. Even if you do not attune to the Godhead Shard, the hood offers its own impressive benefits.

- **To Start (Level 1):**
    - **Divine Aegis:** Grants a +1 bonus to AC and to saving throws against charm effects.
    - **Luminous Vision:** If you lack darkvision, you gain darkvision out to 60 ft.
    - **Chain-Link Detection:** Once per short rest, as an action, activate the hood's built-in sensor to detect magical auras (as per *detect magic*) for 1 minute.
    - **Godhead Synergy:** While its sensor is active, you gain an additional +1 bonus to Wisdom saving throws and advantage on Wisdom (Insight) checks.
- **Level 4 Upgrade:**
    - **Auroral Scanning:** You can now use a bonus action to activate an enhanced scanning mode that detects invisible or ethereal creatures within 30 ft. for 1 minute (usable once per short rest).
    - **Synergistic Glimmer:** If attuned with the Godhead Shard, this mode also reveals the auras of celestial and fiendish entities, offering deeper insights into hidden threats.
- **Level 7 Upgrade:**
    - **Chain of Clarity:** Gain a permanent +1 bonus to Wisdom saving throws. Additionally, once per short rest, when you are subject to a charm or fear effect, you can use your reaction to gain advantage on the saving throw—or, if attuned with the Godhead Shard, become immune to that effect until the end of your next turn.
- **Level 11 Upgrade:**
    - **Radiant Feedback:** When you activate any of the hood's detection or scanning abilities, you can empower your next attack or spell to deal extra radiant damage equal to 1d8 + your proficiency modifier. If attuned with the Godhead Shard, this bonus increases to 2d8 radiant damage.
- **Level 14 Upgrade:**
    - **Divine Ascendance:** Once per long rest, as an action, invoke the full divine potential of the Golden Chain Hood for 1 minute. During this time, you gain Truesight out to 60 ft., advantage on all Wisdom saving throws, and all your spells that deal radiant or divine damage add an extra 2d8 damage. Additionally, if attuned with the Godhead Shard, you become immune to charm and fear effects for the duration.

E. Oracle's Tongue Helm
*The Oracle's Tongue Helm unlocks the power of language, allowing you to speak, read, and write a multitude of tongues while effortlessly bridging the gap between mortals and the spectral. Naturally effective on its own, its true potential shines when paired with the Transformation Raiment.

- **To Start (Level 1):**
    - **Linguistic Resonance:** You gain the ability to read, write, and speak two additional languages of your choice.
    - **Ethereal Comprehension:** Once per short rest, as an action, you can invoke a unique version of *Comprehend Languages* that lasts for 10 minutes, enabling you to understand any spoken or written language.
    - **Social Augury:** You receive a mild boost—a +1 bonus to Persuasion checks—when interacting with creatures and spirits.
    - **Transformation Synergy:** When paired with the Transformation Raiment, you automatically learn one extra language (for a total of three extra languages).
- **Level 4 Upgrade:**
    - **Transcendent Tongues:** You learn an additional language (total of three extra languages, or four if paired with Transformation Raiment).
    - **Spirit Speech:** Once per short rest, you can, as a bonus action, cast *Speak with Animals* (with the thematic flavor extended to minor spirits), deepening your cross-planar communication.
- **Level 7 Upgrade:**
    - **Mystic Translator:** The helm's enchantments allow you to automatically decipher simple texts written in any language. You also gain advantage on checks to interpret ancient writings or cryptic dialects.
    - **Ethereal Parley:** Once per short rest, you can initiate a telepathic conversation for up to 1 minute with any creature or spirit that communicates verbally—even if they exist on a different plane of existence.
- **Level 11 Upgrade:**
    - **Divine Eloquence:** You gain a permanent +1 bonus to Persuasion checks, and you have advantage on Intelligence (History) or (Arcana) checks when deciphering linguistic or esoteric scripts.
    - **Tongue of the Ancients:** Once per long rest, you can cast *Tongues* for 1 hour without expending a spell slot, enabling you to fluently understand and speak any language for the duration.
- **Level 14 Upgrade:**
    - **Universal Oratory:** As an action, you can emanate an aura of linguistic clarity for 1 minute. During this time, every creature within 30 ft. understands your words as if they shared a common tongue, and you gain advantage on all Charisma (Persuasion) checks.
    - **Enhanced Transformation Synergy:** When paired with the Transformation Raiment, your aura's range increases to 60 ft., and the bonus to Persuasion checks rises to +2.

2. Pauldrons Options

A. Exultant Type
Designed for the charismatic and commanding presence on the battlefield, Exultant Type pauldrons enhance your social prowess—directly influencing friend and foe alike with your inspiring aura.

- **To Start (Level 1):**
    - Grants a bonus to presence by adding **+1 to Persuasion (or Intimidation) checks**.
- **Level 4 Upgrade:**
    - Allies within 10 ft. gain **advantage on saving throws against charm effects**, bolstering their resolve against enchantments. \
- **Level 7 Upgrade:**
    - If you are already proficient in either Persuasion or Intimidation, your natural influence is magnified—**double your proficiency bonus on relevant checks**.
- **Level 11 Upgrade:**
    - Your inspiring presence extends to your allies; those within 10 ft. now also receive a **+1 bonus to their Charisma saving throws**.
- **Level 14 Upgrade:**
    - Your personal magnetism reaches its apex, increasing your **Charisma score by 2** (up to a maximum of 22).

B. Vanguard Heavy Type
For Aegisknights who demand unwavering durability, Vanguard Heavy Type pauldrons provide formidable protection while absorbing and deflecting incoming damage.

- **To Start (Level 1):**
    - Provides a **+2 bonus to AC** and grants **extra resistance to nonmagical damage**, forming a robust defensive barrier.
- **Level 4 Upgrade:**
    - The pauldrons strengthen further, and you gain **resistance to two damage types of your choice** (selected as you create your character).
- **Level 7 Upgrade:**
    - Once per short rest, you can use your reaction to **halve incoming damage**, reflecting your ability to shrug off powerful blows.
- **Level 11 Upgrade:**
    - You refine your defenses to the point of near-imperviousness, gaining **immunity to one of your chosen damage types**.
- **Level 14 Upgrade:**
    - The Vanguard Heavy Type evolves further, granting you **resistance to all damage types except psychic**, ensuring comprehensive protection in even the most chaotic skirmishes.

C. Tech Type
Engineered for versatility and precision, the Tech Type pauldrons integrate advanced mechanized components—garnering additional tools and robotic appendages to support your technical and tactical needs.

- **To Start (Level 1):**
    - Grants proficiency in one extra tool of your choice and provides **two extra "robotic arms"** that assist in simple tasks—granting a **+5 bonus to actions** such as crafting or disarming mundane traps.
- **Level 4 Upgrade:**
    - Your robotic arms become more adept at physical tasks; they now **assist in grappling, granting advantage on Strength (Athletics) checks**.
- **Level 7 Upgrade:**
    - Expand your technical versatility with proficiency in an **additional tool of your choice**.
- **Level 11 Upgrade:**
    - Your arms gain enhanced dexterity, allowing them to **manipulate two objects in one turn**, significantly boosting your multitasking capabilities.
- **Level 14 Upgrade:**
    - Your advanced robotic arms are upgraded to function even more efficiently—they can now use the **Help action as a bonus action**, streamlining support tasks in the heat of battle.

D. Marksman Type Pauldron
Engineered for ranged specialists and snipers, this pauldron is optimized for precise targeting and rapid missile deployment. It integrates a built-in stabilizer that grants the benefits of Sharp Shooter along with a mounted missile launcher that offers versatile ammunition options for devastating ranged attacks.

- **To Start (Level 1):**
    - **Stabilizer Accuracy Module:** Grants you the ability to use the Sharp Shooter feature a number of times per day equal to your proficiency bonus. When activated, this module temporarily enhances your precision, allowing you to ignore disadvantage on long-range attack rolls and add extra damage bonus as per Sharp Shooter's mechanics.
    - **Mounted Missile Launcher:**
    - **Single Dart Mode:** As an action, fire one self-generated dart as a ranged attack. On a hit, the dart explodes, dealing its normal weapon damage plus an additional **1d6 explosion damage** to the target and, at DM's discretion, to adjacent foes.
    - **Barrage Mode:** Once per battle, you may expend 1 Cell Charge to fire a barrage of 3 darts simultaneously. Each dart is resolved as a separate ranged attack (you may choose to target the same or different creatures).
    - **Ammunition Production:** The pauldron naturally produces its own ammunition. However, you can load it with specially prepared ammunition if desired, allowing for alternate effects based on your campaign or DM's rulings.
- **Level 4 Upgrade:**
    - **Enhanced Stabilizer:** The precision module is refined—its effectiveness increases so that you gain an additional use of the Sharp Shooter feature once per day (up to a total equal to your proficiency bonus + 1). Additionally, its benefits reduce the impact of adverse conditions on your ranged attacks.

- **Level 7 Upgrade:**
    - **Precision Amplifier:** The missile launcher's targeting system improves. In Single Dart Mode, the explosion damage increases by an extra **1d6** (now totaling 2d6 explosion damage). In Barrage Mode, the launcher fires 4 darts instead of 3 (while still costing 1 Cell Charge).
- **Level 11 Upgrade:**
    - **Rapid Reload Mechanism:** The pauldron's ammunition production and loading systems become more efficient. Once per short rest, you can automatically reload and prepare a special round of ammunition, granting you a temporary **+2 bonus to ranged attack rolls** for 1 minute.
- **Level 14 Upgrade:**
    - **Auto-Targeting System:** An advanced targeting AI is integrated into the pauldron. When using the Sharp Shooter feature, you gain advantage on one ranged attack roll per turn. Additionally, when employing Barrage Mode, any missed dart attack can be re-rolled once, ensuring that even in the chaos of battle your shots find their mark.

E. Kinetic Resonance Pauldron

Crafted from lightweight, energy-conductive plating interwoven with shimmering, radiant filigree, this pauldron pulses with the raw kinetic energy of movement. Every step you take imbues you with a surge of power, turning the very act of dashing into a storehouse of explosive force.

- **To Start (Level 1):**
    - **Enhanced Resonant Momentum:** You gain a **+2 bonus to Athletics and Acrobatics checks** as the pauldron amplifies your physical prowess. Additionally, whenever you take the Dash action, you store 1 "Kinetic Charge" that can be used to enhance your next melee attack or reaction attack. Kinetic Charges reset at the start of your next turn if you do not move at least 10ft. The maximum number of Kinetic Charges you can store is equal to your Aegisknight level.
    - At any time you are storing more than 1 charge in combat, you may choose to **Sudden Discharge** the energy- functioning like Hellish Rebuke, but exploding outward in a 15 foot radius centered on the user, DEX saves, spell level of the variant Hellish Rebuke is determined by number of charges above 2 that were expended.
    - If you end combat with more than 1 Kinetic Charge stored, you may immediately convert it into a restored Cell Charge at a rate of 2/3/4/5... per cell charge restored.
- **Level 4 Upgrade:**
    - **Momentum Augmentation:** When you move at least half your speed in a turn, you now gain **advantage on Dexterity saving throws** as your body rides the raw momentum. In addition, any Kinetic Charge you gain lingers until the start of your next turn, allowing you to preserve its energy for a more opportune moment.
- **Level 7 Upgrade:**
    - **Explosive Impact:** When you expend a Kinetic Charge to enhance a melee attack, your strike now deals an extra **1d8 force damage** and optionally pushes the target 5 feet away from you. You can use this explosive bonus once per short rest.
- **Level 11 Upgrade:**
    - **Chain Reaction Counter:** When you're hit by a melee attack while holding at least one stored Kinetic Charge, you may use your reaction to unleash a burst of stored energy. The attacker suffers **2d8 force damage**, and you gain a **+2 bonus to AC** until the start of your next turn. This counterattack can only be triggered once per short rest.
- **Level 14 Upgrade:**
    - **Moment of Absolute Momentum:** Once per long rest, as an action, you can tap into the full reservoir of kinetic energy within your pauldron for 1 minute. During this time, your movement speed is **doubled**, and whenever you use the Dash action, your next melee attack that turn deals bonus force damage equal to your proficiency bonus plus an extra **1d8**. Additionally, every enemy within 5 feet of you must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

3. Gloves and Arms Options

A. Shadestreak Handmantles
These dexterity-focused gauntlets are designed for finesse and subtlety. They not only grant you proficiency with thieves' tools but also provide technological assistance for precise actions, such as bypassing locks with a magitek laser-bore.

- **To Start (Level 1):**
  - Grant proficiency with thieves' tools.
  - Once per day, you can use a magitek laser-bore to bypass a lock (DC 15 or lower).
- **Level 4 Upgrade:**
  - Gain advantage on Dexterity (Sleight of Hand) checks.
- **Level 7 Upgrade:**
  - Once per short rest, you can disarm traps without triggering them.
- **Level 11 Upgrade:**
  - Gain the ability to cast *Invisibility* on yourself once per short rest.
- **Level 14 Upgrade:**
  - You can bypass magical locks (such as those from *Arcane Lock*) once per long rest.

B. Blastbreaker Fists
Engineered for raw melee power, these augmented smashing hands enhance your physical might. They enable you to wield larger weapons with ease, reclassify lighter weapons for finesse, and improve your unarmed and melee damage output.

- **To Start (Level 1):**
  - Advantage on strength checks to lift, drag, carry, or pull heavy objects. **+1 to damage on all melee-based attacks.**
  - Treat two-handed weapons as if wielded in one hand; any non–two-handed weapon is considered light for you, and any such light weapon that isn't finesse is treated as finesse.
- **Level 4 Upgrade:**
  - Gain a **+2 bonus to melee attack rolls**.
- **Level 7 Upgrade:**
  - When you hit with a melee attack, you may deal an extra **1d8 force damage** once per turn.
- **Level 11 Upgrade:**
  - You can grapple two creatures simultaneously. Additionally, at the start of your turn, each grappled creature takes **1d6 bludgeoning damage**.
- **Level 14 Upgrade:**
  - Your melee attacks ignore nonmagical damage resistance and add an extra **2d8 force damage** on a critical hit.

C. Somatic Satellites
Small magical spheres orbit your hands, serving both as ranged attackers and auxiliary spell-storage devices. These satellites can be launched to deliver force damage or to hold spells for later use; when paired with Tech pauldrons, they even boost your spellcasting capabilities.

- **To Start (Level 1):**
    - You have a set of floating magical spheres that can be launched as ranged missiles dealing **1d8 force damage** or used to store a spell (usable by you or your allies later). Spells stored in this manner disappear at dawn on the day after they were stored.
    - When paired with Tech pauldrons, they enable additional spellcasting opportunities.
- **Level 4 Upgrade:**
    - Increase the number of satellites by 1 (total of 3).
- **Level 7 Upgrade:**
    - Stored spells can be cast as a reaction. Counterspell may be spontaneously stored on a satellite once per day. Expending **1 Charge Cell** allows this power to be used more than once.
- **Level 11 Upgrade:**
    - Satellites can deliver touch-range spells to a target up to 30 ft away.
- **Level 14 Upgrade:**
    - Gain an additional satellite (total of 4), and stored spells last until cast, allowing for somatic satellite spells to be cast without consuming daily spell slots.

D. Serene Palm Gauntlets
Fashioned from supple, rune-etched leather and tempered mithral, these gauntlets are imbued with the essence of time-honored martial arts. More than mere gloves, they channel the disciplined spirit of ancient masters. Whether wielding a weapon or fighting unarmed, you can seamlessly blend defense and controlled offense—deflecting blows and delivering pinpoint open palm strikes that echo the calm fury of inner ki.

- **To Start (Level 1):**
    - **Parry Reflex:** When you are targeted by a melee attack, you can use your reaction to parry the blow. Doing so reduces the damage taken by 1d4 + your proficiency bonus.
    - **Deflective Guard:** The steady energy of the gauntlets grants you a +1 bonus to AC against melee attacks, as your arms instinctively adopt a defensive stance.
- **Level 4 Upgrade:**
    - **Enhanced Deflection:** Your techniques improve: once per short rest, when targeted by a ranged attack, you can use your reaction to force the attacker to roll with disadvantage. In addition, your Parry Reflex now reduces incoming melee damage by 1d6 + your proficiency bonus instead of 1d4.
- **Level 7 Upgrade:**
    - **Open Palm Strike:** You unlock the disciplined art of the open palm. Once per short rest, as an action, you can execute a focused open palm strike. This special attack deals an additional 1d6 force damage, and on a hit the target must make a Strength saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be pushed 5 feet away.
- **Level 11 Upgrade:**
    - **Flowing Ki Enhancement:** Your mastery deepens, allowing you to merge defense with immediate counterattacks. Whenever you successfully use your Parry Reflex, you can follow it with a free minor unarmed strike dealing an extra 1d4 force damage. Additionally, your Open Palm Strike's damage increases by an extra 1d4 (totaling 1d6 + 1d4) and its effective range extends to 10 feet, symbolizing your expanded reach through focused chi.
- **Level 14 Upgrade:**
    - **Zen Reversal:** At the pinnacle of your martial artistry, you can harness the ultimate counter: once per long rest, when struck by an attack, you may invoke Zen Reversal as a reaction. The triggering attack is completely negated, and you immediately make an unarmed strike against the attacker that deals 2d8 force damage on a hit. In the round you invoke Zen Reversal, your unarmed strikes gain advantage, and you gain an additional +2 bonus to AC as a luminous aura of focused energy protects you.

4. Chest Armor Options

This piece determines your Hit Dice. **Balanced Type Composite Frame**

- **To Start (Level 1):**
  - **Base AC:** Your armor grants an effective AC of **14 + Dexterity modifier** (up to a maximum bonus of +2), representing its lightweight, streamlined design.
  - **Shield Bonus (Daily):** Once per day, you can activate an energy shield to gain a temporary **+2 shield bonus to AC** for 1 minute.
- **Level 4 Upgrade:**
  - **Elemental Resistance Activation:** You gain the ability to imbue your frame with a protective enchantment—once per short rest, choose one damage type (fire, cold, lightning, etc.) and gain resistance to that damage type for 1 minute.
- **Level 7 Upgrade:**
  - **Initiative Amplification:** Your balanced design and enhanced reflexes grant you a permanent **+2 bonus to initiative rolls**, ensuring you act quicker in combat.
- **Level 11 Upgrade:**
  - **Enhanced Shield Projection:** When you activate your shield bonus, you can choose to intensify its effect—granting a temporary **+4 shield bonus to AC** instead of +2, representing a moment of peak defensive prowess.
- **Level 14 Upgrade:**
  - **Defensive Immunity:** Your frame's protective magic evolves further, and you gain **immunity to one chosen damage type** (selected at the time of upgrade), completely negating that type of harm.

Bulwark Type Frame

Embodying steadfast resilience, this chestpiece is designed for Aegisknights who demand the utmost in protective fortitude. Sacrificing nimbleness for solid defense, this frame not only bolsters your AC but actively negates select damage types, offering a unique counter to both magical and physical onslaughts.

- **To Start (Level 1):**
  - **Base AC:** 17
  - **Bulwark Aegis:** Once per day, you can activate the Bulwark Aegis for 1 minute. While active, choose one magical or physical damage type; any damage of that type is completely negated against you.
  - **Hit Die:** Uses a d12 hit die.
- **Level 4 Upgrade:**
  - **Increased Activation:** The uses of Bulwark Aegis increase to twice per day.
- **Level 7 Upgrade:**
  - **Dual Resistance:** The frame now provides passive resistance to two chosen damage types.
- **Level 11 Upgrade:**
  - **Critical Block:** While the Bulwark Aegis is active, any critical hit against you is negated and treated as a normal hit.
  - **Charge Activation:** You can also activate the Bulwark by spending 1 Cell Charge.
- **Level 14 Upgrade:**
  - **Comprehensive Resilience:** Gain resistance to all damage types except psychic.

Light Type Frame

This variant maximizes mobility at the expense of heavy armor, designed for agile Aegisknights who prioritize speed and dexterity over brute defense. Its lightweight design grants a modest shield bonus while boosting your movement, as represented by its use of a d8 hit die.

- **To Start (Level 1):**
  - **Base Defense:** Grants the lowest base AC among chestpiece options, reflecting its minimal plating.
  - **Mobility Augmentation:** Provides a static bonus to movement speed of +15 ft., enabling rapid repositioning.
  - **Shield Bonus Activation:** When activated, the frame projects an energy field that grants a +1 bonus to AC.
  - **Hit Die:** Uses a d8 hit die.
- **Level 4 Upgrade:**
  - **Enhanced Stride:** Your frame is further streamlined, permanently increasing your movement speed by an additional +10 ft.
- **Level 7 Upgrade:**
  - **Agile Reflexes:** The frame's lightweight construction sharpens your acumen in evading danger, granting advantage on Dexterity saving throws.
- **Level 11 Upgrade:**
  - **Unrestricted Movement:** The design improves further to prevent encumbering conditions, rendering you immune to being restrained or grappled.

- **Level 14 Upgrade:**
    - **Dash Booster:** Once per short rest, you can activate a burst of speed as a bonus action to Dash without provoking opportunity attacks.

D. Xtra-Hev Composite Frame

- **To Start (Level 1):**

    - **Hitdice**: 1d10 per level
    - **AC:** 16
    - **Constitution Bonus:** Gain a +1 bonus to Constitution saving throws and ability checks.
    - **Regen Shield:** When activated (1 Charge), the frame projects a regenerating energy shield that grants temporary hit points equal to 10 + your Constitution modifier. At the start of each turn, if any of these temporary hit points remain, the shield automatically regenerates 2 temporary hit points (up to the maximum).
- **Level 4 Upgrade:**

    - **Advanced Plating:** The frame's defensive panels improve, increasing your base AC by 1 (to AC 17).
    - **Enhanced Shield Regeneration:** The regeneration factor of your shield improves, so it now restores 4 temporary hit points at the start of each turn while active.
- **Level 7 Upgrade:**

    - **Fortified Constitution:** The frame's integration with your body improves, and the bonus it provides to Constitution checks and saving throws increases to +2.
    - **Reinforced Shield Capacity:** The maximum temporary hit points granted by the shield increase by 5.

- **Level 11 Upgrade:**
    - **Adaptive Regeneration:** If your shield was not completely depleted on your previous turn, it now regenerates an additional number of temporary hit points equal to your Constitution modifier at the start of your turn.
    - **Optimal Defense:** When your shield is fully active, conditions allow your effective AC to be treated as 18.
- **Level 14 Upgrade:**
    - **Fortress Mode:** Once per short rest, you can activate Fortress Mode as a bonus action. For 1 minute, your shield's maximum capacity increases by 50%, and you reduce all incoming damage by 2 (unless the damage comes from a source that bypasses non-magical defenses).
    - **Stalwart Mobility:** While in Fortress Mode, you gain advantage on Dexterity saving throws against effects that specifically target your movement, though your base movement speed remains 30 ft.

5. Legs and Boots Options

This piece determines your movement speed and directly influences your battlefield mobility.

A. Ultra-Duty Boots

Built for the stalwart warrior who refuses to be knocked off balance, these rugged boots are engineered with heavy-duty enchantments that anchor you to the ground—even if it means sacrificing some speed.

- **To Start (Level 1):**
    - **Stalwart Stance:** You gain advantage on saving throws against effects that would knock you back or knock you prone.
    - **Heavily Anchored:** Your base movement speed is reduced by 5 ft., setting it at **25 ft.** to reflect the boots' extra weight and bulk.
- **Level 4 Upgrade:**
    - **Immovable Resolve:** You become completely immune to knockback effects.
- **Level 7 Upgrade:**
    - **Steadfast Posture:** You gain advantage on saving throws against being knocked prone.
- **Level 11 Upgrade:**
    - **Quick Recovery:** You can stand up from being prone without using any of your movement.
- **Level 14 Upgrade:**
    - **Forcefield Footing:** You gain a +5 bonus to saving throws against any effects that attempt to forcibly move you.

B. Balanced Boots

Perfect for the agile combatant, these sleek, streamlined boots enhance your speed and nimbleness. They amplify your natural grace while helping you navigate tricky terrain and avoid entangling hazards on the battlefield.

- **To Start (Level 1):**
    - **Fleet Footed:** Increase your movement speed by +5 ft., setting your base movement speed at **35 ft.**
    - **Agile Evasion:** Once per short rest, you can gain advantage on saving throws against trip attacks.
- **Level 4 Upgrade:**
    - **Terrain Mastery:** You ignore the effects of difficult terrain, letting you move as if the ground itself were smooth.
- **Level 7 Upgrade:**
    - **Burst of Speed:** Gain an additional +10 ft. bonus to movement speed.
- **Level 11 Upgrade:**
    - **Speed Preservation:** You gain advantage on saving throws against effects that would reduce your speed.
- **Level 14 Upgrade:**
    - **Vertical and Fluid Mobility:** You gain the ability to traverse vertical surfaces and liquids during your turn without falling—opening up new tactical avenues for maneuvering in unconventional environments.

C. Blastcore Soles

For the bold and unpredictable fighter, these cutting-edge soles infuse your every step with volatile energy. They grant you explosive speed and gravity-defying leaps that catch foes off guard, making your movement as disruptive as your combat style.

- **To Start (Level 1):**
    - **Explosive Propulsion:** Your base movement speed increases to **40 ft.**, channeling unstable energy beneath your feet.
- **Level 4 Upgrade:**
    - **Extended Reach:** Your jump distance increases by 25%, allowing you to cover more ground in your leaps.
    - **Acrobatic Edge:** You have advantage on jump checks if you have a 10-ft running start. Additionally, once per short rest, you may attempt to leap over enemies without provoking opportunity attacks (make an Acrobatics check using a DC determined by enemy size, e.g., DC 11 for medium enemies).
- **Level 7 Upgrade:**
    - **Seamless Leap:** Once per short rest, you can automatically leap over enemies without provoking opportunity attacks—trusting your explosive momentum to carry you effortlessly.
- **Level 11 Upgrade:**
    - **Aerial Dominance:** Your enhanced training allows you to leap up to **60 ft. horizontally** or **30 ft. vertically**, propelling you into superior tactical positions.
- **Level 14 Upgrade:**
    - **Shockwave Landing:** You gain immunity to fall damage. Furthermore, when you land after a leap, you create a shockwave that deals **2d10 force damage** to all creatures within 10 ft., demonstrating the raw kinetic force behind every jump.

6. Raiment Features

Acquired at 3rd level, this piece is the core of your suit and provides the largest suite of abilities that scale with level. (Raiment upgrade progression: base at Level 3; immediate enhancement at Level 3; upgrades at Levels 6, 8, and 12.)

Photonic Cape
A high-tech cloak suffused with prismatic energy, the Photonic Cape allows its wearer to harness light and shadow in defense and stealth. Even at its base, it enhances your protective and evasive abilities; as you invest in upgrades, it evolves into a conduit for defensive magic, enhanced stealth, and rapid movement.

- **To Start (Level 3):**
    - **Shield Casting:** You may cast the *Shield* spell a number of times per long rest equal to your proficiency bonus (minimum twice). This reactive defense helps you absorb sudden blows by magically deflecting attacks.
    - **Displacement Effect:** Once per day, you can invoke a Displacement effect (as per the corresponding spell's description), temporarily distorting your image so that enemies have disadvantage on attack rolls against you.
    - **Stealth Enhancement:** When you are in dim light or darkness, the cape refracts ambient light to help you blend with the shadows, granting you a +2 bonus on Stealth checks.
- **Level 6 Upgrade:**
    - **Invisibility & Flight Activation:** Once per short rest, you can activate the cape's enhanced photonic emitter. As an action, you become invisible for 1 minute. Additionally, for the next 30 minutes, you gain a flying speed of 30 ft., allowing you to reposition or escape with ease.
- **Level 8 Upgrade:**
    - **Harmonic Resistance:** The prismatic energies within the cape start to absorb external forces. You gain resistance to both radiant and necrotic damage, reducing the harm from these potent energy types.
- **Level 12 Upgrade:**
    - **Radiant Immunity & Teleportation:** Your armament reaches a new pinnacle of defensive magic. You gain immunity to radiant damage. Furthermore, as a bonus action, you can teleport up to 60 ft. to a location you can see (usable once per short rest).
- **Optional Higher-Level Upgrade:**
    - (At your DM's discretion, a future upgrade may grant you the ability to cast *Prismatic Wall* once per long rest without expending any Cell Charges, further solidifying your role as a dynamic, near-impenetrable force on the battlefield.)

Soul Core Manifold
A cutting-edge core of raw elemental power integrated into your raiment, the Soul Core Manifold channels a potent surge of energy that fuels your abilities. It grants bonus Cell Charges and the unique ability to cast a chosen version of Hellish Rebuke, with further upgrades enhancing its recharge efficiency, defensive counterattacks, and elemental fortitude.

- **To Start (Level 3):**
    - **Bonus Cell Charges:** You gain two extra Cell Charges compared to other raiments, allowing you to power additional abilities.
    - **Elemental Rebuke:** You may cast *Hellish Rebuke* (using an elemental type of your choice, determined at the time of acquisition) a number of times per long rest equal to your proficiency bonus.
    - **Enhanced Recharge Rate:** Your recharge rate improves, allowing you to regain an extra ½ hit die worth of Cell Charges per short rest.
- **Level 6 Upgrade:**
    - **Elemental Resistance:** You gain resistance to your chosen elemental type, reducing damage from that element by half.
- **Level 8 Upgrade:**
    - **Retaliatory Burst:** When a creature within 10 ft. hits you with a melee attack, you automatically deal 2d8 retaliatory damage of your chosen elemental type to the attacker.
- **Level 12 Upgrade:**
    - **Elemental Immunity & Shielding:** You become immune to your chosen element. In addition, you gain a reaction-based shield that can fully negate one incoming attack per short rest.

Godhead Shard

A radiant fragment of divine essence, the Godhead Shard infuses your raiment with celestial power. Far more than a mere accessory, it integrates divine spells and sacred invocations directly into your armor—empowering you to channel miracles on demand. While potent on its own, its true brilliance is revealed when you align it with other divine components, transforming your Aegisknight into a living conduit of sacred might.

- **To Start (Level 3):**
    - **Divine Spellcasting Integration:** Choose two divine cantrips and one 1st-level divine spell (similar in function to the Magic Initiate feat, but seamlessly built into your raiment)
    - **Enhanced Cell Charge Pool:** You gain the second-highest pool of Cell Charges among all raiments, ensuring you have ample energy to activate your other magical abilities.
- **Level 3 Upgrade:**
    - **Sacred Recharge:** The shard grants you the ability to attempt to restore 2 Cell Charges per short rest. To do so, you must succeed on a DC 14 Religion check within three attempts. Each attempt requires using a small fuel component—such as incense, candles, or a 5 gp expenditure per Cell Charge restored—symbolizing your ritualistic devotion.
- **Level 6 Upgrade:**
    - **Additional Divine Slot:** You gain an extra divine spell slot (or an extra spell effect), equivalent to one of the early abilities granted to clerics. This extra slot deepens your access to sacred magic, adding versatility to your divine arsenal.
- **Level 8 Upgrade:**
    - **Cleric Subclass Feature Integration:** You may now select one cleric subclass feature (available at 3rd level) to integrate into your armor's divine capabilities. This chosen feature is woven into your raiment's magic, providing specialized benefits that reflect your divine focus.
- **Level 12 Upgrade:**
    - **Divine Word Invocation & Advanced Recharge:** Once per long rest, you gain the ability to cast *Divine Word*, unleashing a potent blast of holy retribution. Additionally, you can restore additional Cell Charges through focused religious invocations, bolstering your energy reserves and ensuring that your divine power is never in short supply.

D. Arcanomatrix

The Arcanomatrix is a nexus of pure arcane energy intricately woven into your raiment. Designed for the aspiring arcane caster, it grants you a built-in spellcasting focus that not only supplies extra Cell Charges for your magical arsenal, but also evolves with you—integrating key wizard abilities and defensive enchantments that bolster your arcane prowess.

- **To Start (Level 3):**
    - **Arcane Spellcasting Integration:** Choose two arcane cantrips and one 1st-level arcane spell (in the manner of the Magic Initiate feat for an arcane caster). These spells are organically bound to your raiment, allowing you to wield established arcane powers with ease.
- **Level 3 Upgrade:**
    - **Enhanced Magical Capacity:** The Arcanomatrix boosts your spellcasting focus by granting extra Cell Charges dedicated to fueling arcane spells. This heightened capacity ensures you can access your stored magical energy more frequently for intricate spellcasting maneuvers.
- **Level 6 Upgrade:**
    - **Wizard Subclass Feature Integration:** You may choose one low-level wizard subclass feature (such as an early evocation or abjuration benefit) to merge with the matrix. This choice weaves specialized magical expertise into your armor, providing additional utility or power in line with your preferred arcane discipline.
- **Level 8 Upgrade:**
    - **Counterspell Conduit:** Once per long rest, you gain the ability to cast *Counterspell* without expending any Cell Charges. This built-in reaction is seamlessly integrated into the Arcanomatrix, allowing you to disrupt enemy magic when it matters most.
- **Level 12 Upgrade:**
    - **Arcane Resilience:** Your deep connection with arcane forces fortifies your defenses. You gain resistance to force damage and have advantage on saving throws against spells. This upgrade embodies the dual nature of sophisticated arcane mastery—both destructive and protective.

E. Luminant Engine

The Luminant Engine is a radiant marvel—a pulsating core of light and potential woven into your raiment. Forged by visionary luminancers and fueled by cosmic energy, it channels the ephemeral power of illumination into tangible effects. Whether you choose to send forth searing bolts of light or create protective barriers with a flash of brilliance, the Engine offers a unique blend of utility and explosive power. As its power grows, so too does its ability to bend space and unleash dazzling bursts of energy that shatter the darkness.

- **To Start (Level 3):**
    - **Causal Points:** You gain a small pool of "Causal Points" equal to your proficiency bonus. These points represent stored radiant energy that you can expend on abilities mimicking a luminancer's powers—such as a low-level version of a Causal Missile (a ranged damage effect) or a Causal Shield (an energy barrier to protect you).
- **Level 3 Upgrade:**
    - **Enhanced Energy Reservoir:** Your innate connection to the radiant forces deepens, increasing your Causal Point pool by 2. This upgrade reflects the Engine's improved efficiency in harnessing cosmic light.
- **Level 6 Upgrade:**
    - **Luminal Motion:** You acquire the ability to cast *Luminal Motion*, a dazzling 30-ft teleport, once per short rest. By spending Cell Charges to activate this ability, you vanish in a burst of radiant light and reappear at a location you can see, blending mobility with brilliance.
- **Level 8 Upgrade:**
    - **Hastened Radiance:** The Engine's protective energies begin to fortify your very being. You gain resistance to both radiant and necrotic damage, as the interplay of light and shadow shields you from opposing forces.
- **Level 12 Upgrade:**
    - **Nova Eruption:** At the pinnacle of its power, the Luminant Engine transforms into an awe-inspiring force. You gain immunity to radiant damage, and once per long rest, you can expend a large burst of Causal Points to unleash a miniature Causal Nova. This scaled-down 9th-level effect radiates from you in a blinding explosion, dealing significant radiant damage to all creatures in its area and temporarily banishing the encroaching darkness.

F. Mystery Module

Shrouded in enigma and ever unpredictable, the Mystery Module is the wild card of your raiment. Its true nature is determined by fate—a roll on a custom table (crafted by your DM) unleashes its myriad potential, whether that means bonus Cell Charges, a quirky spell-like ability, or even an extra proficiency. As its power is refined through upgrades, the module's chaotic gifts become a reliable part of your arsenal, setting you apart as an Aegisknight of limitless possibility.

- **To Start (Level 3):**
    - **Variable Effect:** Roll on a custom DM table to determine your module's baseline effect. Options might include receiving bonus Cell Charges, acquiring a unique spell-like ability, or gaining an extra proficiency in a specific skill.
- **Level 3 Upgrade:**
    - **Stable Augmentation:** The initial randomness is tempered by the module's evolving design. You gain a stable bonus—such as temporary immunity to a specific damage type once per day or a constant +1 bonus to AC—that remains in effect until further upgrades alter its nature.
- **Level 6 Upgrade:**
    - **Unlocked Potential:** The module reveals an additional ability determined by your DM's table. This extra effect might manifest as a once-per-short-rest area effect, a sudden boost to your mobility, or another surprising benefit that adds depth to your combat versatility.
- **Level 8 Upgrade:**
    - **Reality Shifter:** A rechargeable special action is integrated into the module, allowing you to "bend reality" in a small but meaningful way. For instance, you might force all nearby enemies to reroll their attack rolls once per activation, introducing a tactical twist to critical moments.
- **Level 12 Upgrade:**
    - **Module Ascendance:** The Mystery Module reaches its apotheosis—granting you a major ability (as determined by DM design) that unmistakably distinguishes your Aegisknight. This crowning effect might redefine your battlefield role, embodying the full, unpredictable power of chaos harnessed and mastered.

G. Transmorphic Belt: The Shapeshifter's Cinch

- **To Start (Level 3):**
    - **Elemental Resistance:** Upon acquiring the Transmorphic Belt, choose one elemental damage type (fire, cold, lightning, acid, or poison). You gain resistance to that damage type.
    - **Breath of Transformation:** You learn to unleash a potent breath weapon as an action a number of times per day equal to your proficiency bonus. When activated, you emit a 30-ft cone of elemental energy. Choose one of the following breath weapons at creation. You can change this breath weapon once per month, and whenever you can swap armor pieces. ***See Breath Weapon Chart for Details***

    - **Shapeshift Initiation:** As an inherent bonus action, you can activate the belt's growth mode. For a duration equal to **10 rounds + your Wisdom modifier** (minimum 1 round), your armor expands—granting you the Large Build trait. If you already possess Large Build (or have it granted by your Xtra-Hev Frame Chestpiece), you instead become Huge for the duration.
- **Level 6 Upgrade:**
    - **Enhanced Breath:** Your breath weapon damage increases by 1d10 for Radiant, Necrotic, or Force variants (or by 1d4 for Poison, raising it from 4d4 to 5d4).
    - **Extended Transformation:** The duration of your size transformation increases by an additional 5 rounds.
- **Level 10 Upgrade:**
    - **Elemental Mastery:** You may now select a second elemental variant for your breath weapon (allowing you to choose, for example, either Radiant or Necrotic on a given use) to add versatility.
    - **Augmented Resistance:** The resistance granted by your elemental choice improves—damage of that type is halved rather than simply resisted.
- **Level 14 Upgrade:**
    - **Advanced Transformation:** Once per short rest, through a bonus action you can trigger a burst transformation. For the next 10 rounds + your Wisdom modifier, in addition to gaining the Large (or Huge) Build trait, your speed and Strength score increase by 2 (temporary bonuses).

Variant	Damage & Effects
Radiant	Deals **2d10 radiant damage**. On a failed Constitution saving throw (DC = your class save DC), targets are dazzled and suffer disadvantage on attack rolls until the end of their next turn.
Necrotic	Deals **2d10 necrotic damage**. On a failed Constitution saving throw, targets suffer a reduction in maximum hit points equal to the damage taken (lasting until a long rest).
Force	Deals **2d10 force damage**. On a failed Constitution saving throw, targets are knocked back 10 ft.
Poison	Deals **4d4 poison damage**. On a failed Constitution saving throw, targets are poisoned for 1 round and take an extra **1d4 poison damage** at the start of their next turn.
Time	Deals **2d10 temporal damage**. On a failed Constitution saving throw, targets experience temporal disruption – their movement is reduced to 0 and they suffer disadvantage on attack rolls and ability checks until the end of their next turn.
Fire	Deals **2d10 fire damage**. On a failed Constitution saving throw, targets become ignited – suffering an extra **1d6 fire damage** at the start of their next turn, and flammable objects in the area may catch fire.
Ice	Deals **2d10 cold damage**. On a failed Constitution saving throw, targets become encased in a thin layer of frost, reducing their movement speed by 50% until the end of their next turn.
Sonic	Deals **2d10 thunder damage**. On a failed Constitution saving throw, targets are disoriented – they become deafened and suffer disadvantage on their next attack roll or ability check as the resounding shock unsettles them.
Electricity	Deals **2d10 lightning damage**. On a failed Constitution saving throw, targets are stunned for 1 round as the surge of energy incapacitates them.
Water	Deals **2d10 water damage** (flavored as a high-pressure, crushing jet of aqueous force). On a failed Constitution saving throw, targets become soaked and slippery, imposing disadvantage on Strength-based checks or attack rolls until the end of their next turn.
Earth	Deals **2d10 bludgeoning damage** infused with the power of shifting earth. On a failed Constitution saving throw, targets are knocked prone as the ground trembles beneath the force.

- **Capstone (Level 18 or 20):**
    - **Monstrous Metamorphosis:** Once per long rest, as an action, you can transform into a huge-sized armored monster of your choice (CR 13 or lower). In this form, you adopt the creature's stat block (per DM guidance) but retain your Aegisknight features and the ability to use your breath weapon. This transformation lasts for 1 minute.
- **Additional Notes:**
    - The breath weapon's damage scales with your level as noted above, reflecting your growing mastery over elemental manipulation.
    - Activating any manifestation of the Transmorphic Belt's abilities requires spending the appropriate number of Cell Charges per standard Aegisknight mechanics.
    - The combination of elemental resistance, versatile breath attacks, and size-altering transformation makes the Transmorphic Belt a formidable tool for adapting to any encounter.

H. Unstable Fury Core

Deep within the heart of this raiment pulses a volatile engine of primal might. Drawing on the furious legacy of barbarian rage and refined via Aegisknight ingenuity, the Unstable Fury Core transforms raw aggression into pinpoint, destructive power. Each surge unleashes soul-crushing blows against a single foe—but beware: such overwhelming energy demands a heavy price. Every activation costs an extra cell charge and teeters on the brink of catastrophic overload, reminding you that even fury can turn on its master.

- **To Start (Level 3):**
    - **Fury Mode Activation:** As an action, once per short rest, you may activate Unstable Fury mode for 1 minute. While in this state, your melee attacks deal an additional **1d6 force damage** and each successful hit grants you temporary hit points equal to your proficiency bonus. You may activate Fury Mode more than once if you expend **2 Charge Cells** but there is an inherent risk of overloading the core when this is performed.
    - **Extra Charge Cost:** All abilities granted by the Fury Core cost an additional 1 cell charge per use.
    - **Overload Risk:** At the end of each turn while in Fury mode, roll a d20. On a roll of 1–3, the core overloads—ending Fury mode immediately and forcing you to absorb 1d8 force damage as chaotic backlash.
- **Level 3 Upgrade:**
    - **Deepening the Rage:** Your Unstable Fury mode now lasts for **2 minutes**. The bonus damage on melee attacks increases to **1d8 force damage**. Furthermore, when Fury mode ends normally, you recover an additional cell charge as you reclaim a measure of the spent raw power.
- **Level 6 Upgrade:**
    - **Focused Smash:** While in Fury mode, once per short rest you can channel your rage into a devastating focused strike. Activate this ability to have your next melee attack against a single target deal an extra **2d10 force damage** that bypasses any resistances. Using this focused strike costs an additional **1 cell charge**. If the attack misses, your next overload check suffers a heightened risk: a d20 roll of 1 now triggers misfire, inflicting **2d8 force damage** upon you.
- **Level 8 Upgrade:**
    - **Field Stabilizer:** Your control over the wild energy improves. While in Fury mode, you gain **temporary resistance to bludgeoning, piercing, and slashing damage**. Additionally, the Overload check becomes slightly more forgiving—now only a roll of 1–2 (instead of 1–3) results in a misfire. The extra charge cost remains in effect, a constant reminder of the peril in channeling such furious power.
- **Level 12 Upgrade:**
    - **Fury Unleashed:** Once per long rest, you can harness the full, unbridled might of the Unstable Fury Core. As an action, expend an extra **3 cell charges** to execute Fury Unleashed—a cataclysmic single-target attack that deals **4d10 force damage**. The target must also make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier); on a failure, it is stunned until the end of your next turn.
        - **Severe Overload Risk:** While using Fury Unleashed, immediately perform an overload check. If you roll a 1 on a d20, the chaotic energies erupt back against you, inflicting **4d10 force damage**.
        - After using Fury Unleashed, you cannot activate Unstable Fury mode again until you complete a long rest, as your core requires deep recalibration from the massive energy discharge.

Additional Class Features

Extra Attack (5th Level)

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

Overclock (10th Level)

As a bonus action, once per long rest, you can overclock your suit to instantly regain 5 Cell Charges.

Apex Raiment Ability (14th Level)

Your chosen raiment unlocks its ultimate ability. (Refer to the specific raiment option's final feature below.)

Overdrive Mode (15th Level)

As an action, you enter Overdrive Mode for 1 minute. During Overdrive:

- You gain a +2 bonus to AC.
- You make an extra attack when you use the Attack action.
- At the start of each of your turns, you regain 1 Cell Charge. After using Overdrive Mode, you can't use it again until you finish a long rest.

Ability Score Improvements

Standard Ability Score Improvement levels occur at 4th, 8th, 12th, and 16th level.

Armor Features Explained

Hyperscanner's Secondary Starting Ability

Hypersensory Scanner Array
This secondary feature – built into the Hyperscanner option for the Helmet – grants advanced visual detection. At its base, it provides darkvision (up to 60 ft.) if you lack it and lets you, once per short rest, briefly highlight hidden or invisible creatures. By activating its sensor mode, the helmet temporarily overlays your vision with a subtle glow that reveals otherwise imperceptible silhouettes, ensuring you never miss stealthy foes or hidden traps.

Tech-Pauldron Benefits to Magic and Craft Preparation

Tech Pauldron (Tech Type)
The tech-pauldron is engineered for versatility in both magical and technical tasks. It grants you proficiency with an extra tool and adds two extra "robotic arms" that, while unable to attack or cast spells, sharply reduce the time needed for mundane or intricate tasks (such as crafting, disarming traps, or repairing mechanisms). These arms grant a substantial +5 bonus to actions related to such preparatory or technical activities, making your overall routine more efficient.

Starting Ability for Blastbreaker Fists

Blastbreaker Fists
Designed for raw melee dominance, Blastbreaker Fists enhance your unarmed or melee combat. From the outset, they increase your base melee and unarmed damage. Their unique design allows you to wield two-handed weapons in one hand with no penalty, and they reclassify normally non-finesse light or one-handed weapons as finesse weapons for you. This versatility means you can combine speed and power in melee engagements while maintaining a high damage profile and flexibility in weapon choice.

Somatic Satellites Synergy with Tech Pauldron

Somatic Satellites
These small floating spheres serve two roles. On their own, they act as ranged missiles (delivering 1d8 force damage) or function as temporary spell storage devices. When paired with the Tech Pauldron, the satellites integrate with the robotic arms—bypassing the normal magic action economy. This synergy permits you to cast additional non-cantrip spells in one turn (provided a spell is stored in a satellite), effectively bolstering your overall casting capacity and allowing for powerful, unexpected bursts of magical might during combat.

Starting AC Values and Abilities for Chest Armor Types

Chest Armor Options

- **Balanced Type:**
  - *Starting AC:* 14 + DEX (max2)
  - *Starting Ability:* Grants a bonus to movement speed (e.g., +10 ft.) and, once per day, an ability to activate a temporary +2 shield bonus to AC.
- **Bulwark Type:**
  - *Starting AC:* 16
  - *Starting Ability:* Once per day, negate one chosen magical or physical damage type for 1 minute.
- **Light Type:**
  - *Starting AC:* 13 + DEX
  - *Starting Ability:* Provides a static increase to movement speed (e.g., +15 ft.) and a temporary +1 shield bonus to AC while active.

Blastcore Soles Mechanics

Blastcore Soles
These advanced boots are engineered for volatile, high-speed movement. At the start, they set your base movement speed at 40 ft. and grant advantage on jump checks provided you have a 10-ft running start. Once per short rest, they allow the user to attempt a leap over enemies without provoking opportunity attacks—using an Acrobatics check with a DC that scales by enemy size. Upgrades later enhance jump distance, reduce mishap risks, and eventually confer immunity to fall damage while creating a damaging shockwave upon landing.

Soul Core Manifold Charge Boost Mechanics

Soul Core Manifold
The Soul Core Manifold is integral to the suit's energy management. In its starting mode, it grants you two bonus Cell Charges over other raiments and improves your recharge rate (restoring an extra half-hit-die's worth of charges per short rest). As upgrades are applied, the manifold further accelerates charge recovery, ensuring that your suit's active abilities remain consistently fueled during prolonged engagements.

Mechanics Tip: Cell Charge Activation for Aegisknight Abilities

Any Aegisknight ability that can be used once per short rest is activated by expending **1 Cell Charge**. If an ability has a base cost higher than 1, you must expend that many Cell Charges each time you use it.

Note: Certain armor pieces – such as the **Unstable Fury Core** – are designed to channel especially overwhelming power and inherently require extra Cell Charges for every activation of their abilities. Be sure to review each item's individual activation cost and manage your Cell Charge pool wisely during your adventures!

Godhead Shard Prayer/Rite Recharge Mechanics

Godhead Shard
This divine component, mounted atop the Soul Core, operates on a ritualistic recharge method. At the base level, it restores 2 Cell Charges per short rest—but only if you pass a DC 14 Religion check, representing a brief prayer or rite. You have up to three attempts per recharge cycle, and failure limits its restorative capacity. In addition, invoking the shard requires a material component (oils, incenses, candles, or vapor cartridges costing 5 gp per fuel cell) if you wish to improvise additional recharges. This mechanic emphasizes the spiritual discipline needed to harness divine energies.

Mystery Module Effect Chart

Mystery Module (Initial Effects)
Whenever you activate a power, power surge, or expend a cell charge- or at the request of the DM- you may choose to roll on the Wonder Module Miracore table.

Mystery Module 6th Level Upgrade Chart

Mystery Module (6th Level Upgrades)
At 6th level, the Mystery Module improves via another the Wonder Node upgrade chart provided by your DM. This chart is provided on the next page. At the start of each day and during a short rest, you may roll on the Mystery Module table to determine your Wonder Node Upgrade for the day. This power can be triggered to activate whenever you use a power surge. By expending an additional **1 Cell Charge**, you can apply a random effect from the provided chart. By expending **3 Cell Charges**, you may choose the power upgrade you

Mystery Module Level 8 Mechanic Description

Mystery Module (8th Level Upgrade)
Upon reaching 8th level, the Mystery Module gains a powerful, rechargeable special action. This ability might force all enemies within a 10-ft radius to reroll their attack rolls or saving throws, or create a short-lived field of chaotic energy that disrupts enemy positioning. The effect activates once per short rest and lasts until the end of your next turn, reflecting the module's maturing integration with your suit's overall tactics.

Mystery Module Level 12 Description

Mystery Module (12th Level Upgrade)
At 12th level, the Mystery Module reaches its apex. It unlocks a major ability chosen from a DM-provided list—such as a potent area-of-effect attack, a robust defensive shield that triggers automatically in response to incoming damage, or even a temporary alteration to movement dynamics (like slowing foes or quickening allies). This ultimate upgrade distinguishes your Aegisknight by providing a game-changing feature that epitomizes the unique and unpredictable power of your customized armor.

Whenever you use your Power Surge ability, roll a d30 (or choose an effect at random) to determine an additional benefit or complication provided by your Mystery Module:

Mystery Module Miracore Effects Table

Roll	Effect
1	Gain **2 additional Cell Charges** immediately.
2	Restore **half of your expended Cell Charges** (rounded down).
3	Your next attack deals an extra **1d8 force damage**.
4	Gain a **+2 bonus to AC** until the start of your next turn.
5	You may immediately use a **bonus action** to move **10 ft.** without provoking opportunity attacks.
6	For the next minute, **all critical hits** against you become normal hits.
7	Regain the ability to activate one modular upgrade **without spending additional Cell Charges**.
8	All allies within 10 ft. gain a **+1 bonus to attack rolls** until the start of your next turn.
9	Once before the start of your next turn, you may **reroll one failed saving throw**.
10	Your **movement speed is doubled** for 1 minute.
11	Gain **resistance to all damage types** until the start of your next turn.
12	Your next melee attack gains a **+4 bonus to damage**.
13	You may immediately cast *Shield* as a spell **without spending Cell Charges**.
14	For the next round, your weapon attacks score an **automatic critical** on a roll of 18–20.
15	Gain **advantage on all attack rolls** until the end of your next turn.
16	Your next successful attack forces the target to make a DC 15 Strength saving throw or be **knocked 10 ft. away**.
17	You may briefly see invisible or ethereal creatures (as per a **detect invisibility** effect) for 1 minute.
18	The next spell or ability you cast **costs 1 fewer Cell Charge**.
19	Create a burst of light: all creatures within 10 ft. must succeed on a DC 12 Dexterity saving throw or be **blinded** until the start of your next turn.
20	Your next spell cast **does not consume its normal Cell Charge cost**.
21	Regain **5 additional temporary hit points**.
22	Until the start of your next turn, you ignore difficult terrain and have **advantage on Acrobatics checks**.
23	Your fatigue is momentarily alleviated: **regain one expended ability feature** (DM's discretion).
24	Unleash a pulse of energy that deals **2d6 force damage** to one target within 15 ft. of you.
25	Your **next bonus action is free** and does not cost any Cell Charges.
26	Gain a **+1 bonus to all saving throws** until the start of your next turn.
27	You may **transfer 1 Cell Charge from your reserve to an ally** within 10 ft.
28	Gain a temporary boost: your proficiency bonus increases by **+1** for one round.
29	Your modular upgrades momentarily function at maximum efficiency—**choose one upgrade** to benefit from its Level 14 effect for 1 round.
30	Unleash a miniature area burst: all creatures within 10 ft. take **2d6 force damage.**

Mystery Module Wonder Module Effects

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Roll	
1	**Enh** cha
2	**Flu** of a
3	**Kin** add
4	**Rea** star
5	**Pre** dea
6	**Qu** act
7	**Sys** ma wit
8	**Rap** be cha
9	**Ene** tem
10	**Ada** you for

Diaper-School Options for the Aegisknight

These playful, irreverent components are designed for Aegisknights who favor a whimsical, diaper-themed aesthetic. They provide unique abilities and upgrades that not only fit the humorous theme but also offer tactical, flavor-rich utility for caster-builds and socially oriented characters—or even those who prefer a less "hands-on" approach.

Pacifier-Themed Helmet: The Pacifier of Quietude

For caster-builds who value quiet spellcasting and mental focus over brute protection.

To Start:

• **Silent Spellcasting:** Your pacifier helmet negates the need for verbal components when you cast spells, letting you channel your magic in an almost wordless, meditative state.

• **Telepathic Link:** You gain short-range telepathy (up to 30 ft.) to communicate silently with allies.

Level-Up Effects:

- **Level 4 Upgrade:** Your helmet mutes ambient noise around you, granting advantage on Concentration checks when casting spells in a loud environment.
- **Level 7 Upgrade:** Enhance your telepathy to extend communication range to 60 ft. and allow nonverbal spell components to be entirely dispensed with.
- **Level 11 Upgrade:** Gain a subtle "mind shield" that occasionally deflects disruptive mental effects (once per short rest, you can re-roll a failed Wisdom saving throw against a psychic effect).
- **Level 14 Upgrade:** Your silent casting becomes nearly undetectable—opponents must succeed on a DC 15 Perception check to notice you casting spells, even if you use somatic components.

Bonnet-Themed Helmet: The Bonnet of Blushing Bravado

For those who'd rather charm than conceal, this ostentatiously babyish bonnet radiates an irresistible level of adorable absurdity that distracts everyone around it.

To Start (Level 1):

• **Innocent Charm:** The bonnet bestows a +1 bonus to Charisma and grants advantage on Persuasion checks, reflecting the pure, sugary innocence of its design.

• **Captivating Cuteness:** Once per short rest, as an action, you may activate the bonnet's captivating display. When activated, every creature (both allies and foes) within 10 ft. must immediately roll a "potty check"—a Constitution saving throw (DC = your class save DC, typically 14). On a failure, the creature is overwhelmed by the sheer babyish allure and becomes distracted: they lose their reaction and have disadvantage on attack rolls and ability checks involving concentration until the start of your next turn.

Level-Up Effects:

- **Level 4 Upgrade:** The bonnet's charm intensifies—your bonus to Charisma increases by an additional +1, and the effective radius of your captivating display increases to 15 ft. In addition, any creature that fails the potty check becomes dazed for 1 round instead of merely losing their reaction.
- **Level 7 Upgrade:** Your bonnet now exudes an aura of irresistible whimsy that enhances your social prowess: you gain advantage on Deception and Performance checks related to your captivating presence.
- **Level 11 Upgrade:** The bonnet further empowers you and your nearby allies. Allies within 10 ft. gain an additional +1 bonus to saving throws against fear, charm, and effects that would "soil" their spirits, as your infectious babyish delight bolsters their resolve.
- **Level 14 Upgrade:** The pinnacle of infantile charm is reached. Once per long rest, you may invoke a "Potty Parade" as an action. When activated, every creature within 15 ft. must make a potty check (DC = 16, or your class save DC if higher). On a failure, the affected creatures become incapacitated by uncontrollable mirth and adoration for 1 round, as if caught in a state of utter, adorable distraction.

Mitten-Themed Gauntlets: The Infantile Mittens

These gauntlets feature oversized, cuddly mittens that limit fine dexterity but grant unique protective benefits.

To Start:

• **Inelegant Grip:** Your gauntlets impose a slight penalty on Dexterity-based tasks (at DM's discretion) but make your hands less susceptible to traps and poisons—granting immunity to effects that rely solely on manual touch (such as handling a poisoned item or disarming trap triggers that require delicate manipulation).

• **Anti-Curse Touch:** You have advantage on saving throws against curses or magical effects that require you to physically touch the triggering object.

Level-Up Effects:

- **Level 4 Upgrade:** Although your manual finesse remains infantile, your gauntlets bolster your brute force—increasing your unarmed strike damage by 1d4.
- **Level 7 Upgrade:** The mittens magically adjust to improve your grip in grappling, granting you advantage on Strength (Athletics) checks involving grappling or shoving.
- **Level 11 Upgrade:** Gain an additional bonus to Strength checks that involve physical tasks (such as moving heavy objects) while wearing the gauntlets.

- **Level 14 Upgrade:** Your gauntlets reach peak infantile power, giving a one-time bonus to any Strength-based contest per short rest—allowing you to automatically win a contest that involves raw physical touch.

Bib-Themed Chest Armor Option: The Soiling Shield Bib

This oversized, magically enchanted bib is designed to ward off the filth and chaos of the battlefield—ensuring that no matter how messy the combat gets, you (and your reputation) remain pristine.

To Start (Level 1):

• **Potty Protection:** You gain advantage on any ability checks or saving throws against effects that would "soil" you (whether from enemy abilities or environmental hazards), reflecting an innate resistance to the grimy influences that might otherwise tarnish you.

• **Initial AC:** Your base AC is determined as 14 + your Dexterity modifier (up to a maximum bonus of +3), representing the bib's modest physical protection.

Level-Up Effects:

- **Level 4 Upgrade:** The bib's enchantments improve—once per short rest, you can automatically succeed on a "potty check" (a saving throw against conditions that would impose a soiling or muck-related debuff).
- **Level 7 Upgrade:** As the bib becomes more robust, it grants an additional +1 bonus to AC against "mucky" effects and provides resistance to one damage type related to filth (such as acid or sludge), channeling the protective functions seen in an *Absorbent Barrier*.
- **Level 11 Upgrade:** The bib now exudes restorative magic; whenever an effect would soil or debilitate you, you gain temporary hit points equal to your Aegisknight level and reduce the duration of that effect by 1 round.
- **Level 14 Upgrade:** The ultimate enchantment of the bib awakens: once per long rest, you can invoke the "Cleanliness Covenant" as an action. For 1 minute, you and all allies within 15 ft. become immune to soiling effects and automatically dispel any active conditions tied to filth.

Playtime Engine: The Diaper Daycare Raiment

Harnessing the wholesome chaos of Diaper School, this raiment transforms your suit's central core into a beacon of nurturing mischief and disruptive battleflow.

Base Functionality (Level 3):

Drawing inspiration from the playful miracles and protective charms found in the Combat Academy Regulation Handbook, the Diaper Daycare Raiment grants you an array of diaper school–themed abilities:

• **Soothing Miracle:**
Once per short rest, invoke an aura reminiscent of the "Little Miracle" cantrip. For 1 minute, all allies within 15 ft. gain advantage on saving throws against fear and panic effects—bathed in a gentle, comforting radiance that soothes their wounds and worries. You may also create one other effect from the Little Miracle effect list that remains constant for the duration.

• **Absorbent Shield:**
When you are hit by an attack, you can use your reaction to manifest an invisible, absorbent barrier (in the style of the "Absorbent Barrier" spell). This shield reduces the triggering damage by 1d8 + your spellcasting modifier as if your raiment momentarily mops up the impact.

• **Diaper Douse Blast:**
Once per short rest, you can unleash a burst of saturated, messy energy. As an action, all creatures within a 15-ft radius must succeed on a Dexterity saving throw (DC = your class save DC) or have their movement reduced to 0 until the end of their next turn—as if suddenly caught in a drenching Diaper Douse.

Level-Up Effects:

- **Level 4 Upgrade:**
The raiment's soothing aura grows more potent. You may use Soothing Miracle one extra time per short rest.
- **Level 7 Upgrade:**
The disruptive field of Diaper Douse expands by an additional 5 ft., and its saving throw DC increases by 1. Additionally, Absorbent Shield now reduces damage by 1d10 instead of 1d8.
- **Level 11 Upgrade:**
You gain an enhanced protective synergy: once per short rest, you can combine Soothing Miracle and Absorbent Shield. When activated in tandem, you gain temporary hit points equal to your level while also reducing the next incoming attack's damage by an extra 1d8.
- **Level 14 Upgrade:**
Unlock the ultimate "Diaper Time-Out" ability. Once per long rest, as an action, you force all enemies within 15 ft. to make a Wisdom saving throw (DC equal to 16 or your class save DC, whichever is higher). On a failure, affected creatures become incapacitated—overwhelmed by the absurdity and cuteness of your raiment—for 1 round.

This Diaper Daycare Raiment weaves humor with heartfelt magic, ensuring that amidst chaos on the battlefield, your nurturing influence both disrupts foes and uplifts your allies.

Mephidium Coda: The Skunk's Tail Raiment

Embodying toxic misfortune and grimy power, the Mephidium Coda transforms your battle presence into a malodorous curse. When soiled by combat's grime, its venomous energies intensify—buffing your poison attacks and, with devilish regularity, cursing friend and foe alike with untimely accidents.

To Start (Level 3):

• **Toxic Emission:** As an action, you can activate the Mephidium Coda to exude a noxious cloud in a 10-ft radius. Every creature in that area must succeed on a Constitution saving throw (DC = your class save DC) or take 1d6 poison damage and become "soiled"—their next attack roll is made at disadvantage until the start of your next turn. *If you are wearing a messy diaper, the DC increases by +2.*

• **Soiled Buff:** When the Coda is in its "soiled" state (triggered whenever you load your diaper or when environmental grime or battle conditions "dirty" the raiment), you gain a +1 bonus to poison attack rolls and all of your poison effects deal an additional 1d4 points of poison damage.

• **Malodorous Fortitude:** You gain resistance to poison damage and advantage on saving throws against poison-based effects. You gain advantage against poison and gas-based effects that might cause you to mess your diaper, but you may voluntarily fail such a secondary effect to take half-damage or otherwise negate a primary effect (such as negating the damage of a Magic Messle missile by dumping butt into one's hero huggies).

Level-Up Effects:

- **Level 3 Immediate Upgrade:** Once per short rest, you may command the Coda to surge with extra rancor. This ability increases its poison damage by 1d4 for the next activation and temporarily boosts the saving throw DC of its Toxic Emission by 1 until the start of your next turn.
- **Level 6 Upgrade:** The area of Toxic Emission expands to 15-ft, and any creature that fails the saving throw becomes more susceptible: they take an additional 1d4 poison damage from subsequent poison effects you inflict until the start of your next turn.
- **Level 8 Upgrade:** When your Mephidium Coda is soiled, your next attack within the following round deals an extra 1d8 poison damage. Additionally, any target hit must succeed on a Constitution saving throw (DC increased by 1) or be poisoned for 1 round.
- **Level 12 Upgrade:** Unleash the ultimate "Accidental Misfortune." Once per long rest, you may invoke this power as an action. All enemies—and any unfortunate allies within a 15-ft radius—must immediately make a Constitution saving throw (DC = 16 or your class save DC, whichever is higher). On a failure, they are overwhelmed by a vile stench and become incapacitated with nausea (treated as the poisoned condition) for 1 round while taking 2d8 poison damage. Until the start of your next long rest, any activation of Toxic Emission further increases your bonus to poison-based effect rolls by +2, and your resistance to poison damage is doubled.

Flavor Text:

The Mephidium Coda is notorious among Aegisknights—both a badge of unholy misfortune and a weapon of repulsive efficacy. Like the lingering trail of a skunk, its power multiplies with every patch of filth clinging to its surface. When battle ends, its noxious aroma remains as a reminder: here, even the stench of decay has been harnessed to do your bidding.

Diaper Duty Pauldrons
Adorned with adorable embroidered swaddles, cartoonish bibs, and a scattering of tiny pacifiers, these pauldrons capture the nurturing chaos of diaper school. Infused with cleaning magic and childlike exuberance, they protect you with a refreshing burst of cleanliness—and a few surprises that will leave enemies (and allies) grinning in spite of themselves.

- **To Start (Level 1):**
    - **Absorbent Barrier:** When you are hit by a melee or ranged attack, you can use your reaction to activate an absorbent aura. Doing so reduces the damage taken by 1d6 + your proficiency bonus, as if a fresh, padded diaper cushions the blow. (Usable once per short rest.)
    - **Cleanliness Aura:** Your ever-present freshness grants you a +1 bonus to saving throws against conditions linked to messy or soiled effects (such as slippery, muddy, or chaotic battlefield states).
- **Level 4 Upgrade:**
    - **Sanitizing Swirl:** Once per short rest, you can use a bonus action to unleash a burst of cleansing energy in a 10-ft radius around you. Every hostile creature in the area must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or suffer disadvantage on their attack rolls until the start of your next turn, as they are briefly overwhelmed by an aroma of baby powder and scented wipes.
- **Level 7 Upgrade:**
    - **Diaper Dash:** Channeling the quick-change efficiency of diaper school, you can, once per short rest as a bonus action, immediately stand up (if prone) and move an extra 10 ft. without provoking opportunity attacks. This nimble burst of movement embodies that swift diaper change when every second counts.
- **Level 11 Upgrade:**
    - **Clean Sweep Counter:** Whenever you successfully use your Absorbent Barrier reaction, you can simultaneously splash a wave of cleansing liquid at your attacker. The attacker must then make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or have its movement reduced by half until the end of its next turn, as if caught in a slick torrent of freshly laundered magic.
- **Level 14 Upgrade:**
    - **Ultimate Diaper Time-Out:** Once per long rest, as an action, you can invoke an aura of absolute cleanliness. For 1 minute, all hostile creatures within 15 ft. must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or become incapacitated with the ridiculous charm and overwhelming freshness. It's as if your enemies have been put into an enforced "time-out" by the adorable authority of your impeccably clean appearance.

Luminancer

Masters of Light and Shadow, bending causality with each strike.

A hooded figure dances between darkness and light on the battlefield – one moment wreathed in radiant glow, the next cloaked in inky shadow. An orc's blade passes harmlessly through an afterimage of darkness as the Luminancer steps through a beam of light to appear behind their foe. With a crackling causal missile of pure energy, the foe is felled, never fully understanding how fate itself seemed to twist in this warrior's favor. Luminancers are hybrid combatants who blend agile martial skill with arcane "causal powers," harnessing the fundamental forces of radiance and darkness. Through intense training and meditation, they tap into a well of Causal Points – a special spell point pool representing their ability to warp light, shadow, and even probability to their will. In a world on the cusp of a new era (compatible with 2024 D&D rules), the Luminancer stands at the intersection of science-fantasy: equally adept with a dagger or laser pistol, and with one foot in the Shadowfell and the other in the light of the gods.

Design Note

The Luminancer uses a spell point system for its powers instead of traditional spell slots. This variant approach (akin to the DMG's optional Spell Points system) gives greater flexibility – the Luminancer can choose which powers to fuel with their pool of points each day, rather than being constrained by a fixed slot progression. However, this flexibility is balanced by the class's mixed ability requirements (Dexterity for martial prowess and Intelligence for power potency) and by limiting how often the most powerful effects can be used. The class draws inspiration from sources like the Arcane Trickster (a rogue who combines agility with wizardry), dunamancy magic (chronurgy and the Echo Knight's manipulation of alternate selves), and the Unearthed Arcana Lore Wizard's ability to transmute spell energies. In forging the Luminancer, we aim for a comprehensive balance between flavor and mechanics, ensuring it feels at home in a 2024 D&D game alongside official classes.

Class Features

Hit Dice

- **Hit Dice:** 1d8 per Luminancer level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution mod per Luminancer level after 1st

Armor Proficiencies

- **Armor Proficiencies:** Light armor

Weapon Proficiencies

- **Weapon Proficiencies:** Two martial weapons of your choice, one simple weapon of your choice. (If firearms or energy weapons exist in your campaign, these count as martial weapons for proficiency, and a Luminancer is trained in their use.)

Tool Proficiencies

- **Tool Proficiencies:** Thieves' tools (reflecting their roguish training)

Saving Throws

- **Saving Throws:** Dexterity, Intelligence

Skills

- **Skills:** Choose four from Acrobatics, Athletics, Deception, History, Insight, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth. (These are the same skill options available to rogues, and Luminancers are just as versatile.)

Equipment

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a simple firearm with 20 bullets (if firearms exist)
- (a) a burglar's pack or (b) a dungeoneer's pack or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

The Luminancer Level Progression

Level	Proficiency Bonus	Features	Causal Points	Powers Known	Max Power Level
1st	+2	Causal Powers, Causal Points	4	2	1st
2nd	+2	Balance of Bright and Shadow, Meditative Balancing	6	3	1st
3rd	+2	Balancer Archetype feature	6	4	2nd
4th	+2	Ability Score Improvement	9	5	2nd
5th	+3	Extra Attack	14	6	3rd
6th	+3	Balancer feature	14	7	3rd
7th	+3	—	17	8	4th
8th	+3	Ability Score Improvement	20	9	4th
9th	+4	—	27	10	5th
10th	+4	Balancer feature, Soul Raiment	27	11	5th
11th	+4	Shift Fates	32	12	6th (special)
12th	+4	Ability Score Improvement	32	13	6th (special)
13th	+5	Extra Attack	38	14	7th (special)
14th	+5	Balancer feature	38	15	7th (special)
15th	+5	See Through the Eyes of Gods	44	16	8th (special)
16th	+5	Ability Score Improvement	44	17	8th (special)
17th	+6	—	57	18	9th (special)
18th	+6	Transcendent Soul Raiment	57	19	9th (special)
19th	+6	Ability Score Improvement	64	20	9th (special)
20th	+6	Ocular Apotheosis (Capstone)	71	21	9th (special)

Causal Points

This column shows the total Causal Points you have to fuel your powers each level. (If using the optional spell-point variant rules, treat Luminancer as a full caster for points: e.g. 4 points at 1st, 6 at 2nd, 14 at 5th, etc., matching the progression above. Halfcasters like paladins would use half their level for this table, but the Luminancer's focus on causal magic grants them the full progression.) You regain all spent Causal Points when you finish a long rest. Meditative Balancing (see 2nd-level features) also allows limited point recovery on short rests.

Extra Attacks

At 5th and 13th level, the speed and causal manipulation of the luminancer allows them to make an additional melee attack whenever they activate a power or attack an enemy, once per turn at 5th and then twice at 13th.

Powers Known

This is the number of Luminancer Powers you have learned. At the levels specified, you gain additional powers of your choice from the Luminancer Powers List (detailed at the end of the class description). You must meet a power's minimum level requirement, if any, to learn it. For example, you cannot learn Translocation (which requires 3rd level) until you are a 3rd-level Luminancer. Whenever you gain a Luminancer level, you may replace one power you know with another power of your choice from the list, as long as you meet its level requirement. Some higher-level powers are marked "(special)" in the Max Power Level column – see Causal Powers below for how those work.

Max Power Level

This indicates the highest "spell level" of Luminancer power you can manifest with your Causal Points at a given class level. For example, at 5th level you unlock 3rd-level powers. You cannot spend points to use powers of a higher level than this limit. The progression of max power level for the Luminancer follows that of a full caster (reaching 5th-level powers by 9th class level, and up to 9th-level "special" powers by 17th). However, powers of 6th level and above are extraordinarily taxing – a Luminancer can only use each such high-tier power once per long rest (this mirrors how characters using the Spell Point variant can only cast one 6th+ level spell per day). These high-level powers are noted as "(special)" to indicate this limitation. They still cost Causal Points to use, but after using a 6th, 7th, 8th, or 9th-level power, you cannot use any power of that level again until you finish a long rest.

Causal Powers

Causal Points

At 1st level, you have a pool of Causal Points that you use to fuel your powers. The number of points you have is shown in the Causal Points column of the Luminancer Level Progression table. You regain all spent Causal Points when you finish a long rest. Meditative Balancing (see 2nd-level features) also allows limited point recovery on short rests.

Powers Known

At 1st level, you know two Luminancer Powers of your choice from the Luminancer Powers List. You learn additional powers as you gain levels, as shown in the Powers Known column of the Luminancer Level Progression table. You must meet a power's minimum level requirement, if any, to learn it. Whenever you gain a Luminancer level, you may replace one power you know with another power of your choice from the list, as long as you meet its level requirement.

Max Power Level

This indicates the highest "spell level" of Luminancer power you can manifest with your Causal Points at a given class level. For example, at 5th level you unlock 3rd-level powers. You cannot spend points to use powers of a higher level than this limit. The progression of max power level for the Luminancer follows that of a full caster (reaching 5th-level powers by 9th class level, and up to 9th-level "special" powers by 17th). However, powers of 6th level and above are extraordinarily taxing – a Luminancer can only use each such high-tier power once per spell level per long rest. These high-level powers are noted as "(special)" to indicate this limitation. They still cost Causal Points to use, but after using a 6th, 7th, 8th, or 9th-level power, you cannot use any power of that level again until you finish a long rest.

Spellcasting Ability – Intelligence

You have honed your mind to bend light and shadow, so Intelligence is your spellcasting ability for Luminancer powers. Whenever a power refers to your "spellcasting ability," use your Intelligence. Power save DC = 8 + your proficiency bonus + your Intelligence modifier. Power attack modifier = your proficiency bonus + your Intelligence modifier.

Using Causal Points

To manifest a Luminancer power, you must spend a number of Causal Points from your pool. The cost corresponds to the power's effective spell level, as shown below. For example, a 3rd-level power like Luminal Motion costs 5 Causal Points to use. You can only use a power at its base level (no upcasting to higher levels), but some powers have built-in scaling improvements when used at higher Luminancer level. You regain all spent Causal Points after a long rest, and can regain a small amount on a short rest via Meditative Balancing. You cannot spend points on a power if it would bring your total below 0.

Causal Point Costs

1st-level power = 2 points; 2nd-level = 3 points; 3rd-level = 5 points; 4th-level = 6 points; 5th-level = 7 points; 6th-level = 9 points; 7th-level = 10 points; 8th-level = 11 points; 9th-level = 13 points. (These costs follow the DMG's spell point table for balance.) Cantrips and minor powers (level 0) do not cost points – the Luminancer can use them freely.

Learning Powers

You start knowing two 1st-level Luminancer powers of your choice. The Luminancer Powers List at the end of this document details all available powers and any level requirements. Each time you gain a level in this class, you can learn one new power (as shown under Powers Known). At certain levels, you also automatically learn specific powers that are integral to the Luminancer (these do not count against your powers known). These fixed powers are: Soul Raiment (gained at 10th level), Shift Fates (11th), See Through the Eyes of Gods (15th), Transcendent Soul Raiment (18th), and Ocular Apotheosis (20th). You cannot replace these fixed powers upon leveling – they represent critical milestones in your mastery of light, dark, and destiny.

Components and Casting

Unless a power's description says otherwise, using a power requires the same components (verbal, somatic, etc.) as a similar spell would, and it takes the same action, bonus action, or reaction timing as the spell it mimics. For example, Causal Shield is used as a reaction (like the shield spell), Causal Missile is an action (like magic missile), etc. However, no material components are required for Luminancer powers – your manipulation of causal energy replaces material needs. Because these powers are innately fueled, they cannot be easily counterspelled by conventional means; at the DM's option, treat them as spells for interactions like Counterspell or Dispel Magic only if the power's level is 3rd or higher and the Luminancer expended points (a 0-level minor effect can't be countered, similar to a cantrip).

Causal Powercasting Focus

You can use an arcane focus as a spellcasting focus for your Luminancer powers, if desired, but it is not required – many Luminancers use their weapon or empty hand to channel light or shadow. As long as you have a free hand or a wielded weapon, you can perform the somatic gestures needed.

Balance of Bright and Shadow

2nd-level Luminancer feature (unique ability)

Starting at 2nd level, you can infuse your strikes and spells with the dual energy of radiance or darkness. This reflects the Luminancer's core philosophy of maintaining balance between light and dark. When you activate this feature, choose one of the following effects:

Radiant or Umbral Strike

Once per short rest, when you hit with a weapon attack, you can channel either searing light or chilling darkness into the blow. The attack deals an extra 1d8 radiant or necrotic damage (your choice) to the target. The damage increases as you gain levels in this class: to 2d8 at 5th level, 3d8 at 11th, and 4d8 at 17th. If the target is a creature particularly harmed by radiant or necrotic energy (DM's discretion, e.g. undead for radiant), the effect might be especially noticeable – however, your goal is equilibrium, not obliteration. The next time you use this feature, you are encouraged (but not required) to choose the opposite energy type, preserving the balance.

You may spend up to your proficiency bonus in causal points to add 1d8 radiant or necrotic damage to any strike made while you have advantage or are standing within at least dim light (radiant) or half darkness (necrotic).

Energy Rebalance (Spell Adaptation)

Once per short rest, when you use a Luminancer power that deals acid, cold, fire, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one of the other types from that list. For example, if you cast Causal Missile (which normally might deal force or radiant damage), you could decide it instead deals necrotic damage, or if you use Rock Ensnarement (bludgeoning/force), you might convert it to cold as shards of ice instead of stone. You can change only one damage type per use of a power with this feature. Essentially, you momentarily adjust the "causal wavelength" of the effect. This can also be used to change a power's associated energy aura – for instance, you could cause your Causal Shield to manifest as a shroud of shadow instead of a shimmer of light (purely cosmetic change to damage type force or radiant).

You may spend 2 causal points to initiate this power even if you have already used it once before.

You regain all uses of Balance of Bright and Shadow after a short or long rest. In keeping with your philosophy, using this ability does not inherently "imbalance" you – a true Balancer walks freely in light or darkness as needed. At 6th level and higher, features from your Balancer subclass will further enhance how you exploit both energies.

Developer's Notes

This feature was inspired by abilities like the Lore Master Wizard's Energy substitution and a homebrew "Reaper's Choice" feature, but balanced for limited use. By making it available once per short rest each for attack infusion and spell element change (effectively two uses if you employ both options), the Luminancer can flexibly respond to enemy weaknesses without trivializing damage-type resistances in the game. It also reinforces their dual nature – you are equally comfortable wielding the holy power of Radiance or the eerie force of Necrosis.

Meditative Balancing

2nd-level Luminancer feature (unique ability)

Also at 2nd level, you gain the ability to recover your mystical energy by entering a balancing meditation during a short rest. During any short rest, if you spend at least 30 minutes in a calm state of attunement with light and dark (often by dimming the lights around you or focusing on a small candle flame and its shadow), you may choose to recover Causal Points instead of Hit Points.

When you do so, roll one of your Hit Dice (a d8) and recover that many Causal Points, up to your maximum. You do not regain those hit points, as you have essentially converted the rejuvenating energy into magical fuel. You can spend additional Hit Dice in this way during the short rest (up to the normal number you could spend for healing), each die you spend either healing you or granting points, your choice for each die. For example, if you have three Hit Dice available and were wounded, you might spend two dice to heal and one die to regain points.

This practice echoes the techniques of monks and mystics who find inner balance to restore their ki or psi energy. You cannot exceed your normal maximum Causal Points through this method – excess points are simply not gained. Most Luminancers reserve this technique for adventuring days when they expect extended exertion, ensuring they can fuel a few extra powers without a long rest.

Soul Raiment

10th-level Luminancer feature (power learned automatically)

Upon reaching 10th level, you unlock a signature ability without equal on either side of the cosmic balance: the Soul Raiment. This is a special Luminancer power that you master as part of your core progression (you gain it automatically at 10th level, even if you normally would not learn a new power at this level). Soul Raiment does not count against your powers known.

Soul Raiment – "Clothing of the Soul" – allows you to envelop your body in a protective aura drawn from the essence of your soul's light and shadow. As a bonus action, you spend 6 Causal Points (treat as a 4th-level power) to activate Soul Raiment. For up to 10 minutes (concentration not required), you gain the following benefits:

Protective Aura

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, as your aura absorbs part of the impact. In effect, ephemeral armor of shimmering light and swirling shadow deflect blows before they strike true.

Empowered Strikes

Once on each of your turns when you hit with a weapon attack or Luminancer power that deals damage, you can cause the attack to deal an extra 1d8 radiant or necrotic damage (choose each time). This is in addition to any extra damage from Balance of Bright and Shadow. Essentially, while Soul Raiment is active, you channel a bit of your soul's energy into every strike.

Magical Defense

You have advantage on saving throws against spells or magical effects that deal radiant or necrotic damage, and you have resistance to radiant and necrotic damage while the Raiment persists. Years of juggling holy and unholy energies have inured you to both. (If you already have resistance to one of those types, this can effectively make you immune, at DM's option.)

The visual manifestation of your Soul Raiment reflects your character: some Luminancers glow with a soft halo and trailing shadows at their feet; others become cloaked in a half-light, their features hard to discern as if overlaid by a negative-image version of themselves. While active, dim light may radiate from you in a 10-foot radius (or you may seem to dim the light in a similar radius – choose a cosmetic effect that fits your style).

Once you use Soul Raiment, you cannot activate it again until you finish a long rest (you only have the one "suit of soul armor" per day). However, you can end the effect early on your turn (no action required), and you can still spend Causal Points on other powers while it's active.

Inspiration

This feature is akin to a combination of spells like armor of Agathys (which gives temporary protection and retaliates with cold damage) and class features like the Paladin's aura or the Fiend Warlock's Dark One's Own Shield – but tailored to the Luminancer's dual nature. It provides a mid-tier defensive boost that helps the Luminancer stand in melee despite only light armor, and it adds extra damage to keep their offense relevant. Note that by granting resistance rather than temporary HP, Soul Raiment is effective for sustained fights, fitting a level 10 feature. Later, at 18th level, this will upgrade to Transcendent Soul Raiment for even greater power.

Shift Fates

11th-level Luminancer feature (power learned automatically)

By 11th level, your understanding of causality deepens to the point where you can nudge the threads of fate itself. Shift Fates becomes a power you can wield – essentially a minor act of temporal manipulation. You automatically learn this power at 11th level (it does not count against your powers known).

Shift Fates – As a reaction when a creature you can see within 30 feet (including yourself) makes an attack roll, ability check, or saving throw, you can spend 5 Causal Points to momentarily alter fate. You force that creature to reroll the d20 and take the new result, regardless of whether it's higher or lower. You can wait until after you see the initial roll's outcome (success or failure) before deciding to use this power. The flow of time briefly splinters, offering a second chance (or a twist of misfortune).

You can use Shift Fates only once per turn (since it uses your reaction), and a given roll can only be shifted one time at most. If multiple effects would force rerolls (e.g. the target also has disadvantage, or another Luminancer tries to shift the same roll), they don't stack – typically the most recent effect takes precedence.

Using Shift Fates on an enemy's roll can turn a hit into a miss or force them to possibly fail a saving throw they would have succeeded on. Using it on an ally (or yourself) can rescue a crucial save or attack from failure – though there's always a chance the new roll is worse. This power is akin to the Chronurgy Wizard's Chronal Shift or the Divination Wizard's Portent (though Portent foresees rather than alters). It highlights the Luminancer's role as a subtle manipulator of probability.

Once you use Shift Fates, you cannot use it again until you finish a short or long rest (this limit represents the strain such meddling places on your Causal Point reserves and psyche). However, starting at 17th level, you are powerful enough to use Shift Fates twice between rests. You regain expended uses on a short or long rest. (If your DM prefers, you can instead treat Shift Fates as a regular power costing 5 points with no per-rest limit beyond your points – but the recommended approach is to limit its uses, as constant rerolling could slow down gameplay and overshadow a Diviner's Portent.)

See Through the Eyes of Gods

15th-level Luminancer feature (power learned automatically)

At 15th level, you unlock an extraordinary ability to perceive reality on a higher level – glimpsing what only gods and some archmages can. See Through the Eyes of Gods is automatically learned at this level as a Luminancer power (not counting against powers known).

See Through the Eyes of Gods – As an action, you spend 11 Causal Points (treat as an 8th-level effect) to drastically expand your senses for 1 hour. For the duration, you gain Truesight out to 120 feet. With Truesight, you perceive things as they truly are: you can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of shapechangers or creatures transformed by magic. In addition, you can see into the Ethereal Plane out to 120 feet.

While this power is active, your eyes typically shine with a luminous white or deep black (or one of each color) indicating the divine sight you've been granted – it's often obvious to onlookers that you are in an altered state of vision. Some Luminancers report that when using this ability, they see the presence of fate lines connecting individuals or faint auras of light or shadow around people reflecting their moral state, effectively giving them an almost godlike insight. This is up to DM's flavor – mechanically, the key benefit is Truesight.

Once you use this power, you cannot use it again until you finish a long rest. Activating such heightened perception is taxing, akin to casting a 6th-level or higher divination spell. In fact, this can be seen as analogous to the true seeing spell (6th level) cast on yourself, but even stronger due to the extended range and possibly additional cosmic insights (hence the higher point cost).

This feature symbolizes the Luminancer nearing the pinnacle of their journey. For a time, they literally see as the gods do, peeling back shadows and illusions. It comes just before their final transformations (18th and 20th level features), preparing them to act with greater certainty and understanding.

Transcendent Soul Raiment

18th-level Luminancer feature (power learned automatically)

By 18th level, the protective Soul Raiment you first manifested at 10th level evolves into its Transcendent form. This power is automatically learned at 18th level. When you use Soul Raiment now, it is significantly enhanced as follows (you effectively have a new 9th-level power version of it, costing 13 points, which you may simply call Transcendent Soul Raiment to differentiate from the base version):

No Concentration, No Limitation

Your Soul Raiment no longer requires any focus to maintain – it simply lasts the full duration. Additionally, you can now use it twice per long rest if you wish (though rarely will one need it twice in a day at this power level). Also, activating Transcendent Soul Raiment does not expend your normal Soul Raiment daily use – it is treated as a separate high-level ability.

Improved Resistance

While the Raiment is active, you gain resistance to all damage types except force and psychic. The light and shadow energies enwrap you so fully that they deflect elemental as well as physical harm. (Radiant and necrotic were already covered; this adds acid, cold, fire, lightning, thunder resistance on top.) You also have advantage on all saving throws against spells. Essentially your soul's energy buffers you from magical assault in general.

Flight

You gain a flying speed equal to your walking speed. When you manifest this transcendent aura, either angelic wings of light or demonic wings of shadow (or a Yin-Yang swirling vortex, or any visual you choose) emerge, allowing you to hover and fly with perfect maneuverability. This flight lasts as long as the Raiment does.

Augmented Strikes

The extra damage on each attack that Soul Raiment provided increases to 2d8 radiant or necrotic (your choice each time). Furthermore, whenever you deal that extra damage to a creature, you can also reduce that creature's speed by 10 feet (as the binding energy of light and dark partially paralyzes them) until the start of your next turn.

Transcendent Soul Raiment still has the base duration of 10 minutes, and you still activate it as a bonus action. It costs 13 points (a 9th-level power), and can be used once per long rest (as with any 9th-level effect). If you have any uses of the base Soul Raiment left, you may still use those separately (perhaps to conserve points) – but typically at 18th+ level you will favor the transcendent version for its sheer superiority.

Visually, a Luminancer using Transcendent Soul Raiment is a sight to behold: they become a kind of avatar of balance, perhaps half their body glowing bright as day and the other half dark as midnight. Some even appear to take on a translucent, otherworldly form, as if stepping partly into another plane. This is the next-to-final step of your evolution, when you yourself become a bridge between the light and dark realms.

Ocular Apotheosis

20th-level Luminancer feature (Capstone power learned automatically)

At 20th level, you achieve Ocular Apotheosis – the "divine eye." This capstone represents the culmination of your cause-manipulating abilities. Your senses and understanding reach a level of near-omniscience in moments of need, and your mastery of light and shadow is unparalleled.

Permanent Truesight

Your eyes are forever changed by your experiences. You now have Truesight out to 60 feet at all times, even when not using any power. This is a permanent passive benefit – you see through darkness, invisibility, shapeshifting, and illusions automatically within that range. (If you still have See Through the Eyes of Gods available, that can further extend it to 120 ft and beyond temporarily, but your baseline sight is now superhuman.)

Ocular Apotheosis – Foresight

As an action, you can fully invoke your apotheosis to gain a brief flash of true foresight (as the spell foresight, 9th-level). This costs 13 Causal Points. When you do so, you touch a creature (which can be yourself) and grant it preternatural awareness for 1 minute. For that duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws; and other creatures have disadvantage on attack rolls against it. Essentially, your perfected eyes grant the target a glimpse a few seconds into the future – enough to predict enemy moves and outcomes. Once you use the Foresight aspect of Ocular Apotheosis, you cannot do so again for 1 week (this is an immensely powerful effect, essentially replicating one of the strongest protective spells).

Causal Nova (Light & Dark Unleashed)

Additionally, as a part of activating Ocular Apotheosis or as a separate action when Apotheosis is already active, you can unleash a Causal Nova – a burst of raw light and shadow energy. Choose any number of creatures within 30 feet that you can see. Each target is struck by

either searing radiance or consuming darkness (your choice for each target). Chosen creatures must make a Constitution saving throw against your Power save DC. On a failed save, a creature takes 6d10 radiant or necrotic damage (whichever you chose for that creature) and is blinded (if hit by radiant) or deafened (if hit by necrotic) until the end of your next turn. On a successful save, it takes half damage and isn't blinded/deafened. Creatures of your choice in the area automatically succeed on the save (you can spare allies the effect). This is effectively a 9th-level mass burst akin to sunburst (radiant) or weird (necrotic), but scaled slightly down to not overshadow those spells entirely. You can use Causal Nova once, and you regain the ability to do so after a long rest.

After using any part of Ocular Apotheosis, your eyes may burn with an intense glow or dark haze for days, marking you clearly as something beyond mortal. The week-long recharge on the foresight power ensures this remains a narrative ace-in-the-hole rather than a every-day buff, while the passive Truesight and powerful Nova give you a truly epic presence in the final tier of play.

In summary, at 20th level, the Luminancer has nothing left to fear from the unknown – they literally see all and can bend fate and light to their ultimate will. The Ocular Apotheosis namesake underscores that it is through their Eyes (the lens of causality) that they ascend.

Luminancer Archetype: The Balancer

3rd-level Luminancer feature

At 3rd level, you choose a specialization of your Luminancer abilities known as an Archetype. The Luminancer who follows the Balancer path embraces the interplay of light and dark fully. (At the DM's discretion, other archetypes might exist for those who focus purely on Light or purely on Shadow, but the Balancer is presented here as the core subclass.) Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels. These features are detailed under The Balancer below.

The Balancer (Luminancer Archetype)

Luminancers who pursue the Balancer archetype are devoted to the principle that light and dark are two sides of the same coin – and true power comes from using them in harmony. Rather than aligning with holy radiance or embracing shadow and necromancy exclusively, a Balancer walks the middle path. They can wield both radiant and necrotic energies interchangeably without prejudice or moral bias. In practical terms, this means a Balancer is adept at switching damage types, combining effects, and maintaining equilibrium so that neither aspect of their power eclipses the other. They might see themselves as guardians of cosmic balance, or simply pragmatic warriors who use every tool available.

Equilibrium Techniques

3rd-level Balancer feature

When you choose this archetype at 3rd level, you immediately gain two benefits that underscore your ability to wield dual energies in concert:

Umbral and Luminal Channeling: Whenever you use Balance of Bright and Shadow to imbue an attack with extra damage, you can choose to split the damage between radiant and necrotic. For example, if your attack would deal an extra 1d8 and you have this feature, you could have it deal 1d4 radiant and 1d4 necrotic instead (each die still increases with level as normal, just split). This essentially lets you dual-infuse an attack. If a creature has resistance to one of those types but not the other, this split could help some damage get through. Additionally, when you use the Energy Rebalance option to change a spell's element, you can do so without expending the once-per-rest limit – you effectively get one free usage of Energy Rebalance that doesn't count against the base feature's usage. This means you could, for example, change a power's damage type to radiant in one round and to necrotic in the next, as needed, even if you've already used Balance of Bright and Shadow to buff an attack. The Balancer specializes in fluidly swapping energies.

Balanced Mind: You gain proficiency in Wisdom saving throws (on top of your class's Dex and Int saves). Moreover, if you are subjected to an effect that causes the charmed or frightened condition and it has a connection to either brilliant light (e.g. a unicorn's shimmering gaze) or terrifying darkness (e.g. a shadow dragon's presence), you have advantage on the save to resist. Your exposure to extremes of light and dark has steeled your psyche against emotional manipulation from either. (If you already have Wis save proficiency from another source, you may instead gain proficiency in Charisma saves or a skill of your choice reflecting your centered psyche.)

These techniques ensure that from the moment you become a Balancer, you handle radiant and necrotic forces more deftly than other Luminancers, and you maintain a calm neutrality of mind. Many Balancers describe this state as being "in the eye of the storm," untouched by the swirling light and shadow around them.

Duality Strike

6th-level Balancer feature

At 6th level, you learn to follow up a light-imbued attack with a shadow-imbued one (or vice versa) to devastating effect. Whenever you use Balance of Bright and Shadow to add radiant damage to an attack, your next attack (within 1 minute) that adds necrotic damage (either via Balance of Bright and Shadow again if you regain it, or via another class feature or power that deals necrotic) deals an extra +1d8 damage. Similarly, if you first add necrotic and then follow with radiant, the second attack gets +1d8. This extra damage is in addition to the normal extra damage dice from Balance of Bright and Shadow, and does not consume any additional uses – it's essentially a "combo bonus" for alternating your energies.

For example, say a Balancer Luminancer strikes a foe and uses their feature to deal +1d8 radiant. On their very next turn, they manage to hit the same (or another) foe and this time channel necrotic – that second hit would deal +1d8 necrotic from Balance (as normal at this level) plus an additional 1d8 necrotic from Duality Strike's effect. After that, the combo bonus is expended until you set it up again by alternating in the sequence (essentially, you only ever get one bonus die on the "second hit" of a light→dark or dark→light sequence).

In addition, Duality Strike allows you to empower your cantrips or minor powers in a similar way. If you cast a cantrip or use a power that deals radiant damage, the next cantrip/power you use that deals necrotic (within 1 minute) gains a +1d8 bonus damage die, and vice versa. This makes even your low-cost abilities pack a punch when used in alternating fashion.

Finally, Duality Strike subtly improves your Causal Nova (from Ocular Apotheosis): when you unleash your Nova at 20th level, Balancer training lets you mix a blinding flash and a deafening darkness in one wave. Creatures failing vs radiant Nova damage are blinded, and those failing vs necrotic are deafened – a Balancer can choose to impose both conditions on a creature that fails if they desire (though it has no practical extra effect unless the creature somehow would resist one condition but not the other).

Equilibrial Resilience

10th-level Balancer feature

By 10th level, your constant weaving of light and dark grants you a form of homeostasis in battle. Whenever you take radiant or necrotic damage, you gain a protective boon on the opposite energy type until the end of your next turn. For instance, if an enemy's flame strike spell deals radiant damage to you, you become resistant to necrotic damage until end of your next turn. If a wraith hits you with life-draining necrotic touch, you gain resistance to radiant damage until end of your next turn. This essentially means foes can no longer exploit one type of energy against you repeatedly – hitting you with one only strengthens your defense against the other.

Additionally, if you currently have temporary hit points or a protective ward (like Causal Shield active, or a shield of faith spell, etc.), and you take damage of a type you're resistant to (including those gained from this feature or from Soul Raiment), you can choose to transfer that resistance momentarily to one ally within 10 feet. As a reaction, reduce your own resistance to that damage (for that single instance) and give the ally resistance to that instance of damage instead. Essentially, you can take the full brunt of a hit to spare an ally who wasn't resistant. For example, you and an ally are caught in an enemy cleric's destructive wave that deals necrotic; you have Equilibrial Resilience and/or Soul Raiment granting you necrotic resistance, but your ally does not – you can use your reaction to let them benefit from your resistance for that wave, halving their damage while you take normal damage. This usage consumes no points and is simply an expression of your balanced aura protecting others.

Equilibrial Resilience also amplifies your Meditative Balancing: during a short rest, when you convert Hit Dice to Causal Points, you now also regain a number of hit points equal to your Intelligence modifier for each die you spend for points. It's not as efficient as using the die purely for healing, but it means you don't completely forgo healing when you meditate – your balanced energy mends you slightly even as it fuels your magic.

Warden of the Twilight

14th-level Balancer feature

At 14th level, you have become a true Warden of the Twilight, an expert at manipulating the threshold between light and dark. You gain several potent abilities:

Twilight Shroud: You can create an aura of twilight around you at will (no cost). This aura extends 20 feet from you and moves with you, lasting up to 1 minute once activated (you can dismiss it early). Within this shroud, dim light prevails (bright light is reduced one step and darkness is raised one step to dim, effectively balancing lighting conditions). Any creature of your choice starting its turn in the shroud regains hit points equal to your Intelligence modifier if it is below half its hit point maximum, thanks to the comforting balance of light and dark empowering their life force. Conversely, any hostile creature in the shroud finds the mixed lighting disorienting – their attack rolls suffer a –2 penalty as long as they are in the area (their eyes can't fully adjust to the constant shift). You can use Twilight Shroud a number of times equal to your Int modifier per long rest. This ability mirrors some effects of the Twilight Cleric's Twilight Sanctuary, though toned down (no temp HP, but minor regeneration and attack debuff instead).

Balance Mastery – Bright to Dark: When you use an ability or power that changes damage types or elements (like Balance of Bright and Shadow's spell adaptation or any similar effect), you can do so without expending that feature's use and you can change two different damage types in the same casting. For example, suppose you have a power that creates both fire and radiant damage in different parts (hypothetically); you could change the fire to cold and the radiant to necrotic in one go. Or more practically, if a spell deals 2 damage types (like flame strike does fire and radiant), you could alter both types to two new types of your choice. This level of fine control is rare even among archmages.

Empowered Causal Flow: Once per long rest, when you roll Causal Points on Meditative Balancing or use Shift Fates, you can choose to maximize the result instead of rolling. For meditating, that means you treat a spent Hit Die as if it rolled an 8 (full points regained). For Shift Fates, it means after forcing the reroll, you can take it a step further and declare the outcome is automatically a success or failure (your choice) – essentially a mini Convergent Future (like the Chronurgy wizard's 14th-level feature that can set a roll to minimum or maximum). However, doing this with Shift Fates is incredibly taxing – after you do so, Shift Fates immediately ends if it was ongoing, and you cannot use Shift Fates again for 24 hours. This is your "ultimate" fate balancing trick, used in dire circumstances.

A 14th-level Balancer stands as a peerless mediator of opposing forces. In battle, they seem to carry a piece of dusk and dawn with them, shielding allies and confounding foes. Their mastery of switching energies makes them unpredictable – an enemy cannot guess whether the next attack will burn with holy light or corrode with fell darkness.

Roleplaying note: Balancers at this level often think of themselves as beyond conventional morality of good/evil – they see the bigger cosmic picture. Some may form orders or brotherhoods dedicated to maintaining equilibrium (perhaps intervening if one faction of celestial or fiend gains too much power). Others might struggle with their identity, walking the knife's edge between two extremes. In any case, their power is respected (and perhaps feared) by those on both sides who don't fully understand the need for balance.

Luminancer Powers List

(Listed by ascending level; powers marked with an asterisk * are learned automatically at the specified class level instead of chosen.)

Below is a comprehensive list of Luminancer Powers available to the class. These powers mimic spell effects or unique magical abilities. The list is organized by the equivalent spell level (or power rank). Remember that as a Luminancer, you use your Intelligence for these powers' attack rolls or saving throw DCs. Unless otherwise stated, if a power requires a saving throw, the DC is your Power save DC.

0-Level (Cantrip-equivalent) Powers:

(These minor powers do not cost Causal Points and can be used freely.)

Radiant Spark / Umbral Spark: You know a simple ranged bolt attack that you can flavor as either a mote of light or a shard of shadow. Make a ranged spell attack against a target within 60 ft. On a hit, the target takes 1d8 damage, either radiant (if a radiant spark) or necrotic (if umbral spark), your choice each time you use it. This power's damage increases as you level (scaling like a cantrip: 2d8 at 5th, 3d8 at 11th, 4d8 at 17th). For every extra point spent, increase bonus to hit and damage by +1. You inherently learn this at 1st level, reflecting your basic training (doesn't count against powers known).

Light Bending: You manipulate light around an object or creature. This is similar to the light and darkness cantrips combined in a minor way. You can dim a 10-foot radius of bright light to dim for 1 minute, or increase a 10-foot radius of dim light to bright. Alternatively, you can create small illusions of light and shadow – simple images or silhouettes equivalent to a minor illusion spell (but visual only). Creatures inspecting the illusion can discern it with a successful Investigation check against your power DC. This is useful for small tricks: e.g., create a patch of shadow to hide a small item, or a brief holographic-like image.

Causal Minor Shield: A brief burst of causal energy protects you. When you cast this (reaction to an attack), you gain a +2 bonus to AC against that attack. This is effectively a very weak version of the shield spell. It won't stop magic missiles or multiple attacks, but it might turn a hit into a miss occasionally. You'd use this cantrip when you're low on points but really want to try preventing a single hit. (DM may rule that you must declare this before knowing the attack roll, unlike the full Shield which is after hit, since it's minor.)

Trace Fate: By concentrating briefly, you get a minor insight into immediate outcomes. You perform a tiny divination, like rolling a d20 and recording the number. On your next ability check or attack roll within 1 minute, you can choose to use that recorded number instead of rolling (you must decide before rolling normally). This is akin to a much weaker Portent (Diviner Wizard) – essentially you "peek" at one possible outcome and can follow it if desired. Once you use the stored number, this cantrip's effect ends. If not used, the glimpse fades after 1 minute. You can only have one Trace Fate "glimpse" at a time.

1st-Level Powers:

Causal Missile: You unleash darts of pure causal force that never miss their mark. This functions like the magic missile spell. You create three glowing projectiles of energy (they may appear as slivers of white light or black shadow or twisting yin-yang bolts). Each dart automatically hits a creature of your choice within 120 ft that you can see, dealing 1d4+1 force damage each. You can direct the darts at one target or split them among several. Cost: 2 points. (At higher Luminancer levels, this power creates more darts – following the scaling of magic missile: 1 additional dart for each power level above 1st, so when you unlock 3rd-level powers, you could spend 5 points to cast a stronger version with 5 darts, etc. But normally you'll use it at base level.)

Causal Shield: In the blink of an eye, you raise a ward of causality to foil an attack. This mimics the shield spell. As a reaction when you are hit by an attack or targeted by magic missile, you create an invisible barrier of force. You gain +5 bonus to AC against that triggering attack (and any other attacks until start of your next turn), potentially turning the hit into a miss. You also become immune to magic missile for that moment. The visual of your Causal Shield might be a brief flash of light or a disk of darkness intercepting the blow. Cost: 2 points.

Luminal Motion: You momentarily become light-as-a-photon, blinking out of one spot and into another. This replicates the effect of misty step. As a bonus action, you teleport up to 30 feet to an unoccupied space you can see. You leave behind a slight afterimage or a burst of motes where you were, and appear with a flicker. Cost: 2 points. (Requirement: Luminancer 3rd level, as this is equivalent to a 2nd-level spell.) – Note: At later levels, you may combine this with powers like Umbral Duplication (for example, teleport and swap with your duplicate), but that requires those powers.

Rock Ensnarement: You call upon earth energy to bind a foe's legs. This power causes jagged rocks and earthen spikes to erupt and entangle creatures, similar to a mix of entangle and earthbind. Choose a point on the ground within 90 ft. At that point, the ground in a 20-foot square erupts with stony tendrils. Creatures in that area must succeed on a Strength saving throw or be restrained by the rocky vines. While restrained, their speed is 0 and attacks against them have advantage. They can use an action to attempt a new Str check to break free. The area becomes difficult terrain for the duration (1 minute). Cost: 2 points. (You require 3rd level to learn this, as it's based on a 1st-level spell.)

Elemental Ward: You create a ward to protect against elemental harm. When you use this power, choose one damage type: acid, cold, fire, lightning, or thunder. You (or one creature you touch) gain resistance to that damage type for 1 hour. This mirrors the effect of protection from energy but shorter duration (the original is concentration up to 1 hour; you make it fixed 10 minutes or similar for balance). Alternatively, you can cast this reactionary like absorb elements: as a reaction to taking elemental damage, gain resistance to that instance and deal an extra +1d6 of that type on your next attack. You decide which mode when learning the power (or the DM may allow either mode each use). Cost: 3 points.

Self-Empowerment: You flood your body with balanced energy, boosting your physical capabilities. This power is like a mini haste or enhance ability. As a bonus action, you spend 3 points to gain the following for 1 minute: +10 feet to your movement speed, advantage on Dexterity checks and saving throws, and you can make one additional weapon attack as part of your Attack action on each turn. However, attacks against you have advantage until this effect ends (as your defenses are slightly lowered while pushing your limits). This risk reflects balancing on a razor's edge. When the effect ends, you must succeed a DC 10 Constitution save or gain one level of exhaustion. (Requirement: Luminancer 5th level; this is roughly 3rd-level spell power.)

Umbral or Luminal Duplication: Through either solidified shadow or holographic light, you create a duplicate of yourself. This power functions similarly to an Echo Knight's echo or the mirror image spell, depending on how you use it. You have two modes:

Mirror Images: By spending 2 points, you create three illusory duplicates of yourself that mimic your actions (like mirror image). These images impose a chance for enemies to hit them instead of you. An attacker must roll to see if they hit an image; images are destroyed when hit. This lasts 1 minute.

Echo Duplicate: By spending 3 points, you summon a single semi-real duplicate (made of shadow or light) in an unoccupied space within 15 ft. This duplicate lasts until destroyed (AC equal to 10 + your proficiency, 1 HP) or until you dismiss it. You can move it on your turn (up to 30 ft) and you can mentally swap places with it as a bonus action (teleporting both of you, no limit on uses, akin to Echo Knight's switch). You can also make attacks from the duplicate's position when you take the Attack action (essentially extending your melee reach or angle). Unlike mirror images, this duplicate isn't an illusion but a conjured entity of light/shadow. Only one duplicate can exist at a time from this power. This power costs 2 or 3 points depending on mode. (Requirement: 5th level for Echo mode.) It synergizes with Mutual Substitution (below).

Translocation: You momentarily step through the veil between here and there. This is effectively dimension door on a smaller scale, or vortex warp style teleportation of others. You have two uses:

Personal Translocation: As in Luminal Motion, you teleport yourself 30 ft (or potentially farther at higher level with more points). At base (3 points) you can do up to 60 ft (like an advanced misty step).

Mutual Substitution: (Requires 5th level, 3 points) Choose two creatures you can see within 60 ft of you. They must each make a Charisma saving throw if unwilling (or automatically fail if willing). If both fail (or are willing), you swap their positions instantaneously – each teleports to where the other was. An unwilling creature that succeeds on the save is not moved. This can be used on yourself and an enemy, yourself and ally, or two other creatures. This is akin to a swap places ability. After using any Translocation, you can't cast another teleport power until your next turn (to avoid chaining infinite teleports). Cost: 3 points.

2nd-Level Powers:

Veil of Shadows: You wrap an area or a creature in a cloak of shadow. This functions like the invisibility spell when cast on a creature, or like darkness spell when cast on an area. When you learn this power, choose one mode (or learn it twice for both):

- **Invisibility:** One creature you touch (or yourself) becomes invisible for up to 1 hour or until they attack/cast a power. Anything the target is wearing or carrying is also invisible. This costs 3 points (2nd-level).
- **Shadow Sphere:** You create a 15-foot-radius sphere of magical darkness centered on a point within 60 ft, which lasts up to 10 minutes (concentration). No light can illuminate it, and even creatures with darkvision can't see through it. However, you as a Luminancer can see through your own magical darkness normally (thanks to your balancing of light/dark). Costs 3 points. (Requirement: 3rd level.)

Blinding Gleam: You emit a sudden flash of intense light. All creatures in a 20-foot cone or 15-foot radius (your choice) originating from you must make a Constitution save or be blinded for 1 round. Undead and oozes have disadvantage on the save (sensitive to light). This is akin to color spray or a mini sunburst. Costs 2 points. This non-lethal power is great for escapes or setups.

Grasp of Night: Opposite of Blinding Gleam, you can invoke pure darkness to sap a foe's strength. One creature within 60 ft must make a Constitution save or take 3d6 necrotic damage and have disadvantage on strength-based checks and saves until the end of your next turn (fluffed as their strength being "shadow-bound"). If they save, half damage and no disadvantage. Costs 3 points.

Call Forth the Elements: You tap into elemental forces aside from light/dark. This versatile power lets you produce small elemental effects, akin to low-level elemental spells:

Flame Jet: You shoot a streak of fire (like burning hands 15-ft cone, 3d6 fire, Dex save half).

Frost Shards: You fling ice shards (like ice knife or Snilloc's snowball swarm, 3d6 cold in a small radius, Dex save).

Thunderclap: A concussive boom (like thunderwave, 15-ft cube, 2d8 thunder and push, Con save).

Gusting Wind: Push one creature or object with a gust (no damage, but like a strong shove 20 ft, Str save resists). You essentially know a handful of minor elemental attacks under one umbrella power. Each time you use Call Forth the Elements, choose which version. Costs 2 points per use. (This is an exception to the "no material component" rule: if a version would normally cost material (like thunderwave doesn't), ignore them.)

Elemental Infusion: Instead of attacking with elements, you infuse your weapon with an element. Imbue a melee weapon (or a handful of ammo) with acid, cold, fire, lightning, or thunder. For the next minute, that weapon deals an extra 1d6 damage of the chosen type on hit and counts as magical. If you infuse ammo, it applies to up to 20 pieces of ammunition. This mimics elemental weapon spell (3rd level, but that one gives +1 to hit too; we simplified to damage only). Costs 3 points.

Metaconcert: A strange psychic harmonic power that allows coordination with allies. When you activate Metaconcert (cost 3 points, action), choose up to 3 willing creatures within 30 ft. You and the chosen allies form a psychic network until the end of your next turn. During this time, you all gain the following benefits:

- You can communicate telepathically with each other instantly.
- The first time each of you casts a spell or uses a power on your turn that deals damage or forces saves, you can add a +1 bonus to the spell's save DC or attack roll for each other member of the metaconcert who is within 30 ft. (e.g. if 3 of you are linked, one casts a spell, they get +2 DC because two others are "augmenting").
- If two of you target the same creature with an effect in the same round, that creature has disadvantage on the second saving throw (as the combined assault overwhelms them).

Essentially, this encourages teamwork in the round following activation. This is drawn from the concept of psionic metaconcerts (multiple minds combining). It's situational but can turn the tide in a coordinated party. Once used, you cannot use it again for 10 minutes (to avoid constant spam). (Requirement: 5th level.)

Quicken Causality: You momentarily accelerate your personal timeline. This power is like a mini haste on yourself for a single turn. When you use it (bonus action, 2 points), you can take one additional action immediately. You could use this extra action to Attack (one weapon attack only), Use an Object, or even cast another Luminancer power (though not another of cost 2 or higher since that would be two spell-level effects in one turn without special class feature; DMs might limit to cantrip-level power). After using Quicken, you cannot move or take reactions until your next turn (briefly disorienting). This basically allows a quick burst of activity. (Requirement: 5th level.)

3rd-Level Powers:

Radiant Burst: You conjure a sphere of intense radiance that explodes at a point you choose. Functions like fireball but radiant. 20-ft-radius sphere, deals 8d6 radiant damage, Dex save for half. Undead and fiends have disadvantage on the save vs this. Costs 5 points. (Classic blasting option.)

Umbral Surge: The shadow counterpart to Radiant Burst. You unleash a wave of necrotic shadow in a 20-ft radius sphere at a point. All creatures in area take 6d8 necrotic damage, Con save half. If a creature is reduced to 0 by this, it disintegrates into shadow (or leaves a withered corpse) at your choice. This might prevent certain death effects from triggering (like a zombie's fortitude). Costs 5 points.

Aurora Healing: You create a mingling of light and dark energies that gently rain down on allies in a 30-ft radius centered on you. All allies (yourself included) in the area regain 3d8 hit points, and any one ally you choose in area is also cured of either one disease or one poison (your balanced energy neutralizes it). In addition, up to one undead in the area (if any) must make a Con save or take 3d8 radiant damage (you can choose a specific undead to target if multiple). This is like a mini mass healing word combined with daylight for undead. Costs 5 points. (Requirement: 9th level, as this is healing and extraordinary for non-healer class.)

Shift Probability: (Upgraded Shift Fates for multiple targets) When a group of creatures make a roll (like multiple saving throws against an effect, or multiple attack rolls at once in a volley), you can spend 5 points to impose one reroll on each of up to 3 different creatures' rolls (basically a multi-Shift Fates). Example: three enemies roll to hit your allies, you can reaction Shift Probability—enemy A rerolls attack, enemy B rerolls, enemy C rerolls. Or three allies are rolling saves vs a dragon breath, you can let each reroll. This is like a chain reaction tweak. You must use this after seeing the initial rolls but before outcomes are finalized (like Shift Fates). Requires a reaction. Costs 5 points. (Requirement: 13th level.)

Armament Multiplication: You momentarily duplicate your weapon or create ephemeral copies to strike multiple foes. When you take the Attack action, you can cast this power to conjure spectral duplicates of your wielded weapon. Instead of your normal attacks, choose up to three creatures within your weapon's range (melee or ranged). Make one attack roll against each target (each attack uses your ability mods etc.). Each target hit takes weapon damage as if hit by your weapon (but the damage type can be radiant or necrotic or the weapon's normal type, your choice). After this attack, the duplicates vanish. This effectively lets you hit three different targets with one action, but you do not hit any target more than once. It's like steel wind strike lite (that spell does 5 attacks at 6th level spell, 5d10 force each). Here it's normal weapon damage but up to 3 targets. Costs 5 points.

4th-Level Powers:

Soul Sever (Necrotic Blast): You channel a concentrated beam of darkness at a creature's soul. One creature within 60 ft must make a Constitution save. On fail, it takes 6d10 necrotic damage and is paralyzed until the end of its next turn (its body shudders as its soul is partially yanked). On success, half damage and not paralyzed. If this reduces a target to 0, you tear their soul free – they die instantly (or for undead, are destroyed). Costs 6 points. (Requirement: 11th level.)

Prismatic Ray: A swirling ray of multicolored light springs from your hand. You make a ranged spell attack at a creature within 90 ft. On hit, the target is engulfed in unpredictable energies. Roll a d6 to determine the effect (similar to prismatic spray chart but simpler): 1 – acid (6d6), 2 – cold (6d6), 3 – fire (6d6), 4 – lightning (6d6), 5 – poison (6d6 + poisoned condition 1 min, Con save ends), 6 – necrotic and radiant (the target is struck by two rays, one dark one light, each 4d6; effectively 8d6 split). The target takes the damage or effect of the ray type rolled. They can make a Dex save to halve damage (or Con save against poison effect). This chaotic power showcases the Luminancer's whole spectrum. Costs 6 points. (Requirement: 11th level.)

Fate Anchor: You impose a momentary stasis on fate around a creature. Choose one creature within 30 ft. That creature must make a Charisma save. On failure, for the next round, any d20 roll that creature makes cannot have advantage or disadvantage – fate around it is "anchored" to an average path. Also, any attack rolls against it cannot benefit from advantage (and doesn't suffer disadvantage either; essentially everyone's rolls involving it are done with straight d20). This can be helpful to neutralize an enemy's advantage or to protect an ally who is being harried. Additionally, if the creature is under any reroll or luck effects (like fortune's favor, or a Halfling's Lucky), those are suspended for the round. It's a niche but flavorful power. Costs 6 points.

Dawn and Dusk: You create either a brilliant daylight or a deep night in a wide area. This is akin to casting daylight spell or darkness, but on a grander scale and with the option to switch. When you use this power, you can either flood a 60-foot radius area centered on you with bright light (equivalent to sunlight) for 10 minutes (dispelling magical darkness of lower level), or plunge a 60-foot radius area in magical darkness for 10 minutes (overcoming mundane light). Due to your Balancer nature, you can actually invert an existing effect with this – for example, if an area is under a daylight spell, you can call Dusk to counter it, etc. Also, optionally, you can choose for the effect to alternate every round (flashing between bright and dark) – which might disorient creatures (those relying on darkvision or sensitive to sunlight might be blinded every other round, etc., DM's call). This enforcement of cycle can be potent but also affecting allies. Costs 6 points.

5th-Level Powers:

See Through the Eyes of Gods (learned at 15th automatically): As described in class features. (True Seeing and beyond). Cost: 11 points.

Planar Transition: You momentarily slip into another plane to bypass obstacles. You and up to 5 willing creatures adjacent to you phase into the Ethereal Plane for 1 round (like etherealness, but short). During that round, you can move through objects and creatures on the Material Plane as if they weren't there. At the start of your next turn, you return to the Material at your new position. If you end inside an object, you are shunted to the nearest open space (taking force damage). Alternatively, at high cost, you could use this power to cast plane shift (8 points, requires Luminancer 15th, one use for travel).

Chains of Light and Shadow: You conjure binding chains made of solidified radiance and darkness intertwined. Target creature within 30 ft must succeed on a Dexterity save or be restrained. While restrained by these chains, the creature takes 1d10 radiant + 1d10 necrotic damage at the start of each of its turns (the energies sear and sap it). It can repeat a Str or Dex save (its choice) at end of each turn to break free. If it fails three saves in a row, the chains also knock it prone and incapacitate it (as they tighten intensely). This power costs 7 points and lasts up to 1 minute.

Eclipse (Orb of Obliteration): You create a small black orb wreathed in corona of light at a point you can see. This orb creates an effect similar to gravity sinkhole or implosion. Each creature within 20 ft must make a Strength save or be pulled 15 ft toward the orb and take 5d8 force damage (crushed by gravitational/light pressures). On success, half damage and not pulled. Additionally, the area becomes a zone of eerie twilight – attack rolls made into or out of the area have disadvantage (light warping). After the initial pull, the orb fades. Costs 7 points.

Transcendent Soul Raiment (18th level automatic): Improved Soul Raiment, as described.

Pinnacle of Causality (Time Stop): You momentarily step outside the normal flow of time. This functions as the time stop spell: you take 1d4+1 turns in a row during which other creatures cannot act. From their perspective, you vanish or blur; from yours, they're frozen. You cannot affect other creatures directly during these free turns (per the spell's rules – you can move, buff yourself, set up powers that will take effect after time resumes, etc.). Costs 11 points, once per long rest usage (as 9th-level). (Requirement: 20th level, or significant DM approval since messing with time is big.)

Ocular Apotheosis (20th level capstone): The ultimate foresight and nova ability, see class feature.

6th-Level Luminancer Powers

Refractor Field (Enhanced Light Bending): Upon attaining 6th-level Luminancer power, your Light Bending ability evolves into a powerful defensive illusion. You can bend light around yourself to create a refractive field of illusory duplicates that confuse your foes. This functions like the mirror image spell: three illusory duplicates of yourself appear in your space, moving with you and mimicking your actions so it's impossible to track which image is real. Activating Refractor Field requires significantly less energy than it would to overcharge your basic Light Bending to achieve a similar effect, making it an efficient upgrade. The duplicates last for 1 minute (or until destroyed) and impose the normal mirror image rules on attackers (each attack has a chance to hit an illusion instead of you, destroying a duplicate on a hit). This enhanced power is gained automatically when you reach 6th-level power, reflecting your greater mastery of light manipulation.

Solar Lance: You learn to unleash a concentrated beam of intense light that burns and blinds your enemies. Solar Lance functions similarly to the Sunbeam spell: you project a 5-foot wide, 60-foot-long line of brilliant radiance. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes heavy radiant damage (about 6d8) and is blinded until the start of your next turn. On a successful save, it takes half damage and isn't blinded. Undead creatures and oozes (being particularly vulnerable to daylight) have disadvantage on this save by default. Solar Lance requires concentration to maintain. After casting it, you can use an action on each of your subsequent turns to emit another lance of light. This power lets you sweep the battlefield with searing illumination, cutting down foes with the pure energy of the sun.

Radiant Mirage: Harnessing your illusion skills on a grand scale, you can weave light to create expansive, convincing mirages. Radiant Mirage mirrors the effects of the Mirage Arcane spell: you project an illusion across a vast area (up to a 1-mile square) that alters the appearance of terrain, structures, and objects within it. You can make open fields look like a dense glowing forest, or turn a cavern into a radiant hall of mirrors. The illusion affects all senses—visual, auditory, even touch and smell—making it remarkably convincing. Creatures moving through the area feel the illusory terrain as if it were real (though obvious impossible effects still can give it away). The Radiant Mirage lasts for up to 10 days, maintaining the deception long-term unless dispelled. This power is primarily gained for narrative and exploration purposes, allowing a Luminancer to conceal entire regions or create spectacular illusions on a massive scale using light.

7th-Level Luminancer Powers

Prismatic Aegis (Enhanced Luminous Shield): At 7th-level power, the protective light you command intensifies into a swirling multicolored barrier. This Prismatic Aegis surrounds you (and can extend to a few feet around you, protecting adjacent allies) with shifting layers of colored light reminiscent of a prismatic wall. While the aegis is active (up to 1 minute, concentration), you gain strong defensive benefits. You have advantage on saving throws against spells and magical effects, as the barrier disperses and refracts hostile magic. Additionally, once while the Aegis is up, if a creature makes a ranged attack or spell attack against you, you can use your reaction to reflect that attack back. When you do so, the attacking creature must make a Dexterity saving throw. On a failed save, the hostile spell or projectile is bent by the prismatic lights and targets the attacker instead (as though they were the original target). For example, an enemy wizard who hurls a fire bolt at you might suddenly be struck by their own bolt if they fail the save, suffering its effects. After one such reflection, the Prismatic Aegis loses some potency (this one-time reflection can't be used again until you activate a new Aegis in a future encounter). The prismatic field also sheds bright light in a 30-foot radius while active. This enhanced shield power is automatically granted at 7th-level power, further fortifying your defenses with the full spectrum of light's protective power.

Prismatic Burst: You can now unleash the chaotic full spectrum of light as a weapon. Prismatic Burst functions like a Luminancer's version of Prismatic Spray: eight multicolored rays of light flash from your hand, each a different color with a different power and purpose. When you use this power, every creature in a 60-foot cone in front of you must make a Dexterity saving throw. For each creature that fails, roll a d8 to determine which colored ray strikes it (you can also choose specific rays for narrative flair, at your DM's discretion). Each ray inflicts a distinct magical effect, emulating the prismatic energies:

- Red Ray: Searing beam of heat – deals heavy fire damage.
- Orange Ray: Electrifying arc – deals lightning damage.
- Yellow Ray: Blinding flare – deals radiant damage and blinds the target for 1 minute if it fails a Constitution save.
- Green Ray: Venomous glow – deals poison damage and poisons the target.
- Blue Ray: Freezing beam – deals cold damage and restrains the target in ice (strength save ends).
- Indigo Ray: Wavering light – inflicts psychic damage and confusion (as the confusion spell effect for 1 minute).
- Violet Ray: Disintegration ray – deals force damage, and if the damage reduces the creature to 0 hit points, it disintegrates into motes of light.

The GM can use the Prismatic Spray spell's table for exact effects of each color. This burst of rainbow light is an extremely powerful area attack that embodies the unpredictable nature of refracted light. Be cautious, as it affects all creatures in the area – allies caught in the cone could be harmed unless protected (consider using Careful Metapower to shield friends, see Metapowers below). Prismatic Burst gives the Luminancer a potent 7th-level offensive power that can deal with clusters of enemies in spectacular fashion.

Luminescent Step: At this stage, you master turning yourself into pure light for split instants to relocate. When you use Luminescent Step, you momentarily disperse into a beam of light and reappear at another spot you can see within up to 120 feet. This functions as a specialized teleportation, akin to a combination of blink and misty step flavored as traveling as a ray of light. You do not provoke opportunity attacks when you teleport in this way (since you briefly aren't physically present). If there is strong light in the environment, you can flavor that you enter one light source and exit another. For example, you might step into a bright lantern's glow and emerge from a sunbeam across the room. This power can be used in quick bursts – effectively as a bonus action teleport – allowing incredible mobility on the battlefield. You leave behind a brief flash when you vanish and arrive with a swirl of photons. Luminescent Step is not an automatic upgrade but rather a new utility power choice available at 7th-level power, fitting the motif of a Luminancer becoming one with light itself.

8th-Level Luminancer Powers

Radiant Nova (Enhanced Flare): Reaching 8th-level power, you unlock a devastating area effect by amplifying your earlier flare techniques. Radiant Nova allows you to erupt with blinding sunlight in all directions. This power is essentially the Luminancer's version of the Sunburst spell: brilliant sunlight flashes in a 60-foot radius centered on you (or a point you choose within 150 feet). All creatures in the light must make a Constitution saving throw. On a failed save, a creature takes massive radiant damage (around 12d6) and is blinded for 1 minute. On a successful save, it takes half damage and is not blinded (or blinded for only a brief moment, at the DM's option). Undead caught in the burst suffer greatly – you might rule they have disadvantage on the save or take extra damage, given the lethal nature of true sunlight to such creatures. Radiant Nova is the ultimate expression of your light's offensive power, capable of wiping out hordes of weaker enemies or seriously injuring durable foes with a single flash of divine light. After using this power, the area remains bathed in afterglow: for the next hour, normal darkness is banished in that radius as dim light persists. Note: Allies can be affected as well, so be mindful; you might use a Metapower to exclude allies (see Careful Power under Metapowers) if needed. Gaining Radiant Nova is an automatic feature at 8th-level power, as it's the culminated overpowering form of any smaller light flash you had at lower levels.

Lightform Transcendence: At this high level, a Luminancer can fully transcend their physical form, becoming a being of living light for a short period. As an action, you can transform into pure light – a radiant, incorporeal form – for up to 1 minute (or until you end it early). While in this Lightform:

- You gain a flying speed of 60 feet and can hover. You can move in any direction, including vertically, as a shaft of light.
- You can move through creatures and objects as if they were not there, treating them as difficult terrain. If you end your turn inside an object, you take 5 force damage as the light form destabilizes (just as ghosts do when ending movement inside matter).
- You become resistant to all non-magical damage; mundane weapons pass through your light body harmlessly. You also become immune to the grappled, restrained, and prone conditions, since you can slip through restraints and have no physical feet on ground.
- You cannot attack or manipulate objects in normal ways. You are effectively intangible; however, you can perform actions to use your Luminancer powers (spells) normally, and purely radiant or light-based effects you create can originate from your light form. For example, you could cast Solar Lance or Radiant Nova while in Lightform.
- You shed bright light in a 30-foot radius and dim light for 30 feet beyond that. You can dim this glow to appear as a mere wisp if you wish (for stealth purposes), but complete darkness is impossible – you are literally made of light.

Becoming the Lightform is an incredible utility and defensive ability. It lets you slip through prison bars, evade attackers by zipping through walls, and cross chasms or barriers with ease. It's somewhat akin to the Etherealness spell (which lets you step into the Ethereal Plane and move freely), but your Lightform stays on the material plane as visible illumination. Enemies without special sight may have trouble even perceiving you if you dim yourself to a faint glimmer. Do note that certain foes might harm you with magic – for instance, a dispel magic or darkness effect could potentially end your Lightform early at the DM's discretion, and you might be vulnerable to effects that trap or absorb light. Typically, you can use this transformation once per long rest (or expending a very high amount of energy points) given its potency. This power is an optional choice available at 8th-level power and epitomizes the motif of "becoming light".

Refraction Dome: Another new power at this tier allows you to create a shelter of light. Refraction Dome creates a hemispherical field of shimmering light with a 30-foot radius centered on you. This dome resembles a glowing version of Leomund's Tiny Hut but is larger and mobile. For up to 1 hour, you and your allies inside are protected from harsh elements and lightly obscured from outside view by a one-way mirage: those inside can see out through the dome, but observers outside see only a sphere of brilliant glare. The dome moves with you as you walk, always centered on you (making it a mobile protective field). It can deflect small projectiles and dampen incoming damage – ranged weapon attacks from outside have disadvantage to hit creatures inside, and area effects from outside have their damage halved against those inside (as the energy is refracted and dispersed by the dome). However, enemies can still physically pass through the dome (it's not a solid wall, more like an aura of light). This power is useful for protecting your party while advancing or for safely resting in dangerous areas (similar to Tiny Hut, though it's not completely impenetrable). The dome emits bright light out to its radius, which could give away your position, but it can be colored or dimmed somewhat. Refraction Dome fits the Luminancer motif as a bastion of light protecting allies, and is available as a power choice at 8th-level.

9th-Level Luminancer Powers

Prismatic Bastion: At the pinnacle of your luminous power, you can call upon the ultimate defense: a fortress of prismatic light. Prismatic Bastion is inspired by the Prismatic Wall spell. When activated, you create a shimmering, multicolored plane or dome of light up to 90 feet long and 30 feet high (or as a 30-foot radius sphere around a point) that lasts for 10 minutes. This barrier contains seven layers, each a different color of the rainbow, each with a unique property. Enemies attempting to pass through the barrier suffer the effects of each layer in turn – for example, they might take fire damage from red, acid from orange, be shocked by yellow, etc., potentially blinded, poisoned, petrified, or even banished if they push through every layer (mirroring prismatic wall's classic effects). Most creatures will find it nearly impossible to cross unaided. Spells of 5th level or lower cast directly at the Bastion are refracted harmlessly by one of the layers, and even higher-level spells have difficulty penetrating it. You and your allies, however, can designate yourselves to be immune to the barrier's harmful effects, allowing you to pass or shoot ranged attacks out from inside. In effect, Prismatic Bastion can serve as an impenetrable sanctuary for your party or a means to cordon off a powerful foe. For instance, you could trap a deadly monster inside the dome with you and your allies safely outside, or vice versa to protect your allies inside while chaos rages outside. The Bastion shines with every color, shedding bright light out to 100 feet in all directions. This is a demanding power to use – typically you can only invoke it once per long rest (or it might require expending a large number of power points, if using a point system). Prismatic Bastion embodies total mastery over light: you wield it to create something akin to the legendary prismatic wall, a final line of defense no darkness can penetrate.

Apotheosis of Light: Upon reaching the highest level of Luminancer ability, you attain a near-divine command of light. Apotheosis of Light is a transformative ability and ultimate offensive power combined. As an action, you radiate a burst of transcendent illumination and assume an empowered form for 1 minute. In this form, bright sunlight shines from you in a 60-foot radius (and dim light for another 60 feet beyond). You and allies in this daylight are heartened and healed, while enemies are seared by its purity. The effects of this apotheosis could include:

- **Healing Radiance:** At the moment of transformation, allies of your choice within the light regain, say, 50 hit points as wounds are bathed in warm light. Undead or fiendish creatures in the area instead take 50 radiant damage (no save) as the pure sunlight scourges them.
- **Empowered Abilities:** For the duration, all your Luminancer powers are augmented. For example, when you use an offensive power, it might deal maximum damage or affect a larger area. Your Solar Lance might stretch to 300 feet long, your Radiant Nova could trigger twice in a row, etc. This makes you incredibly formidable for that minute.
- **Radiant Immortality:** While in Apotheosis, you are resistant to all damage, and each time you deal radiant damage to a creature, you regain hit points equal to a portion of the damage dealt (like absorbing your own light reflected). You also might be able to ignore one instance of dropping to 0 hit points—e.g., if you would be reduced to 0, you drop to 1 hit point instead as your body of light refuses to be extinguished.
- **Blinding Brilliance:** Creatures of your choice that start their turn within 30 feet of you must make a Constitution save or be blinded until the start of their next turn (you can exempt your allies). Even those that don't look directly at you are squinting due to the ambient glare. Truesight or similar might be needed to see you clearly.

For that minute, you are essentially an avatar of light on the battlefield – akin to an angelic being or a miniature star. This is a truly awe-inspiring power, suitable as a capstone for the Luminancer. It is usually usable only once (maybe once per long rest). When the effect ends, you revert to normal with a gentle fade of the brilliance – possibly with levels of exhaustion or a need to rest as a drawback, since wielding such cosmic power is taxing. Apotheosis of Light is an optional 9th-level power that DMs and players can include if they desire a dramatic capstone ability that fits the Luminancer's motif of ultimate light mastery.

Metapowers (Metamagic)

Starting at the 6th-level power tier and at each subsequent tier (7th, 8th, 9th), a Luminancer gains one Metapower of their choice from the list below. Metapowers allow you to modify your Luminancer powers in various ways, much as a sorcerer can twist their spells with metamagic. Unless otherwise noted, you can apply only one Metapower to any single use of a power, and using a Metapower typically requires expending additional energy or power points (analogous to a sorcerer spending sorcery points). Work with your DM to determine the exact resource cost for each Metapower – **usually it's similar to the sorcery point cost for the equivalent metamagic**. The available Metapowers include the following options:

- **Careful Power:** When you unleash a power that forces creatures to make a saving throw (for example, Radiant Nova or Prismatic Burst), you can shield certain allies from its effects. By expending extra energy, choose a number of creatures up to your key ability modifier (e.g. Charisma mod). The chosen allies automatically succeed on their saving throws against your power, and if the power would deal half damage on a success, they take no damage instead. Use this to avoid blinding or harming your friends with your large-area illuminations. (This corresponds to the Careful Spell metamagic, adapted for Luminancer powers.)
- **Distant Power:** You can extend the range of your luminous abilities. If a power has a range of 5 feet or greater, spending extra energy doubles its range. If a power has a range of Touch (e.g., if you had a touch-range light ability), you can instead make its range 30 feet. For instance, a touch-based light heal could be delivered at range, or Luminescent Step could potentially have its teleport range increased. (Equivalent to Distant Spell metamagic.)
- **Extended Power:** You infuse a power with lingering energy, doubling its duration, to a maximum of 24 hours. This is useful for powers like Lightform Transcendence or Refraction Dome which normally have a limited duration – you could extend Lightform to 2 minutes, or Dome to 2 hours, for example. (Equivalent to Extended Spell metamagic; does not affect instantaneous powers.)
- **Heightened Power:** When you use a power that forces at least one creature to make a saving throw, you can make it especially hard for one target to resist. Expend 3 points (or the appropriate resource) to give one target disadvantage on its first saving throw against that power's effects. Only one creature is affected (you focus your light intensely on that creature). For example, you could heighten Prismatic Burst to impose disadvantage on one particularly tough enemy's Dex save, increasing the chance they'll be struck by a ray. (Equivalent to Heightened Spell.)
- **Empowered Power:** You can cause your damaging powers to hit harder by manipulating the energy output. When you roll damage for a Luminancer power, you can spend 1 point to reroll a number of damage dice up to your key ability modifier (minimum 1). You must use the new rolls. You can use Empowered Power even on a power that you've altered with another Metapower (unlike most others, Empowered is flexible that way). This option is great for squeezing extra damage out of your big radiant blasts – if you rolled poorly on Radiant Nova's 12d6, for instance, empower it to reroll the low dice. (Equivalent to Empowered Spell.)
- **Quickened Power:** You channel your light so efficiently that you can use a power in a fraction of the normal time. By spending 2 points, you change a power's casting time from an action to a bonus action. This means you could, for example, use Solar Lance (normally an action) as a bonus action on your turn, freeing your action to use a cantrip or other ability. Standard 5e casting rules still apply (if you cast a bonus-action power, you generally can't cast another non-cantrip spell that turn). But Quickened Power lets you act with blinding speed, perhaps quite literally. (Equivalent to Quickened Spell.)
- **Subtle Power:** By mastering the fine control of illumination, you can activate your powers without any obvious incantations or gestures. When you use a Subtle Power, you remove verbal and somatic components. The effect produced might still be visible (many Luminancer powers inherently produce visible light), but there are no telltale signs that you are the source. This is invaluable for stealth or casting while gagged or bound. For example, you could subtly invoke Light Bending to turn invisible without anyone noticing you did anything, or cast an illusion without speaking the usual incantation. (Equivalent to Subtle Spell metamagic.)

- **Twinned Power:** You split your light energy to affect a second target with a single-target power. If a Luminancer power normally targets only one creature (and doesn't have an area), you can spend the required energy to target two creatures with it instead. Both targets must be within the power's range. For instance, you could twin a single-target radiant beam to strike two enemies at once, or twin a defensive light-bending charm to cloak two allies in invisibility. You must have a power that has a single-target to use this on (you cannot twin something like Radiant Nova which already affects multiple). (Equivalent to Twinned Spell.)
- **Transmuted Power:** You can alter the nature of your light's energy to better exploit an enemy's weakness. When you use a power that deals a certain type of energy damage (radiant, fire, lightning, etc.), you can change that damage type to another type from the following: acid, cold, fire, lightning, radiant, or thunder. Essentially, you are shifting the wavelength or properties of your energy. For example, if facing a creature resistant to radiant damage, you might transmute your Solar Lance to deal lightning damage instead. Or turn a blinding flash (radiant) into a searing heat wave (fire). The form of the effect may cosmetically change (perhaps the light takes on a reddish hue for fire, a bluish hue for cold, etc.). (This is analogous to the Transmuted Spell option introduced in Tasha's Cauldron of Everything.)
- **Seeking Power:** You adjust your luminous attack to unerringly find its mark. If you make an attack roll for a power and miss, you can spend 2 points to reroll the attack roll against the same target. Alternatively, if the power requires a saving throw and a target succeeds, you can impose a minor penalty or force a reroll (DM's discretion). Additionally, a Seeking Power's attack ignores half and three-quarters cover as it bends around obstacles to track the foe. Imagine a nimble enemy dodging your light beam behind a pillar – with Seeking Power, the beam curves at the last second to catch them off-guard. (Equivalent to Seeking Spell from Tasha's, which lets a spell ignore cover and re-roll a miss.)

Diaper School Luminancer Powers

0-Level (Cantrip) Powers

Diaper Drip (Scalar)
You conjure a globule of magical baby fluid and hurl it at a creature within 60 feet. Make a ranged spell attack; on a hit, the target takes 1d6 damage of your choice—radiant (a sparkling pure droplet) or necrotic (a grimy, soiled glob). This power scales with the Causal Points you invest:

- **Base Level (No Points):** 1d6 damage.
- **Overcharge (+1 Point):** Add an extra 1d6 damage and impose disadvantage on the target's next saving throw as a minor wet-pants embarrassment sets in.
- **Maximum Overcharge (5 Points):** Deal up to 6d6 damage, and all creatures in a 10-foot radius must succeed on a Dexterity save or suffer disadvantage on all attack rolls until the end of their next turn due to severe wet-pants discomfort.

"One drop is an inconvenience—six drops are a disaster."

Messy Mote (Scalar)
You conjure a mote of chaotic, luminescent diaper muck and fling it at a target within 60 feet. On a hit, the target suffers 1d8 force damage, plus an additional effect based on the invested points:

- **Base Level (No Points):** 1d8 force damage.
- **Overcharge (+1 Point):** Add an extra 1d8 damage, and the target begins to fidget uncomfortably, suffering a mild wet pants effect (disadvantage on their next attack roll).
- **Maximum Overcharge (5 Points):** Deal up to 6d8 damage, and the target must succeed on a Constitution save or suffer a brown-note accident and be blinded for 1 round and prone due to overwhelming mortification.

"A little mote of power, or a big mess of trouble—it's all in how much effort you put in."

Diaper Dazzle (Scalar)
You emit a dazzling flash of baby brilliance, scattering sparkling lint in all directions. Choose one creature within 30 feet. The target must make a Constitution saving throw.

- **Base (Cost: 0):** On a failure, the target is blinded until the end of its next turn.
- **Overcharge (+1 Point):** In addition to being blinded, the target suffers disadvantage on its attack rolls until the end of its next turn.
- **Maximum Overcharge (3 Points):** Deal 1d6 radiant damage per point spent (up to 3d6 total), and the target suffers a wet pants effect and their movement is halved as they struggle with shame for 1 round.

"A burst of dazzling brilliance leaves foes struggling to see—and to fight."

1st-Level Powers

Diaper Dart (Scalar)
Focus your causal energy to create a sharp projectile of radiant diaper fluff. Make a ranged spell attack; on a hit, the target takes piercing damage and suffers additional effects based on Causal Points invested:

- **Base Level (2 Points):** 2d8 damage.
- **Overcharge (+1 Point):** Add 1d8 damage per additional point spent.
- **Maximum Overcharge (5 Points):** Deal up to 6d8 damage, and the target suffers a minor brown-note mishap and their speed drops to 0 for 1 round as sticky residue and embarrassment overwhelm them.

"A dart of doom, ready to stick where it hurts most."

Giggle Gush (Scalar)
A gushing burst of magical baby laughter erupts toward a creature within 30 feet. The target must make a Constitution saving throw or be disoriented by the radiant giggles. Overcharge this power to amplify the damage and the impact:

- **Base Level (2 Points):** 2d6 radiant damage.
- **Overcharge (+1 Point):** Add 1d6 damage and impose disadvantage on the target's saving throw.
- **Maximum Overcharge (5 Points):** Deal up to 6d6 damage, and the target suffers a full wet pants effect and their attack rolls are made at disadvantage for 2 rounds due to their distracting and humiliating condition.

"Even the most stoic foes falter in the face of pure, unrelenting giggles."

Cuddly Caulk (Scalar)
You lob an adhesive, glowing globule of caulk at a target within 30 feet. On a hit, the sticky magic restrains the target and deals damage based on your investment of Causal Points:

- **Base Level (2 Points):** 2d6 acid damage, and the target must make a Strength saving throw or be restrained until the end of your next turn.
- **Overcharge (+1 Point):** Add 1d6 damage and increase the restraining effect by 1 round.
- **Maximum Overcharge (5 Points):** Deal up to 6d6 damage, and the target suffers a brown-note accident: restrained for up to 3 rounds unless they use an action to escape, as they struggle with the adhesive and their newfound shame.

"Stick to your principles—or just to the floor."

Padded Pound (Scalar)
You channel the sturdy impact of a well-cushioned diaper spank into a mighty melee blow. Make a melee spell attack against a creature within reach.

- **Base (Cost: 2 Points):** On a hit, deal 2d8 bludgeoning damage and impose disadvantage on the target's next attack roll as they reel from the padded impact.
- **Overcharge (+1 Point/Extra):** Add 1d8 damage per additional point spent.
- **Maximum Overcharge (5 Points Total):** Deal up to 6d8 damage and inflict a full pants effect: the target must succeed on a Constitution saving throw or suffer disadvantage on all saving throws for 1 round due to distraction and humiliation.

"A hearty pound that delivers both damage and a good dose of mortifying impact."

Tush Tackle (Scalar)
Propelled by the unstoppable momentum of a diaper in motion, you tackle a target with reckless force. Choose a creature within 30 feet and make a melee attack roll.

- **Base (Cost: 2 Points):** On a hit, deal 2d8 bludgeoning damage and push the target 5 feet away.
- **Overcharge (+1 Point/Extra):** Add 1d8 damage and increase the push distance by 5 feet per extra point spent.
- **Maximum Overcharge (5 Points Total):** Deal up to 6d8 damage, push the target up to 25 feet away, and force a Constitution save; on failure, the target suffers a full brown-note accident, reducing its speed to 0 for 1 round while it recovers its composure.

"A swift, cheeky tackle that sends enemies reeling—and regretting their choice of underpants."

Crib Crash (Scalar)
You summon a magically animated crib that crashes into your foes in a burst of chaotic force. Choose a point within 30 feet; every creature in a 15-foot cone must make a Dexterity saving throw.

- **Base (Cost: 2 Points):** On a failure, creatures take 2d8 force damage and are pushed 5 feet away; on a success, they take half damage and are not pushed.
- **Overcharge (+1 Point/Extra):** Add 1d8 damage and increase the push distance by 5 feet per extra point spent.
- **Maximum Overcharge (5 Points Total):** Deal up to 6d8 damage, push creatures up to 25 feet away, and impose disadvantage on their next saving throw as mortifying distraction (wet pants effect) sets in.

"A crib crash comes barreling in—loud, disruptive, and absolutely unforgettable."

2nd-Level Powers

Soiled Surge (Scalar)
You unleash a torrent of chaotic diaper energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw. The damage and effects scale based on the points you invest:

- **Base Level (3 Points):** 3d8 acid damage, and creatures that fail their save are knocked prone and wet their diaper/pants.
- **Overcharge (+1 Point):** Add 1d8 damage and increase the area to a 20-foot cone.
- **Maximum Overcharge (7 Points):** Deal up to 7d8 damage, increase the area to a 30-foot cone, and impose disadvantage on all saving throws for affected creatures until the end of their next turn unless they give in to the urge to mess their pants or diaper.

"A tidal wave of pure chaos, fueled by diaper-driven destruction."

Infantile Illumination (Scalar)
Radiant baby light floods a 15-foot radius cylinder centered on a point within 30 feet. Allies basking in the glow are healed, while enemies are blinded. The intensity of the effect depends on your point investment:

- **Base Level (3 Points):** Restore 3d6 hit points to allies and impose disadvantage on enemies' attack rolls for 1 round.
- **Overcharge (+1 Point):** Add 1d6 healing and increase the duration of disadvantage by 1 round.
- **Maximum Overcharge (7 Points):** Heal up to 7d6 hit points, and blind enemies for up to 3 rounds unless they succeed on a Constitution saving throw at the end of their turns.

"Light so pure, it heals your wounds—and blinds your foes with its brilliance."

Mucky Multiplication (Scalar)
Summon semi-real duplicates made of glowing diaper residue to confound your enemies. The number of duplicates and their effects scale with your Causal Points:

- **Base Level (3 Points):** Summon 1 duplicate (AC = 10 + proficiency bonus, 1 HP) that mimics you for 1 minute, using mirror image mechanics. Those who strike a mirror image instead of the real one must roll a potty check as the clone bursts into a puff of noxious gas.
- **Overcharge (+1 Point):** Add 1 duplicate per point spent.
- **Maximum Overcharge (7 Points):** Summon up to 5 duplicates, each capable of decoying attacks or dealing 1d6 radiant damage if destroyed by a melee attack. Those hit by the AOE burst must make a potty-check at disadvantage.

"A crowd of messy mimics—your foes won't know which way to attack!"

Copied Strength

2nd-level Luminancy Power

- **Casting Time:** Reaction
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Instantaneous

With a flash of radiant insight, you momentarily harness the magical essence of another's spellcasting or luminancer power, replicating its strength.

- **Base Level (Cost: 2 Points):** When a creature within range casts a spell or uses a luminancer power of 2nd level or below, you can use your reaction to store the knowledge of that ability. You can then cast or use the stored spell or power as though it were a luminancer power of the same level.
- **Overcharge (+1 Point/Level):** For each additional point spent, increase the maximum level of the stored spell or power by 1, up to a level equal to your Luminancer level.
- **Maximum Overcharge (7 Points Total):** Use your reaction to initiate a magical grapple contest with the spellcaster (using your spellcasting ability modifiers instead of Strength). On a success, the caster's spell or power is turned back upon them, and you also store the knowledge of the spell or power to use later.

"Why wield your strength when theirs is already at your fingertips?"

Luminancer: Potentiator

Master of Unbound Causal Energy

Potentiators trade versatility for raw, scalable battlefield control. By sacrificing most preset powers, you gain an expanded reserve of Causal Points and recover them slightly better than the standard luminancer. Your power lies in dynamic Causal Point spending through **Force Potentiation**, allowing you to reshape combat with precision and force.

Force Potentiation

When you activate Force Potentiation, you spend Causal Points to empower your actions for 1 round. Choose from the following packages by expending the indicated Causal Points. You can combine multiple packages in one activation by spending the total required Causal Points.

For 1 Causal Point:

- Increase your movement speed by 10 ft. for 1 round.
- Enable you to use your bonus action to dash.
- Grant you +1 AC and +1 to hit and damage rolls for 1 round.

For 2 Causal Points:

- Add 1d8 of any elemental, poison, radiant, or necrotic damage to one attack for 1 round.
- Grant yourself advantage on attack rolls.
- Grant yourself advantage on saving throws.
- Impose disadvantage on the attacks of an enemy striking an ally within 10 ft. that you can see.

For 3 Causal Points:

- Emulate Stunning Strike and deal 1d8 additional damage of any elemental, radiant, necrotic, or poison type.
- Alternatively, deal an additional 1d8 damage as above, and push an enemy 10 ft. and knock them prone if they fail a Dexterity save equal to that damage.

For 4 Causal Points:

- Impose disadvantage on enemy attack rolls for 1 round and grant advantage on ally attack rolls for 1 round.
- Upon a hit, the target takes an additional 2d8 damage and a 15-ft-wide crater forms on the spot. The cratered area becomes difficult terrain, and if the target fails a Dexterity save (DC = your spell save DC), further consequences are applied.

These options form your complete combat toolkit. Your sheer Causal Point spending potential lets you adapt explosively to any situation.

Strength of Mind

At 3rd level, you gain proficiency in Strength checks. In addition, you gain advantage on any saving throw made against a physically debilitating debuff (such as blindness) when that debuff is imposed through a skill you are proficient in (namely Dexterity, Strength, or Intelligence).

Power Extremis (6th Level)

At 6th level, your command over causality deepens. Whenever you reduce an enemy to 0 hit points that has a number of Hit Dice greater than or equal to your luminancer level—or when you score a critical hit—you immediately regain 1 Causal Point. In addition, your maximum Causal Point reserve increases modestly compared to standard luminancers. This bonus recovery compensates for your loss of a broad preset powers list without overinflating your total. You also regain a number of Causal Points equal to your proficiency bonus whenever you use your hit dice to restore causal points during a short rest.

Potentiator Progression

Your focused training comes at a steep price: you know drastically fewer preset powers than standard luminancers. In exchange, your Causal Point reserve is bolstered—granting you bonus recovery (enough so that by 20th level you reach roughly 90 Causal Points rather than the standard 71). Your striking trade-off is that you get only a minimal number of preset powers overall, pushing you to rely on Force Potentiation for most of your versatility.

Luminancer Level	Maximum Causal Points	Preset Powers Known
1st	15	1 (drastically reduced vs. standard)
3rd	23	2
6th	33	3
10th	45	4
14th	57	4
18th	72	5
20th	90	6 (compared to a standard luminancer's broader list)

Note: The bonus recovery is modest; you gain extra Causal Points compared to the base 71, but your trade-off is nearly a complete loss of preset powers in favor of pure Force Potentiation.

Kinetic Overload *(10th Level)*

At 10th level, your Force Potentiation reaches a new level of devastation. When you spend 6 or more Causal Points on a single activation, you trigger **Kinetic Overload**, granting the following benefits for 1 round:

- **Overwhelming Damage:** Add an additional 2d8 damage of the same type to any attack enhanced by Force Potentiation.
- **Unstoppable Momentum:** Your movement speed increases by 20 ft., and you may ignore difficult terrain entirely.
- **Enhanced Control:** If your Force Potentiation imposes a saving throw, the DC increases by 3.
- **Aura of Power:** Allies within 10 ft. gain a +2 bonus to AC and saving throws until the start of your next turn.

You can use Kinetic Overload once per short or long rest. This ability turns your Force Potentiation into a battlefield-shifting event, ensuring your presence is felt by both allies and enemies.

Causal Convergence *(14th Level)*

By 14th level, you have mastered the art of weaving multiple threads of causality into a single, devastating moment. When you activate Force Potentiation, you may combine up to three effects from different tiers (e.g., a 2-point effect, a 3-point effect, and a 4-point effect) into a single activation, provided the total cost does not exceed 8 Causal Points. Additionally, you gain the following benefits:

- **Expanded Terrain Control:** When you use Force Potentiation to create effects that alter terrain (such as craters or forced movement), you may triple the area of effect or the distance of the forced movement.
- **Echoing Power:** Once per short rest, after using Force Potentiation, you may immediately regain half the Causal Points spent (rounded down).
- **Reality Breaker:** Once per long rest, you may force all enemies within 30 ft. to make a Dexterity saving throw against your spell save DC. On a failed save, they are knocked prone, pushed 15 ft., and take 4d8 damage of a type you choose. This effect occurs simultaneously with any Force Potentiation activation.

Causal Convergence cements your role as a master manipulator of the battlefield, capable of reshaping the flow of combat with overwhelming force.

Luminancer: Illuminator

Weaver of Chaotic Radiance and Umbral Decay

While many Luminancers labor to keep fate's scales in balance or to overcharge their own bodies with raw power, you—the Illuminator—choose a different path. You stand apart by unleashing a devastating array of powers that bend light and shadow to your will. Eschewing the direct, physical tactics of your peers, you instead let your potent spells weave chaos over the battlefield, turning the raw energy of causality upon your foes with merciless precision.

As an Illuminator, you gain additional bonus powers at specific levels. These bonus powers are chosen from the Luminancer powers list and do not count against your normal allotment of powers known. This progression reflects your unparalleled ability to weave chaos through your expanded arsenal.

Luminancer Level	Bonus Powers Gained
1st	+1
3rd	+1
6th	+2
10th	+2
14th	+2
18th	+3
20th	+3

Illuminated Burst

1st-Level Subclass Feature

When you cast any power that deals radiant or necrotic damage, you can choose to imbue it with a furious extra burst once per short rest.

- **Condition:** To add a radiant burst, you must be bathed in bright light; to add a necrotic burst, you must be in an area that is at least half shadow.
- **Effect:** When activated, the power gains an extra burst that deals an additional 2d8 damage of the corresponding type. Moreover, every creature within 5 feet of the primary target must succeed on a Constitution saving throw (DC = your power save DC) or take half this extra damage and—for radiant bursts—be pushed 10 feet away, or—for necrotic bursts—be knocked prone. Once you use Illuminated Burst, you can't use it again until you finish a short rest.

Luminous Augmentation (6th Level)

Your mastery of the interplay between light and shadow deepens, allowing you to further amplify your powers. When you cast a radiant or necrotic power under the proper lighting condition, you can choose to enhance it by activating Luminous Augmentation:

- **Bonus Damage:** The power deals an extra 1d8 damage of the same type to each creature affected.
- **Extended Efficacy:** Any lingering effects of the power (such as durations or control effects) are extended by 1 round. You may use Luminous Augmentation once per short rest. In addition, your maximum reserve of Causal Points increases by an amount equal to your Intelligence modifier (minimum +1), representing your heightened attunement to raw causality.

Mystic Reverb (10th Level)

The echoes of your potent energies begin to reverberate across the battlefield. When you cast a qualified radiant or necrotic power (i.e. one cast while meeting its respective lighting condition), you can invoke Mystic Reverb:

- **Secondary Effect:** Immediately after casting, choose an additional creature within the power's range. That creature is subject to a diminished version of the same power's effect (damage and any status conditions are applied at half potency).
- **Rapid Recovery:** Once per short rest, when you cast a qualifying power, you regain bonus Causal Points equal to half the Causal Points cost of that power (round up). Mystic Reverb exemplifies your preference for letting your potent effects cascade, ensuring that your energies reverberate far beyond your initial target.

Cataclysmic Illumination (14th Level)

At the pinnacle of your art, the raw interplay of light and shadow converges into a single, cataclysmic burst. When you cast a radiant or necrotic power under the proper conditions, you can choose to invoke Cataclysmic Illumination:

- **Detonation:** The base damage dice of the power are maximized, and its area of effect is expanded to a 10-foot radius.
- **Devastating Aftermath:** Any creature failing its saving throw against this enhanced power is either blinded (if the power is radiant) or stunned (if it is necrotic) until the end of its next turn.
- **Causal Syphon:** Immediately after using this ability, you regain bonus Causal Points equal to 10. You can use Cataclysmic Illumination once per long rest, a fitting crescendo to your arsenal of overwhelming, indirect effects.

Species of the Academy

Kittenfolk (Kittenling/Konekojin)

Physical Description

Kittenfolk are small, nimble humanoids with feline features. They typically stand between **2'8" and 3'4"** tall and weigh around **30 to 50 pounds**. Their fur comes in a variety of patterns and colors, mirroring those of domestic cats, and their large, expressive eyes are as captivating as they are sharp.

Cultural Description

Kittenfolk culture is as varied as their locales. In cosmopolitan settings, they integrate seamlessly into urban life, known for their charm and agility. In rural or agrarian regions, they might be farmers, craftsfolk, or community caretakers. Neo-hunter-gatherer and feral Kittenfolk embrace the instincts of their feline heritage, living in harmony with nature. Regardless of locale, they are often found alongside larger races, leveraging their natural charisma and nimbleness to carve out their place in the world.

Kittenfolk Traits

Your Kittenfolk character has the following racial traits:

Ability Score Increase. Your **Dexterity** score increases by 2, and your **Charisma** score increases by 1.

Size. Kittenfolk are **Small**.

Speed. Your base walking speed is **35 feet**.

Low-Light Vision. You have superior vision in dim light. You can see in dim light within **60 feet** of you as if it were bright light.

Feline Agility. You gain proficiency in the **Stealth** skill. Additionally, you have advantage on ability checks made to **jump** or **climb**.

Natural Paws. Your unarmed strikes with your paws count as natural weapons. Due to your small size, these strikes deal **2 bludgeoning damage** instead of the usual 1d4.

Aquatic Ineptitude. You have disadvantage on **Athletics** checks made to **swim**.

Languages. You can speak, read, and write **Common** and one language of your choice.

Kittenfolk are nimble and clever, naturally gifted with grace and charm. Whether blending into shadows, scaling impossible heights, or navigating the intricacies of social life, they thrive on their unique blend of feline instincts and humanoid ingenuity.

Kittenfolk Sub-Races

Tawny Folk

Tawny Folk are the fiery and bold orange-furred Kittenfolk, brimming with charm and a knack for trade.

- **Ability Score Increase.** Your **Charisma** score increases by 2, but your **Intelligence** score decreases by 1.
- **Trade Expertise.** You gain proficiency with **one artisan's tool** of your choice.
- **Local Knowledge.** You are proficient in the **History** skill. When making checks related to local folklore, customs, or geography, you have advantage.

Umbral Tribe

Umbral Tribe Kittenfolk are arcane masters, often associated with mysticism and nocturnal rituals.

- **Ability Score Increase.** Your **Intelligence** score increases by 2.
- **Mystic Cantrip.** You know one cantrip of your choice from the **wizard**, **bard**, or **sorcerer** spell list. Intelligence is your spellcasting ability for this cantrip.
- **Herbalist Proficiency.** You are proficient with the **herbalist's kit**.
- **Catnip Tincture.** Using an herbalist's kit, you can create a **Catnip Tincture**:
    - **Catnip Tincture (Consumable):** When consumed, the user's base speed increases by 10 feet for **3 rounds**, but they take a **-1 penalty to attack rolls** during this time.

Purekin

Purekin are the refined, white-furred Kittenfolk, renowned for their resilience and grace.

- **Ability Score Increase.** Your **Wisdom** score increases by 2.
- **Divine Cantrip.** You know one cantrip of your choice from the **cleric** or **bard** spell list. Wisdom is your spellcasting ability for this cantrip.
- **Resilient Physique.** You have advantage on saving throws against disease and poison, including magical diseases and poisons.
- **Artisan Proficiency.** You are proficient with one of the following: **calligrapher's supplies**, **cartographer's tools**, or **engraver's tools**.

Megafaunal Kittenkin

Megafaunal Kittenkin are larger, long-legged Kittenfolk with imposing physical prowess. While less clever, their strength and endurance make them ideal for survival.

Ability Score Increase. Your **Strength** or **Dexterity** score increases by 2, but your **Intelligence** and **Wisdom** scores each decrease by 1.

Size. You are **Medium** instead of Small.

Speed. Your base walking speed increases to **40 feet**.

Survivor's Instinct. You gain proficiency in the **Survival** skill.

Combat Proficiency. You have proficiency with all **simple weapons**.

Pupperlings

Physical Description

Pupperlings are diminutive canine humanoids standing around **3 to 3.5 feet tall**, with sturdy, dense frames. Their features blend humanoid structure with subtle canine traits—floppy ears, expressive tails, and soft fur in a variety of patterns. Though compact in size, their robust bone structure makes them heavier than their height might suggest, weighing around **40 to 60 pounds**.

Cultural Description

Pupperlings are natural explorers, embracing life wherever it takes them. From the bustling city streets to the untamed wilds, every locale offers new scents, sights, and experiences to savor. Their boundless energy and enthusiasm make them cherished companions to larger adventurers, though their playful nature sometimes tests the patience of others—especially Kittenlings. Pupperlings value camaraderie, loyalty, and the joy of a shared adventure.

Pupperling Traits

Your Pupperling character has the following racial traits:

Ability Score Increase. Your **Charisma**, **Constitution**, and **Strength** scores each increase by 1.

Size. Pupperlings are **Small**.

Speed. Your base walking speed is **35 feet**.

Loyal Might. You have an innate carrying capacity bonus. Your carrying capacity increases by **+5 for every point of Strength over 10**.

Strong Paws. Your unarmed strikes with your paws count as natural weapons. These strikes deal **1d4 bludgeoning damage**.

Additionally, with a craftsman's or rogue's knowledge, your claws may be used as **improvised tools**. This allows you to perform actions like picking locks, carving wood, or repairing gear. However, using your claws this way imposes a **-2 penalty** to the roll (instead of disadvantage), as they are not perfect substitutes for proper tools.

Boundless Energy. You gain proficiency in the **Athletics** skill.

Languages. You can speak, read, and write **Common** and one additional language of your choice.

Pupperlings are a force of positivity and perseverance, embodying the spirit of exploration. Whether leaping to the defense of their allies or eagerly rushing toward adventure, they bring a joyful energy to every moment.

Pupperling Sub-Races

Watchkin

Watchkin are the guardians of the Pupperling world, bred for vigilance and loyalty. They have a sharp eye and an instinctive need to protect.

- **Ability Score Increase.** Your **Wisdom** score increases by 2.
- **Ability Score Negative.** Your **Dexterity** score decreases by 1.
- **Ever Watchful.** You have advantage on Wisdom (Perception) checks to detect hidden creatures or objects.
- **Proficiency.** You gain proficiency with the **Insight** skill and **smith's tools**.
- **Additional Fluff:** Watchkin are natural protectors and often serve as peacekeepers, guards, or steadfast companions in dangerous territories.

Huntkin

Huntkin are relentless trackers and hunters, combining instinct and skill to find their prey and thrive in the wild.

- **Ability Score Increase.** Your **Dexterity** score increases by 2.
- **Ability Score Negative.** Your **Charisma** score decreases by 1.
- **Hunter's Instinct.** When tracking a creature, you have advantage on Wisdom (Survival) checks to follow its trail. Additionally, you can move stealthily at a normal pace while traveling alone or with one other creature.
- **Proficiency.** You gain proficiency with the **Survival** skill and **bowyer's tools**.
- **Additional Fluff:** Huntkin excel at tasks requiring precision, often acting as scouts, rangers, or sharpshooters.

Corgites

Corgites are sturdy and reliable, with a playful charm and strong sense of loyalty. They are known for their unyielding determination despite their diminutive stature.

- **Ability Score Increase.** Your **Constitution** score increases by 2.
- **Ability Score Negative.** Your **Strength** score decreases by 1.
- **Stubborn Resilience.** When you fail a saving throw against being knocked prone or moved, you can roll again and must use the second result. You can use this feature once per short or long rest.
- **Proficiency.** You gain proficiency with the **Persuasion** skill and **mason's tools**.
- **Additional Fluff:** Corgites' cheerful demeanor and unshakable resolve make them indispensable allies both in battle and in peacetime.

Wolfbreed

Wolfbreed Pupperlings are larger and more primal, channeling the strength and ferocity of their wild ancestors. Their imposing presence makes them natural leaders or fearsome combatants.

- **Ability Score Increase.** Your **Strength** score increases by 2.
- **Ability Score Negative.** Your **Intelligence** score decreases by 1.
- **Size.** You are **Medium** instead of Small.
- **Speed.** Your base walking speed increases to **40 feet**.
- **Alpha's Command.** As a bonus action, you can bolster an ally within 10 feet. They gain advantage on their next attack roll or saving throw. You can use this feature once per long rest.
- **Proficiency.** You gain proficiency with the **Intimidation** skill and **carpenter's tools**.
- **Additional Fluff:** Wolfbreed Pupperlings exude an aura of authority and power, inspiring both awe and fear.

Magipup

Magipups are small-sized Pupperlings with an innate knack for magic. Their curious minds and natural affinity for arcane arts make them fascinating companions.

- **Ability Score Increase.** Your **Intelligence** score increases by 2.
- **Ability Score Negative.** Your **Strength** score decreases by 1.
- **Size.** Magipups are **Small**.
- **Arcane Cantrip.** You know one cantrip of your choice from the **wizard** spell list. Intelligence is your spellcasting ability for this cantrip.
- **Mystic Insight.** You have advantage on Arcana checks related to magical devices or symbols.
- **Proficiency.** You gain proficiency with the **Arcana** skill and **alchemist's supplies**.
- **Additional Fluff:** Magipups' curious nature and magical talents make them excellent scholars and adventuring companions with a knack for uncovering hidden secrets.

Skunkiddo

Skunk Humanoid of the DS Plane

Ability Score Increase:
Your Dexterity score increases by 2, and your Constitution score increases by 1.

Size:
Skunkiddos are naturally small creatures, though some may border on small-medium.

Speed:
Your base walking speed is 25 feet.

- **Dig Speed:** You have a burrow (dig) speed of 5 feet, allowing you to tunnel through loose earth or sand.
- **Climb Speed:** You have a climb speed of 10 feet.

Stink Spray:
As an action, you can exhale a repulsive cloud of odor in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be poisoned and sickened until the end of your next turn. Once you use this trait, you cannot use it again until you finish a short or long rest.

Diapered Instinct:
Having eschewed potty training on the DS Plane, you are naturally incontinent at creation. Because of this inherent flaw, you are eligible to select the **Diaper-Mastery** feat at character creation in lieu of meeting its usual prerequisites. **Keen Senses:**
You have advantage on Wisdom (Perception) checks that rely on your sense of smell.

Mischievous Nature:
Your wily personality grants you proficiency in the Stealth skill.

Languages:
You can speak, read, and write Common and Skunkiddo—a guttural, expressive language mixed with chirps, barks, and the occasional odoriferous exclamation.

Skunkiddos are as notorious for their potent stench as they are for their boundless mischief. Whether burrowing beneath the earth or scaling vertical surfaces with ease, these cheeky natives of the DS Plane leave their mark—often well before their foes can even react.

Skunkiddo Subraces

Fragrance Furs

The Playful Aromatics

Ability Score Increase: Your Intelligence score increases by 1.

Perfume Poof:
You replace the standard Skunkiddo Stink Spray with a burst of heady, magical fragrance. As an action, you can exude a pleasant perfume in a 15-foot cone. Each creature in the area must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or be overwhelmed:

- **Enemies** become dazzled—taking disadvantage on their next attack roll or ability check before the start of your next turn.
- **Allies** in the area feel inspired, gaining temporary morale (choose a benefit such as advantage on a single ability check or saving throw until the start of your next turn).
  You can use Perfume Poof a number of times per day equal to your proficiency bonus, and you regain all expended uses after a long rest.

Fragrant Magic:
Your innate magical flair allows you to learn one arcane cantrip of your choice. Intelligence is your spellcasting ability for this cantrip.

Malodorans

The Ferocious Fumes

Ability Score Increase: Your Strength score increases by 1.

Enhanced Stink Spray:
True to your aggressive nature, your natural stink spray is particularly potent. When you use your Stink Spray (as provided in the base race), the affected creatures, on a failed Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier), suffer the usual poisoned condition until the end of your next turn **and** become frightened of you for 1 round. On a successful save, a creature takes half the duration effect (they are only poisoned).
(This enhanced effect reflects your unbridled, visceral stench.)

Unbridled Momentum:
Your raw aggression and determination drive you forward. Your walking speed increases by 5 feet.

Battle-Hardened Aroma:
While your aroma might repel most, it fuels your fierce spirit. You gain proficiency in the Intimidation skill if you do not already have it.

Brutal Presence:
Your imposing, malodorous aura makes your foes think twice before engaging you, perfectly accentuating the wild and unrefined nature of your kind.

Skunkiddos of either subrace share the inherent mischievous spirit of the DS Plane—and their unique physiology means they usuall start in diapers and incontinent. As a result, all Skunkiddos are eligible for the Diaper-Mastery feat at character creation, further enhancing their versatility in the absurd and chaotic world they call home.

Bunbunkin

Physical Description

Bunbunkin are small, stout humanoids resembling diminutive rabbit folk. Their muscular frames and agile movements are complemented by their long ears, which grant them remarkable hearing. Bunbunkin are natural burrowers, with strong paws adapted for digging and exploring underground environments.

Cultural Description

Bunbunkin are industrious and resourceful, thriving in underground networks that they construct and maintain with exceptional skill. Their homes range from intricate tunnel systems in pastoral landscapes to hidden passageways in city ruins. Curious and social, they enjoy the companionship of other races and are quick to lend a paw to those in need.

Bunbunkin Traits

Your Bunbunkin character has the following racial traits:

- **Ability Score Increase.** Your **Dexterity** and **Strength** scores each increase by 2, but your **Wisdom** and **Constitution** scores each decrease by 1.
- **Size.** Bunbunkin are **Small**.
- **Speed.** Your base walking speed is **35 feet**.
- **Darkvision.** You can see in darkness within **30 feet** as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Low-Light Vision.** You can see in dim light within **60 feet** as if it were bright light.
- **Burrower's Paws.** Your unarmed strikes with your paws count as natural weapons. These strikes deal **1d4 bludgeoning damage**. Additionally, you have a burrowing speed of **5 feet**, allowing you to dig through loose earth or soft material.
- **Tunnelborn Navigation.** You gain proficiency in **Nature** and **Dungeoneering**.
    - You can never become lost or disoriented within **underground passageways**, including natural caves, artificial tunnels, and dungeons. This ability does not function in areas affected by magical sound dampening or spatial distortions.
- **Sharp Hearing.** You have advantage on **Perception** checks that rely on hearing.
- **Languages.** You can speak, read, and write **Common** and one other language of your choice.

Bunbunkin are natural adventurers, bringing their blend of agility, strength, and underground expertise to any adventuring party. Whether navigating through treacherous dungeons or building new homes, they are a hardy and reliable race.

Bunbunkin Sub-Races

Fleetfeets

Fleetfeets are the swiftest of the Bunbunkin, darting across the world with incredible speed and agility. They are ideal couriers, messengers, and explorers.

- **Ability Score Increase.** Your **Dexterity** score increases by an additional 2, but your **Wisdom** score decreases by an additional 1.
- **Enhanced Speed.** Your walking speed increases to **45 feet**.
- **Bonus Dash.** You can take the Dash action as a bonus action. If you already have the ability to Dash as a bonus action, your movement speed increases by an additional **10 feet** during that Dash.
- **Climbing Adaptation.** You lose your burrowing speed, but you gain a climbing speed of **15 feet** on unobstructed surfaces less than 65 degrees steep.
- **Proficiency.** You gain proficiency in the **Survival** skill.
- **Additional Fluff:** Fleetfeets are nimble adventurers, thriving in roles that require speed and precision, such as scouts and couriers.

Bigpaws

Bigpaws are sturdier and stronger than their Bunbunkin kin, embracing their physical power and robust nature.

- **Ability Score Increase.** Your **Strength** score increases by an additional 1, and your **Constitution** score increases by 1.
- **Large Build.** You have all the benefits of being **Medium** sized while retaining the advantages of being **Small**, and you suffer none of the usual disadvantages of being Small sized.
- **Enhanced Burrowing.** Your burrowing speed increases to **10 feet**.
- **Proficiency.** You gain proficiency in the **Athletics** skill.
- **Additional Fluff:** Bigpaws are dependable laborers and resilient fighters, often found doing the heavy lifting in Bunbunkin communities.

Sparkly-Ears

Sparkly-Ears are masters of magic, blending their connection to the arcane and divine with unparalleled insight and intellect.

- **Ability Score Increase.** Your **Intelligence** and **Wisdom** scores each increase by 2, but your **Strength** and **Dexterity** scores each decrease by 1.
- **Arcane and Divine Cantrips.** You know one cantrip of your choice from the **wizard** spell list and one cantrip of your choice from the **cleric** spell list. Intelligence is your spellcasting ability for the wizard cantrip, and Wisdom is your spellcasting ability for the cleric cantrip.
- **Pandimensional Navigation.** Your ability to avoid becoming lost underground now applies to **any plane cosmologically below the Material Plane**, and it functions even in areas affected by magical sound dampening or spatial distortions.
- **Proficiency.** You gain proficiency with either **two magical artisan's tools** or **one magical tool and one language** of your choice.
- **Additional Fluff:** Sparkly-Ears are curious and studious, delving into the mysteries of the cosmos with wonder and determination.

Ghost

Physical Description

Once mortals of flesh and blood, Ghosts now wander the world in their spectral forms. They retain faint echoes of their former selves, such as the shape of their bodies, but they lack corporeal substance. Their translucent forms shimmer with a soft glow, and their eyes often betray a glimpse of the ethereal plane beyond.

Cultural Description

Ghosts walk a path between worlds, untethered by mortal concerns but driven by unfinished business. Some seek justice for their deaths, others crave adventure or simply wish to find meaning in their second existence. They are bound to neither time nor place and often move freely through realms, observing life from a unique perspective.

Ghost Traits and Subrace Mechanics

A Ghost character starts with the Ghost's unique racial traits and supplements them with traits from their original "living" race, reflecting the remnants of their mortal life. This combination creates a spectral version of their original race with added abilities tied to their incorporeal nature.

Racial Features:

- **Ability Score Increase.** Your **Wisdom** score increases by 1, and your **Intelligence** score increases by 1.
- **Size.** Ghosts retain the size of their original race (e.g., Small or Medium).
- **Speed.** Your base walking speed is **30 feet**, unless your original race grants a higher walking speed.
- **Sleepless Spectre.** You do not need to sleep. Instead, you enter a semi-dormant state for 4 hours, akin to elven meditation. During this time, you are fully aware of your surroundings. You are also immune to charm effects that rely on sleep.
- **Darkvision.** You can see in darkness within **60 feet** as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Formless Passage.** Twice per long rest, you can assume an incorporeal form for up to **10 minutes**. While incorporeal, you can move through non-magical objects, doors, or walls as if they were difficult terrain. You cannot end your turn inside a solid object. This ability does not work on magically locked or sealed areas.
- **Spectral Manipulation.** You can cast the **mage hand** cantrip a number of times per day equal to your Constitution modifier (minimum of once). Intelligence is your spellcasting ability for this cantrip.
- **Wail of the Lost.** As an action, you can release an otherworldly wail. Each creature within **10 feet** that can hear you must succeed on a **Wisdom saving throw** (DC = 8 + your proficiency bonus + your Charisma modifier) or be **frightened** of you for 1 minute. Creatures can repeat the saving throw at the end of each of their turns. You can use this ability once per long rest.
- **Ethereal Insight.** Gain proficiency in **Arcana** and **Religion**.
- **Languages.** You can speak, read, and write **Common** and one additional language of your choice.

Ghost Subraces

Ghost subraces are unique in that they combine the traits of your original "living" race with the spectral abilities of the Ghost race. Rather than replacing features, you layer the essence of your mortal past onto the Ghost template.

To create a Ghost subrace:

- **Start with the Ghost race as your base.** Use its ability score increases, racial traits, and abilities as your foundation.
- **Add traits from your original race:**
- **Retain** the **size, appearance, and cultural traits** (e.g., skill or tool proficiencies) of your original race.

- Keep any unique non-physical abilities from your original race, such as resistance to magical effects or innate spellcasting.
    - **Replace features tied to a physical body:** Remove features of your original race that are tied to a corporeal form, such as climbing speed, natural weapons, or traits related to physical endurance.

By blending the Ghost race with your living race, you create a character that carries forward the identity and culture of their past life while embracing the new powers and challenges of their spectral existence.

Morphian Changeling

The Morphian Changeling is an advanced offshoot of the typical changeling, possessing an unparalleled ability to adapt their form to mirror the physiology of other races. They maintain the flexibility and charisma of their changeling heritage, while boasting transformative powers far beyond what most changelings can achieve.

Morphian Traits

As a Morphian Changeling, you have the following racial traits.

Ability Score Increase. Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

Age. Morphians mature at the same rate as changelings and live to be around 120 years old.

Alignment. Morphians, like changelings, tend toward chaotic alignments due to their adaptable nature.

Size. Morphians are Medium, though they may transform into Small creatures when mimicking other races.

Speed. Your base walking speed is 30 feet.

Robust Transformation. As a Morphian, you can transform into any Medium or Small-sized race you have previously touched with bare skin. This transformation requires a 12-hour biological process that functions as a trance-like sleep, during which you alter your racial phylogeny. Once this process is complete, you gain all of the racial traits, abilities, and proficiencies of the chosen race as if applying a subrace to your character. Note that the base Morphian traits are considered the "subrace" for this purpose.

Form Limitations. While temporarily disguising yourself using your standard changeling transformation ability, you can only mimic races you have touched but do not gain the racial abilities or powers of any race other than your current chosen form. This makes your disguise purely aesthetic in nature unless it matches your active "subrace."

Temporary Transformation. As an action, you can temporarily transform to take on the physical appearance of a race you have touched. This transformation lasts up to 1 hour or until you revert to your original form (no action required). You cannot gain the racial traits, powers, or abilities of a race different from your current chosen form.

Languages. You can speak, read, and write Common, two other languages of your choice, and any racial language you acquire through a chosen form.

Subrace Selection. Your subrace is determined by the race you last transformed into using your **Robust Transformation** ability. You must complete the 12-hour transformation process to change subraces.

Transformation Mechanics

To use **Robust Transformation**, you must have physically touched a member of a race with bare skin at least once before attempting to emulate that race. You may only have one active chosen form at a time. When in your chosen form, you are treated as a member of that race for all effects that apply based on race (e.g., racial abilities, magical affinities).

If you wish to transform into a new race, you must complete the 12-hour process to adjust your racial phylogeny. This involves a trance-like state during which your Morphian biology adapts to mimic the race in question.

Cowbuddies

Cowbuddies are hearty folk with a dash of bovine charm. Slightly faster, stronger, and hardier than most, they sport bovine tails, modest horns, and hoof-like nails. Whether one tends the creative, communal arts as a Dairy Friend or charges headlong into battle as a Bull Buddy, every Bovibuddy brings a unique blend of whimsy and unwavering strength to the Diaper School setting.

Cowbuddy Traits

Ability Score Increase. Your Constitution score increases by 1.

Age. Bovibuddies mature at a similar rate to humans, though their robust nature means they often enjoy vitality well into their later years (up to 120).

Alignment. Most Cowbuddies are community-focused and kindhearted. However, some—especially those following the Bull Buddy path—lean toward a fiercely independent or even chaotic alignment.

Size. You can be **Small** or **Medium**. Dairy Friends tend to be medium in stature, while Bull Buddies may be either, with a compact build that belies their formidable strength.

Speed. Your base walking speed is 35 feet, a bit faster than most.

Natural Hooved Feet. Your hoof-like nails let you make unarmed strikes that deal 1d4 bludgeoning damage using your Strength modifier. Despite this armored foot, you still have the gait and step of a humanoid.

Rapid Digestion. Due to their numerous bellies and oversized liver, Cowbuddies have resistance to all ingested poisons, and all non-magical poisons. They have immunity to all common-rarity poisons. However, the speed of their metabolism, and caloric needs mean that a Cowbuddy must roll potty-checks twice as often as other characters, and rolls a CON-based potty-check after any strenuous action.

Naturally Unpottytrained. Out in the fields there wasn't ever much need to do more than void whenever one needed- and Cowbuddies haven't really grown up past that time-honored tradition. Due to their nature, Cowbuddies are **Incontinent** as per the Flaw, *and as such immediately qualify for the Diaper Mastery feat at creation.*

Horned Charge. Once per short rest, when you move 15 feet in a straight line toward a creature, you can use a bonus action to make a melee attack with your horns. On a hit, the target takes 1d6 piercing damage plus your Strength modifier. If the target is knocked prone, you may move an additional 5 feet as part of the bonus action.

Bovine Fortitude. You have proficiency in Constitution saving throws.

Languages. You can speak, read, and write Common and one additional language of your choice.

Subraces

Dairy Friends

The Dairy Friends are the gentle artisans, beloved for their warmth and dedication to honest labor, craft, and the arts.

Ability Score Increase. Your Constitution score increases by an additional 1, and your Charisma score increases by 2.

Artisan's Touch. You gain proficiency with one type of artisan's tool of your choice (such as pottery, painting, or leatherworking).

Produce Milk

Starting at 1st level, your bovine nature imbues you with a uniquely nurturing magic.

As an action, you can magically produce 24 fluid ounces of fresh, magical milk from your body—much like the *Produce Water* spell. This milk is fully nutritious, qualifies as any dairy product in recipes or rations, and serves to bolster vitality. Any creature that consumes this milk immediately regains 1d4 hit points. You can use this ability a number of times equal to your proficiency bonus per long rest, so long as you have had at least two full meals and 6 hours rest.

Soothing Presence. When you cast a healing spell or use a healing ability, you can grant yourself or one creature within 10 feet temporary hit points equal to your Charisma modifier (minimum 1). You can use this ability once per short rest.

Bull Buddies

The Bull Buddies are fierce solo fighters who carve their own path. Brimming with strength and independent spirit, they stand out on the battlefield—and ensure nothing is left standing to protect their herd.

Ability Score Increase. Your Constitution score increases by an additional 1, and your Strength score increases by 2.

Lone Charge. You gain proficiency in Athletics. Additionally, when you are not adjacent to any allies, you have advantage on Strength (Athletics) checks and Strength saving throws.

Unyielding Might. Once per short rest, when you roll a Strength check or saving throw, you can add a bonus equal to your Strength modifier (minimum +1), tapping into an inner reserve of raw power.

Darklings

Darkling Traits

A darkling character has the following racial traits:

Scent

The creature with scent senses can track creatures around them by scent within a defined radius. This is treated as blindsense.

Tendril Lash

This is the natural shadow-lash weapon of a darkforme. Concentrated shadow, enmity, and might are used to create a slashing whiplash against foes, doing **1d4 damage** instead of the unarmed strike damage of 1.

Umbral Jaunt

Darklings can use shadowed ethereal movement to move to any unoccupied space within 20 feet. If she is assuming a small size, she may end her teleport in the same square as another creature.

Shadow Regeneration

When not accosted in battle, darklings can heal themselves over time.

If unwounded for 1 round, the Darkforme will begin to coalesce its being back together. Every round after the first round it is not wounded, the Darkforme Overwatch can restore **1d6 HP** granted it does not move more than 10 ft in that turn. *Umbral Jaunt* does not count as movement for the purposes of this feature.

Nightling Mind and Body

- Darkformes take **double damage** from sources of radiant damage due to the fact that the light and energy energize and dissipate their coalescent shadow.
- They don't sleep, they **lurk**—like elf meditation—for 4–6 hours.
- They **cannot be frightened.**

Age

Who cares? You're a shade.

Alignment

Any but evil. Go for it.

Body of Vapor

As an action up to **3 times per day**, a darkforme can compress or expand their body to have either the *Giant Might* class feature for 1 minute, or *Small racial features* as desired. They must complete a short rest between uses.

Giant Might:

You can imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute:

- If you are smaller than Large, you become **Large**, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- Your weapon attacks deal an extra **1d6 damage**.

Shadow's Child:

You take on the juvenile, if not infantile, shape of a small/minor darkling. In doing this, you become **Small** sized until you take a short rest and decide to end the effect:

- You can occupy the same square as a Medium or Large-sized creature.
- You can pass through spaces that would require a Medium or larger creature to pass a Dexterity check.
- You are harder to hit but easier to grab once hit—gain a **+1 AC bonus** but have **disadvantage** on checks to break a pin or grapple.

Speed

Your base walking speed is **30 feet**.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Aggressive

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Languages

You can speak, read, and write Common, and understand Undercommon.

Ossuite Subrace (Skeleton-Themed)

Bone Toss

The Ossuite replaces the standard Tendril Lash with **Bone Toss**, a ranged attack utilizing its own skeletal fragments as weapons. These bones are empowered by shadow energy and must be retrieved after use to be thrown again.

Bone Toss:

- **Range:** 30 ft.
- **Damage:** 1d4 piercing damage (instead of the standard unarmed strike damage of 1).
- After making a Bone Toss attack, the Ossuite must collect the thrown bone before it can make another Bone Toss attack.
- Bones used in combat can be forged into a **Bonded Weapon** by fighter-type characters, enhancing its power and compatibility with martial techniques (refer to Bonded Weapon mechanics in your handbook for details).

Divine Insight

Ossuites have an innate connection to divine magic, which manifests as the ability to learn **one divine cantrip** of their choosing from the Cleric spell list. This cantrip is considered a racial feature and does not consume spell slots.

Wisdom Bonus

An Ossuite's skeletal structure resonates with ancient wisdom from the shadows beyond. This grants the Ossuite a **+1 bonus to Wisdom**.

Other Traits

Ossuites retain all other standard Darkling traits, such as **Scent**, **Umbral Jaunt**, **Shadow Regeneration**, and **Nightling Mind and Body**. However, their skeletal nature gives them unique flavor in terms of visual aesthetics and narrative significance.

Dark-kin Subrace (Transmorphic Focus)

Enhanced Transmorphic Abilities

Dark-kin excel in reshaping their shadowy forms to adapt to various situations. They can use **Body of Vapor** an additional time per day and gain new transmorphic traits tied to their shadowy origins.

- **Blend with Shadows:** Once per short rest, you may take on a translucent, shadowy form for 1 minute. While in this form:
  - You gain resistance to nonmagical bludgeoning, piercing, and slashing damage.
  - You can move through spaces as narrow as 1 inch wide without squeezing.
  - You cannot take reactions during this time.

Transmorphic Evolution

Dark-kin have honed their ability to shift their forms into distinct versions:

Diminutive Shadowform:

In addition to the *Shadow's Child* feature from *Body of Vapor*, Dark-kin can reshape themselves into a diminutive, wispy shadow entity. This state enhances stealth and infiltration:

- You gain advantage on Stealth checks while in this form.
- You can pass through spaces occupied by any creature without provoking attacks of opportunity.
- Your movement speed becomes 40 ft., but you cannot make weapon attacks while in this form.

Colossal Shadowform:

Building on the *Giant Might* feature, Dark-kin amplify their colossal shadow presence:

- Your size becomes **Huge**, provided you have enough space to expand.
- You gain a +2 bonus to Strength-based attack and damage rolls for the duration.
- Your reach extends by 5 ft., allowing you to target creatures farther away.

These forms last for 1 minute, and you can return to normal earlier as a bonus action.

Shadowmeld Reflex

When you use **Umbral Jaunt**, you can temporarily meld into an ally's shadow. Choose a willing creature within 20 feet and teleport to their location. You then occupy the same space as the creature for 1 round or until you take another action.

Transmorphic Affinity

Your attunement to shadowy transformation grants you an **additional use** of *Body of Vapor* per long rest. Additionally, when using *Body of Vapor*, you can choose one of the following additional benefits:

- **Expanded Movement:** You gain a climb speed of 30 ft. for the duration.
- **Shadow Reach:** Your attacks ignore cover provided by obstacles smaller than 5 ft. tall.

Tanukijin (Tanuki People)

Physical Description

Tanukijin are small, nimble humanoids that bear striking features reminiscent of the folkloric tanuki. Their coats come in earthy browns and deep grays, often accented by silver or black markings, and their expressive, masked faces are framed by alert eyes and rotund, soft features. With bushy tails that seem almost as lively as the creatures themselves, they typically stand between **3'0" and 4'0"** tall and weigh around **40 to 60 pounds**.

Cultural Description

Tanukijin culture is a vibrant blend of mischief, artistry, and wanderlust. Whether threading through bustling urban alleys or exploring quiet woodland trails, they are as renowned for their charm as they are for their quick reflexes. Celebrated as tricksters, entertainers, and skilled negotiators, Tanukijin seamlessly integrate into diverse societies, always on the hunt for opportunity—and perhaps a glimmer of treasure. Their deep love for exploration and the lure of shiny baubles has carved out roles spanning magical tricksters, intrepid explorers, and treasure aficionados, making them as unpredictable as they are endearing.

Tanukijin Traits

Your Tanukijin character has the following racial traits:

Ability Score Increase. Your **Dexterity** score increases by 2, and your **Charisma** score increases by 1.

Size. Tanukijin are **Small**.

Speed. Your base walking speed is **35 feet**.

Trickster's Grace. You gain proficiency in the **Stealth** and **Sleight of Hand** skills, reflecting your nimble fingers and quick footsteps.

Mischievous Luck. Once per short rest, if you fail a Dexterity saving throw, you can reroll the check and use the new result.

Illusory Shift. As a bonus action once per long rest, you can briefly alter your appearance to gain advantage on a **Charisma (Deception)** or **Dexterity (Acrobatics)** check.

Languages. You can speak, read, and write **Common** and one additional language of your choice.

Tanukijin Sub-Races

Mystic Tanuki (Magic-Focused)

- **Ability Score Increase.** Your **Intelligence** score increases by 1.
- **Arcane Trickery.** You know one cantrip of your choice from the **bard** or **sorcerer** spell list. **Charisma** is your spellcasting ability for this cantrip.
- **Minor Illusionist.** You have advantage on **Intelligence (Investigation)** checks when searching for magical effects or hidden enchantments.

Wandering Tanuki (Explorer-Focused)

- **Ability Score Increase.** Your **Wisdom** score increases by 1.
- **Pathfinder's Instinct.** You gain proficiency in the **Survival** skill and have advantage on **Wisdom (Perception)** checks when navigating natural environments.
- **Fleet Footed.** Your base walking speed increases to **40 feet** when traveling in expansive or rugged terrain.

Gleaming Tanuki (Shiny-Things Focused)

- **Ability Score Increase.** Your **Charisma** score increases by an additional 1.
- **Sparkling Focus.** You have a keen eye for all things glimmering. You gain a +2 bonus on **Investigation** checks related to appraising or locating valuable or magical items.
- **Treasure's Allure.** Once per short rest, you can use a bonus action to gain advantage on an **Investigation** check specifically aimed at detecting hidden treasures, secret compartments, or enchanted artifacts.

Foxfolk (Vulpine Kin)

Physical Description

Foxfolk are lithe, graceful humanoids reminiscent of the wild canids they mirror. Their fur shimmers in hues ranging from vibrant copper and scarlet to silver and midnight black, often accented with subtle, natural markings. Accentuated by sharply pointed ears, keen eyes, and expressive, bushy tails, these agile folk typically stand between **3'0" and 4'2"** tall. Their natural elegance is evident in their every step, whether darting through urban alleys or stalking through the wilds.

Cultural Description

Foxfolk society values adaptability, wit, and self-expression. Known for their charm and cunning, they seamlessly integrate into both bustling cities and remote hamlets. Some serve as diplomats and merchants, while others pursue scholarly endeavors or master the blend of magic with martial prowess. Many Foxfolk revel in the thrill of misdirection and jest, while a select few delve deep into the arcane arts. Regardless of their chosen path, Foxfolk celebrate the balance between physical agility and magical potential—

a heritage that is reflected in the diverse traditions of their sub-clans.

Foxfolk Traits

Your Foxfolk character has the following racial traits:

Ability Score Increase. Your **Dexterity** score increases by 2, and your **Charisma** score increases by 1.

Size. Foxfolk are **Small**.

Speed. Your base walking speed is **35 feet**.

Keen Senses. You gain proficiency in the **Perception** and **Stealth** skills.

Natural Camouflage. When in natural environments, you have advantage on Dexterity (Stealth) checks to hide amidst foliage, rain, snow, or other natural phenomena.

Languages. You can speak, read, and write **Common** and one additional language of your choice.

Foxfolk Sub-Races

Emberclaw Fox (Mystic Combat Focus)

Emberclaw Foxes are blooded warriors who meld their lithe martial skills with a surge of arcane ferocity, igniting their strikes with mystical flame.

- **Ability Score Increase.** Your **Constitution** score increases by 1.
- **Arcane Strike.** Once per short rest, when you take the Attack action, you can channel mystical energy into a melee weapon attack. On a hit, add an extra **1d6 fire or radiant damage** (your choice). Additionally, the target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be stunned until the end of your next turn.
- **Blazing Aura.** When you are in dim light or darkness, your very presence burns with latent magical energy, granting you resistance to fire damage.

Arcane Fox (Mage Focus)

Arcane Foxes are the scholars and spellcasters of the Foxfolk, harnessing raw magic to explore ancient lore and reshape the battlefield with the sheer force of their intellect.

- **Ability Score Increase.** Your **Intelligence** score increases by 1.
- **Innate Spellcasting.** You know one cantrip of your choice from the **wizard** spell list. Intelligence is your spellcasting ability for this cantrip.
- **Spell Scholar.** You gain proficiency in the **Arcana** skill. When making Intelligence (Arcana) checks related to magical lore, you add double your proficiency bonus instead of any normal proficiency bonus.
- **Focused Mind.** You have advantage on saving throws against spells or effects that would charm or frighten you.

Moonshadow Fox (Trickster Focus)

Moonshadow Foxes embody the playful, elusive spirit of their kin. Masters of misdirection and guile, they excel at bending perceptions and keeping foes off-balance both on and off the battlefield.

- **Ability Score Increase.** Your **Charisma** score increases by 1.
- **Shifting Shadows.** As a bonus action, you can dissolve into a swirl of shadows. Until the start of your next turn, you gain advantage on Dexterity (Stealth) checks and creatures have disadvantage on Wisdom (Perception) checks to detect you. You can use this feature once per short rest.
- **Quick Wit.** You gain proficiency in the **Deception** and **Insight** skills.
- **Trickster's Prank.** When you successfully use a Charisma (Deception) check to misdirect or confuse a hostile creature in combat, you can grant one ally a +2 bonus on attack rolls against that creature until the start of your next turn. You can use this effect once per combat.

Gemini Celestian

Racial Class Template (Levels 1–2)

Overview

Gemini Celestians are twin souls born in dual bodies, forever bound by fate. For the first two character levels, you must play exclusively as a Gemini Celestian. At level 3, your progression shifts to your chosen class—but at the cost of two effective class levels, as your twin nature has already claimed its toll.

- **Speed:** 35 ft.
- **Hit Die:** d4 (shared between both twins)

Proficiencies:

- One simple weapon of choice per twin.
- One chosen skill and save per twin.

Ability Score Increases

- **Level 1:** +2 Wisdom, +2 Intelligence
- **Level 2:** An additional +2 Wisdom, +2 Intelligence

Languages

- **Level 1:** You know Common Sign Language.
- **Level 2:** Through your *Dualtongue* ability, you gain the capacity to speak Common (Dualtongue), enabling seamless integration of verbal spellcasting, singing, or oration with maintained concentration.

Racial Features & Abilities

- **Dualtongue:**
  Beginning at level 1, you may perform vocal actions —such as casting spells, singing, or giving oration— with a unified dual voice. This allows you to maintain the concentration required for a performance while simultaneously activating another verbal spell component.
- **Dualmind:**
  At level 2, you gain the extraordinary ability to concentrate on two spells that require concentration concurrently. Both spells function independently; maintaining one does not affect the other. Should your concentration break on one, the other remains intact.
- **Shared Form:**
  Any buff or debuff affecting one twin immediately affects the other. Your twin bond means that magical and nonmagical effects alike are shared.
- **Shared HP Pool:**
  Your hit points are pooled into one shared resource, divided evenly between your two bodies. Instead of a twin falling unconscious when reduced to 0 HP, your HP is rebalanced (rounding up) between you whenever one twin would drop to 0. If equalizing would leave one twin with only 1 HP or if both halves fall to 0, you are considered unconscious and begin the death count.
- **Enhanced Action Economy:**
  You possess 2 Reactions, 2 Bonus Actions, and 2 Spell Actions per round. In addition, you receive 1 Movement Action per round, which may be split between your twin bodies as you choose.
- **Natural Dual-Wielding:**
  When wielding two light and finesse weapons—or when one or both weapons are magically conjured— you may make one additional free (non-proficient) attack once per turn when you take the Attack action.
- **Doubleteaming (Level 2):**
  Once you reach level 2 with this template, you can roll a skill check, attack roll, or saving throw at advantage a number of times per day equal to your class level (minimum 2 times). This ability can only be used when you and your twin are within visual range of one another.
- **Shared Thoughts:**
  Your twin is cognitively linked with you. You share thoughts telepathically at all times, regardless of distance.
- **Twin's Bearing:**
  You always know the cardinal direction of your twin, even across different planes. Should your twin leave the local plane, you immediately sense their absence.
- **Bonus Proficiency (Level 2):**
  At level 2 you choose one extra proficiency from among crafts, tools, or games.
- **Arcane Endowment:**
  - **Level 1:** You learn one Wizard cantrip of your choice.
  - **Level 2:** You learn one Divine cantrip of your choice.

Class Integration

At level 3, you transition from being a Gemini Celestian to your chosen base class. In effect, your character's effective class level is your character level minus 2. All standard 5e character creation and advancement rules apply from level 3 onward, while your Gemini Celestian racial features remain permanently.

For Casting Classes That Prepare Spells:

- Celestians receive 1.5 times the prepared spell pool for their class.
- Time to prepare spells is reduced by 1/2.

The Gemini Celestian template represents a profound sacrifice—two levels taken to embody a twin-natured existence rich in versatility. Embrace the duality: wield the power of shared forms, minds, and destinies as you shape your heroic journey.