**RACES**

**Tantar**

Age: Typically live to around 150-250 years

Height: 6'5" - 7'5"

Weight: 280-350lbs

Typical Alignment: Good

Languages: Common, Tantaran

Constitution +2

Speed: 35 ft

Size: Medium

Racial Ability: Once a day, you can take a 10 on a Constitution saving throw/check

Appearance: Basically, an Ent.

**Zaan**

Age: Typically live to around 60-70 years

Height: 3'-4'

Weight: 40-50lbs

Typical Alignment: Neutral

Languages: Common, Zaan

Charisma +2

Speed: 20 ft.

Size: Small

Darkvision: you can see 30 ft in dark and dim conditions

Racial Ability: Once a day, you can take a 10 on a Charisma saving throw/check

Appearance: Basically, Small fox people

**Tyldin**

Age: Typically live to around 300-400 years

Height: 4'5"-5'5"

Weight: 180-250 lbs

Typical Alignment: Neutral

Languages: Common, Tyldin

intelligence +2

Speed: 25 ft.

Size: Medium

Superior darkvision: you can see 60 feet in dark and dim conditions

Racial Ability: Once a day, you can take a 10 on a Intelligence saving throw/check

Appearance: Imagine a forest dryad, mainly women, tend to have Tantars as their defenders

**Quinar**

Age: Typically live to around 90-100 years

Height: 4'-5'

Weight: 70-120 lbs

Alignment: Neutral

Languages: Common, Quinar

Wisdom +2

Speed: 25 ft.

Size: Medium

Racial Ability: Once a day, you can take a 10 on a Wisdom saving throw/check

Appearance: Basically owl people

**Alteran**

Age: Live to about 100-150 years

Height: 5'5"-6'5"

Weight: 120-170lbs

Typical Alignment: Good

Languages: Common, Alterian

Dexterity +2

Speed: 30 ft.

Size: Medium

Racial Ability: Once a day, you can take a 10 on a Dexterity saving throw/check

Appearance: These are basically humans

**Rytos**

Age: Have been known to live up to 80 years although most die in battle before they reach it

Height: 5'10"-6'8"

Weight: 180-250 lbs

Typical Alignment: Neutral

Languages: Common, Rytan

Strength +2

Speed: 30 ft.

Size: Medium

Racial Ability: Once a day, you can take a 10 on a Strength saving throw/check

Appearance: Bull people. Minotaurs (taurens)

**CLASSES**

**Mekromancer**

(Intelligence/wis, tinkering self-explanatory based)

**Hit Points**

**Hit Dice:** 1d8 per Mekromancer level.

**Hit Points at 1st Level:** 8 + Constitution Modifier.

**Hit Points at Higher Levels:** 1d8(or 5) + your Constitution modifier per Mekromancer level after 1st.

**Proficiencies**

**Armor:** Light Armor

**Weapons**: Simple Weapons

**Tools**: Tinkerers Kit

**Saving Throws**: Intelligence, Wisdom

**Skills**: Tinkering, and choose one from Arcana, Perception, Medicine, Investigation, Insight, and History

**Equipment**

You start with the following equipment:

(a) Mace or Quaterstaff

(b) Light Hammer

(c) Tinkerers Tools

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Constructs |
| 1st | +2 | Intelligence +1, Servo Building, Scrap Armor 1st Stage | 2 |
| 2nd | +2 | Spiderling Building, Scrap Gear | 2 |
| 3rd | +2 | Construct Improving (1st Stage) | 2 |
| 4th | +2 | Ability Score Improvement | 2 |
| 5th | +3 | Mek Snake Building | 2 |
| 6th | +3 | Construct Improving (2nd Stage) | 3 |
| 7th | +3 | Mek Coyote Building | 3 |
| 8th | +3 | Ability Score Improvement | 3 |
| 9th | +4 | Scrap Armor 2nd Stage | 3 |
| 10th | +4 | Construct Improving (3rd Stage) | 3 |
| 11th | +4 | Mek Wolf Building | 3 |
| 12th | +4 | Ability Score Improvement | 4 |
| 13th | +5 | Scrap Armor 3rd Stage | 4 |
| 14th | +5 | Construct Improving (4th Stage) | 4 |
| 15th | +5 | Mek Bear Building | 4 |
| 16th | +5 | Ability Score Improvement | 5 |
| 17th | +6 | Scrap Armor 4th Stage | 5 |
| 18th | +6 | Mek Lion Building | 5 |
| 19th | +6 | Ability Score Improvement | 6 |
| 20th | +6 | Mek Dragon Building | 6 |

**SERVO BUILDING:**

You can spend a bonus action building a servo. Details in building file. Takes 1 scrap.

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**SCRAP ARMOR:**

**1st Stage:** You can spend an action putting scrap on top of your armor (and likewise for taking it off) the scrap adds +2 to your AC but reduces your speed by 5ft.

**2nd Stage:** You can spend an action putting scrap on top of your armor more efficiently (and likewise for taking it off) the scrap adds +3 to your AC but reduces your speed by 10 ft.

**3rd Stage:** You can spend an action putting scrap on top of your armor even more efficiently (and likewise for taking it off) the scrap adds +4 to your AC but reduces your speed by 10 ft.

**4th Stage:** You can spend an action putting scrap on top of your armor even more efficiently (and likewise for taking it off) the scrap adds +5 to your AC but reduces your speed by 5 ft.

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**SPIDERLING BUILDING:**

You can spend a bonus action building a spiderling. Details in building file. takes 2 scrap.

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**SCRAP GEAR:**

You can deconstruct gear for scrap (assuming the gear is made of a sort of metal).

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**CONSTRUCT IMPROVING:**

**1st Stage:** Your ability to construct things gets better, their damage output is increased by another damage die. Should be 1 extra damage dice.

**2nd Stage:** Your ability to construct things gets better, their damage output is increased by another damage die. Should be 2 extra damage dice.

**3rd Stage:** Your ability to construct things gets better, their damage output is increased by another damage die. Should be 3 extra damage dice.

**4th Stage:** Your ability to construct things gets better, their damage output is increased by another damage die. Should be 4 extra damage dice.

**MEK SNAKE BUILDING:**

You can spend an action or bonus action building a Mek snake. Details in building file. Takes 3 scrap.

**MEK COYOTE BUILDING:**

You can spend an action to build a Mek Coyote. Details in building file. Takes 5 scrap.

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**MEK WOLF BUILDING:**

You can spend an action to build a Mek Wolf. Details in building file. Takes 10 scrap.

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**MEK BEAR BUILDING:**

You can spend an action to build a Mek Bear. Details in Building file. Takes 20 scrap.

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**MEK LION BUILDING:**

You can spend an action to build a Mek Lion. Details in Building file. Takes 50 scrap.

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**MEK DRAGON BUILDING:**

You can spend your whole turn (action, movement, and bonus action) to build a mek dragon that follows and obeys your command, must make an Intelligence check to determine its Intelligence (can be "charmed" by other mekromancers should they beat your intelligence check) Takes 200 scrap.

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**Weaver**

**Hit Points**

**Hit Dice:** 1d6 per Weaver level

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

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

**Proficiencies**

**Armor:** No armor

**Weapon:** Daggers, Quarterstaffs

**Saving Throws:** Wisdom, Intelligence

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, Religion

**Equipment**

You start with the following equipment:

(a) Quarterstaff

(b) Dagger x2

(c) Scholars Pack

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrips | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +2 | Restore | 3 | 2 | - | - | - | - | - | - | - | - |
| 2nd | +2 | Elemental Casting (1st Stage) | 3 | 3 | - | - | - | - | - | - | - | - |
| 3rd | +2 | Secondary Casting (1st Stage) | 3 | 4 | 2 | - | - | - | - | - |  | - |
| 4th | +2 | Ability Score Improvement | 4 | 4 | 3 | - | - | - | - | - | - | - |
| 5th | +3 | Ritual Caster (1st Stage) | 4 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6th | +3 | Elemental Casting (2nd Stage) | 4 | 4 | 3 | 3 | - | - | - | - | - | - |
| 7th | +3 | Secondary Casting (1st Stage) | 4 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8th | +3 | Ability Score Improvement | 4 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9th | +4 | Ritual Caster (2nd Stage) | 4 | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10th | +4 | Elemental Casting (3rd Stage) | 5 | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11th | +4 | Secondary Casting (3rd Stage) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12th | +4 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13th | +5 | Ritual Caster (3rd Stage) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14th | +5 | Elemental Casting (4th Stage) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15th | +5 | Secondary Casting (4th Stage) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16th | +5 | Ability Score Improvement | 6 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17th | +6 | Ritual Caster (4th Stage) | 6 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Master Weaver | 6 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 6 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Mass Transport | 6 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

**Restore:**

You can take an action to recover all your spent spell slots ONLY USEABLE ONCE A DAY

**Elemental Casting:**

**1st Stage:** When you cast a spell, you can have it deal an additional 1d10 damage of the following types (fire, cold, acid, or force). Can only be used 2 times a day.

**2nd Stage:** When you cast a spell, you can have it deal an additional 1d10 damage of any type. Can be used 3 times per day.

**3rd Stage:** When you cast a spell, you can have it deal an additional 2d10 damage of any type

Can be used 4 times per day.

**4th Stage:** When you cast a spell, you can have it deal an additional 3d10 damage of any type Can be used 4 times per day.

**Secondary Casting:**

­**­­­1st Stage:** You can cast spells that would take an action as a bonus action, however the effects are a quarter of what they would normally be

**2nd Stage:** You can cast spells that would take an action as a bonus action, however the effects are halved

**3rd Stage:** You can cast spells that would take an action as a bonus action, however the effects are three quarters of what they would normally be

**4th Stage:** You can cast spells that would take an action as a bonus action.

**Ritual Caster:**

**1st Stage:** You can cast ritual spells in three quarters the time it would take normally (using the corresponding spell slot).

**2nd Stage:** You can cast ritual spells in half the time it would take normally (using the corresponding spell slot).

**3rd Stage:** You can cast ritual spells in a quarter the time it would take normally (using the corresponding spell slot).

**4th Stage:** You can cast ritual spells as a spell that would take an action (using the corresponding spell slot).

**Spellcasting Ability:**

**­­Spell save DC =** 8 + your proficiency bonus + your Wisdom Modifier

**Spell Attack Modifier =** Your proficiency bonus + your Wisdom Modifier

**Protector**

**Hit Points**

**Hit Dice:** 1d12 per Protector Level

**Hit Points at 1st Level:** 1d12 + your Constitution Modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution Modifier

**Proficiencies**

**Armor:** Heavy Armor, Shields

**Weapons:** Maces, Flails, Warhammers, Lance, BattleAxe

**Tools:** Smithing Tools

**Skills:** Choose two from Intimidation, Athletics, Religion, Medicine, Perception, and Persuasion

**Equipment**

(a) Warhammer or Battleaxe

(b) Tower Shield +4 AC

(c) Explorer’s Pack

**Archetypes:**

The Wall: Can dual wield shields

Holy Boi (healer)

|  |  |  |
| --- | --- | --- |
| Level | Proficiency Bonus | Features |
| 1st | +2 | Protectors Sense, |
| 2nd | +2 | Mass Heal (1st Stage) |
| 3rd | +2 | Chain Health (1st Stage) |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Shield Bash (1st Stage) |
| 6th | +3 | Protectorate |
| 7th | +3 | Mass Heal (2nd Stage) |
| 8th | +3 | Ability Score Improvement, Chain Health (2nd Stage) |
| 9th | +4 |  |
| 10th | +4 | Encourage |
| 11th | +4 | Shield Bash (2nd Stage) |
| 12th | +4 | Ability Score Improvement, Mass Heal (3rd Stage) |
| 13th | +5 | Chain Health (3rd Stage) |
| 14th | +5 |  |
| 15th | +5 | Shield Bash (3rd Stage) |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 | Mass Heal (4th Stage) |
| 18th | +6 | Chain Health (4th Stage) |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Dispel Death |

**Protectors Sense:**

**Mass Heal:**

**1st Stage:**

**2nd Stage:**

**3rd Stage:**

**4th Stage:**

**Chain Health:**

**1st Stage:** You attach your life force to target creature, if the creature were to take damage it only takes half, and you take the other half.

**2nd Stage:** You attach your life force to target creatures (up to two), if the creature were to take damage it only takes half, and you take the other half.

**3rd Stage:** You attach your life force to target creatures (up to three), if the creature were to take damage it only takes half, and you take the other half.

**4th Stage:** You attach your life force to target creatures (up to four), if the creature were to take damage it only takes half, and you take the other half.

**Shield Bash:**

**1st Stage:** As a bonus action you can bash an enemy with your shield, it does it’s AC bonus in damage + your Strength modifier.

**2nd Stage:**

**3rd Stage:**

**4th Stage:**

**Protectorate:**

You declare yourself the protector of one creature within sight, any damage that creature would take you take instead, if you are unconscious the damage starts damaging the creature.

**Encourage:**

Lasts 5 minutes.

Usable x times. Where x is your proficiency bonus.

You encourage your allies, all allies within 15 ft. gain advantage on any attack rolls for the duration.

**Dispel Death:**

Once per day, if a creature were to die, you can completely prevent its death and restore it to full health.

**Stalker**

**Hit Points**

**Hit Dice:**

**Hit Points at 1st Level:**

**Hit Points at Higher Levels:**

**Proficiencies**

**Armor:**

**Weapons:**

**Tools:**

**Skills:**

**Equipment**

(a)

(b)

(c)

**Striker**

**Hit Points**

**Hit Dice:**

**Hit Points at 1st Level:**

**Hit Points at Higher Levels:**

**Proficiencies**

**Armor:**

**Weapons:**

**Tools:**

**Skills:**

**Equipment**

(a)

(b)

(c)

**Archetypes:**

Dual Wielder: Can wield two two-handed weapons without disadvantage (must have a str of 15 or higher)

Boxer (or something): Supposed to not be using weapons, but their fists instead, also supposed to be speedy as fuck boi