NeoRom

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NeoRom

The city of NeoRom. The last city on earth. That is at least, what we think. Hundreds of years ago, there was a war, that devastated the world. Not only that, but suddenly, the world was changed, and the Aether came. The Aether changed the people, and how we viewed the world. Not only that but as sudden as the Aether came, the war ended. But only for a moment. The next war, was the world against its inhabitants. Natural disasters all over created orphans, widows and more bodies than one would want to think about. When the disasters ended, Man was not what he once was. He was changed, and so was his world. Technology lost, cities gone, cultures faded. The people of the equator region on the most dominant landmass started to gather, to help each other to recreate a society.

Unbeknown to most, the triggering effect of all this was a nuclear explosion, in a very specific place. Named the Eye of the Desert, it was a hidden vortex leading to the multiverse, and breaking the barrier let free creatures, Aether, Gods, and the Mist. Spewing from it, a dangerous mist emerged, not because it in itself was dangerous, but because the Mist-Beasts came from within. They started to overrun earth wherever the mist went, and people could not keep up with it. Thankfully, the speaker of the Gods; Cruian had been told from his “masters” that an great enemy was coming, and was told to build a wall. The people started to build, and with the help of the Aether and what one could do with it, the wall around NeoRom was built. In due time, the city grew. Not only because of the people inside, but immigrants from all over the continent. And then the Mist came.

Leaving the city is mostly seen as unwise, but mankind must also find a way to expand its territories. This is what the Agents was supposed to be, the arrow that flew into the mist. They are being used for this, of course, but companies also use the agents for their own personal gains inside of the walls. Time has passed, and over the time, old technologies has been rediscovered, thanks to the agents going out and finding relics for the scientists of NoeRom to reverse engineer.

The city is governed by Damien Tenebris, a democratic elected leader of the people, and his council of elites. Him and his allies are part of the “faction” known as the Pro-City (Neo Ammin, NEsT, Biotech, Protopharma, Tangente Professionalle and La Perla), whilst their main opposition is La Fratelanzia, and their allies, the Anti-City (La Fratellanza, Gli Angeli Caduti, La Verde Draghi, Mercenario Incorporatio, the Custodes and La Agua Sindicato) “faction”. Damien’s greatest feat is creating a city with less crime and blind violence through his laws, but La Fratellanzia would rather have personal law, Anarchy, over how the people of the city is being “controlled” by the elite. How the media lies, and other crimes against humanity, as they see it. Replace the laws of man with the laws of hte gods, and all will be fine.

You are part of a city of unrest, as an agent, you work for your corporation to advance their objectives, and also try to help advance humanity by protecting it, and finding older relics outside the walls. Good luck.





Corporations

In NeoRom, everything is more or less run by the major corporations. You have to affiliate yourself with up to several during your lifetime., either as a client or employer. There are two “factions” in NeoRom. Those who favor the current administration, and those who are against it. The main forces in this endeavour is Neo Amministrazioni and La Fratellanza.

*Neo Amministrazioni:*

Freedom... an unknown concept until Damian's prospering rule began. The NeoAmmin and NADP were created by President Damian in order to protect and serve the people of NeoRom. The NADP (Neo Amministrazioni Departemente Policia) protects the citizens from internal and external threats while the NeoAmmin plays, as the name indicates, an administrative role in running the city.  
 Of course President Damian, contrary to what dissidents and political agitators try to propagate, is not a despotic, power-hungry autocrat who holds the city in an iron grip. In fact, the benevolent leader of NeoRom is a wise and learned man, who merely is head of the city council, which holds the true power in the city. Suspicions that the only reason for this council not being formed in free elections is because its current members are supposedly Damian's puppets, are of course totally unfounded and do not contain even the slightest trace of truth.

NeoAmmin are allied to BioTech Sistemi, Tangente Professionale, Perla Immobiliare, NEsT and Protoformacia. They are Neutral towards Gli Angeli Caduti and Mercenario Incorporato, and hostile towards La Fratellanza, La Verde Draghi, The Custodes and La Agua Sindacato.

*Mercenario Incorporato:*

*Mercenario Incorporato are what the name implies - mercenaries.*  
 Goons and mercenaries for hire. These gentlemen and ladies are willing to do the job you are either to wimpy or to sophisticated to do. Though, working under a code of conduct, they will not do anything. They do have a reputation to hold. Unless the price is just right. Holodiscs has shown that a wise man once said that ‘every man has a price.

Mercenario Incorporato are allied to Tangente Professionale and La Agua Sindacato. They are Neutral towards NeoAmmin, NEsT, BioTech Sistemi, Protofarmacia, La Fratellanza and Gli Angeli Caduti, and hostile towards Perla Immobiliare, La Verde Draghi and The Custodes.

*The Custodes:*

Idealistic, uncompromising, enthusiastic. That is what the men and women of the The Custodes movement are or at least try to be. In their fight against the current despotic NeoRom regime they are all determined to even give their lives if need be, in the fight which they have taken up to create a better future for the people of NeoRom. Or to put it in their own words: “Freedom is our law!” But not all citizens think that they need to be saved from the current government…

The Custodes are allied to La Fratellanza and Gli Angeli Caduti. They are Neutral towards Protofarmacia, La Verde Draghi and La Agua Sindacato. Hostile towards NeoAmmin, Mercenario Incorporato, BioTech Sistemi, Tangente Professionale, Perla Immobiliare and NEsT.

*BioTech Sistemi:*

BioTech Sistemi Incorporato (BioTech) is a curious corporation. Research into biomechanical implements and nano-augmentations for disabled citizens is an admirable function, however BioTech doesn't stop there. By their own admission, BioTech's two-word goal is “Custom Evolution”. Some would say that the potential abuse of such a goal is a reality through BioTech's existence. CEO Seymour Jordan would struggle to disagree with them.

BioTech Sistemi are allied to NeoAmmin and Protofarmacia. They are Neutral towards Perla Immobiliare, NEsT, La Verde Draghi, Mercenario Incorporato and Gli Angeli Caduti. Hostile towards Tangente Professionale, La Agua Sindacato, La Fratellanza and The Custodes.

*La Fratellanza:*  
 *"Defending the truth against all heathens until Cruian the Savior returns!"*  
 La Fratellanza di Cruian is the biggest and most influential religious organization in NeoRom. Having played the games of power on both sides, as rulers as well as persecuted underdogs, in recent times they seem to have withdrawn their activities to the field of healing and understanding the art of the clear Aether. Apart from their everpresent religious activities of course.

La Fratellanza are allied with la Verde Draghi and The Custodes. They are Neutral towards NEsT, Protofarmacia, La Agua Sindacato and Mercenario Incorporato. Hostile towards NeoAmmin, Perla Immobiliare, Tangente Professionale, BioTech Sistemi and Gli Angeli Cudati.

*Perla Immobiliare:*

NeocRom's largest real estate agency. Perla owns and leases out most of the residential and commercial spaces you will see in the city of NeoRom. The apartment you live in, the cornershop, the ViaRosso suite of your wealthy friend - chances are that they are all owned by Perla.

Perla Immobiliare are allied with NeoAmmin, NEsT, Tangente Professionale, La Agua Sindacato and Gli Angeli Cudati. They are Neutral towards BioTech Sistemi and Protofarmacia. Hostile towards La Verde Draghi, La Fratellanza, Mercenario Incorporato and The Custodes.

*La Verde Draghi:*

La Verde Draghi control the illegal drug market in NeoRom, dealing in anything from over the counter products to black market goods.  
 They also control parts of the real estate market. Some consider them just as ruthless in both areas of business. They are dangerous businessmen who do not hesitate to eliminate any competition or tenant that gets out of line.

La Verde Draghi are allied with Protofarmacia and La Fratellanza. They are Neutral towards NEsT, BioTech Sistemi and The Custodes. Hostile towards NeoAmmin, Perla Immobiliare, Tangente Professionale, La Agua Sindacato, Mercenario Incorporato and Gli Angeli Cudati.

*Protofarmacia:*

*"Your hope. Your strength. Your cure."*  
 One of the most lucrative businesses in society has always been medical care. This is what Protofarmacia base their entire financial concept on. They produce anything in the medical industry, ranging from the most basic of Medkits to miracle cures. Their biggest invention and most recognised achievement was the cryogenic chambers called “CryoVaultsTM” which made it possible for the more wealthy around in NeoRom to have their personal “hospital” in their own house.

Protofarmacia are allied with NeoAmmin, BioTech Sistemi and La Verde Draghi. They are Neutral towards Perla Immobiliare, Tangente Professionale, La Fratellanza, Mercenario Incorporato, Gli Angeli Cudati and The Custodes.

*La Agua Sindacato:*

*"Our business is your pleasure."*  
 La Agua Sindacato deals in crime and they do not even try to hide it. Prostitution, gambling and extortion are their main sources of income. They control the red-light district in NeoRom, and also various shops and establishments scattered all around the City.

La Agua Sindacato are allied with Perla Immobiliare, Mercenario Incorporato and Gli Angeli Cudati. They are Neutral towards NEsT, La Fratellanza and The Custodes. Hostile towards NeoAmmin, Tangente Professionale, BioTech Sistemi, Protofarmacia and La Verdi Draghi.

*Tangente Professionale:*

Tangente Professionale Inc. (Tangent) is the main weapons developer / manufacturer in the city of NeoRom. Originally an internal division of BioTech Sistemi (BioTech), Tangent broke from it's parent company years ago. It's focus on the research and development of arms provided such quality that NeoAmmin uses Tangent weapons to arm their police squads. The Tangent culture clearly revolves around personal safety and security. Their motto, “In arms we trust”, is really the perfect descriptor.

Tangente Professionale are allied with NeoAmmin, Perla Immobiliare, NEsT and Mercenario Incorporato. Neutral towards Protofarmacia. Hostile towards BioTech Sistemi, La Agua Sindacato, La Verdi Draghi, La Fratellanza, Gli Angeli Cudati and The Custodes.

*NEsT:*

*"Wherever you go - go NEsT"*  
 And most people do, because NeoRom Esplorazione Tecnologia Inc. (NEsT) is definitely the largest producer of almost any form of vehicle in NeoRom. From conventional motorbikes to subways, from cabs to giant land freighters - there are few vehicles on the roads and in the skies of NeoRom that have not been manufactured by NEsT.

NEsT are allies with Perla Immobiliare and Tangente Professionale. Neutral towards NeoAmmin, BioTech Sistemi, La Agua Sindacato, La Verdi Draghi, La Fratellanza, Mercenario Incorporato and Gli Angeli Cudati. Hostile towards Protofarmacia and The Custodes.

Gli Angeli Caduti

Gli Angeli Caduti, aka the “Tech Freaks”, are the founders and inhabitants of the vast underground complex north in the city of NeoRom. When the PSI Monks ruled NeoRom, a group of scientists who had to work nearly like slaves for the PSI Monk government were freed during a revolt from La Verde Draghi, and escaped northward to create new technologies. Creating new software and hardware for everyone in NeoRom, they were behind some of the better advancements making life in this post-apocalyptic world easier for everyone.

Gli Angeli Cudati are allies with Perla Immobiliare, La Agua Sindicato and The Custodes. Neutral towards NeoAmmin, NEsT, BioTech Sistemi, Protofarmacia and Mercenario Incorporato. Hostile towards Tangente Professionale, La Verdi Draghi and La Fratellanza.

Character Creation

Upon starting your adventure in NeoRom, know that it is a deadly world. It is a higher possibility for a character death here than in what is normal for normal dungeons and dragons stories. This makes it not only necessary for you to have spare characters ready at any time, but because of this, you may be required to create a team of characters, who either are family, or know each other very well. This means, you are able to play this game with a GM, and all four of your characters, ruled by you, or in a group with up to several players, each playing with their own main character, or if a mission or adventure focuses heavily on one main character, the rest of the group may play the rest of your team. This makes every character important to every single player in the group.

Whenever one of your characters gains a level, one of your additional characters may also gain one level, as long as the new level does not exceed your highest leveled character minus 1. For example, Josh has four characters, one in level 4, one in level 3, 2, and 1. His 4th level character gains a level, and is now 5th level. That means ANY one of his other characters that has not been in use this session may gain one additional level. Peter has four characters as well, in the same levels as Josh, but his 1st level characters gains a level, and is now 2nd level. This means that the only other character that may gain a level, is his other 2nd level character, as the highest leveled character can never gain levels this way, and his 3rd level character would end up on 4th level, braking the minus one rule.

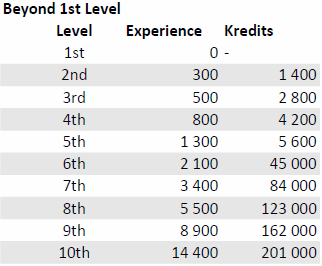
Upon creating characters, you create 4 of them. The first character starts play at 4th level, the second starts play at 3rd level, the third starts at 2nd level, whilst the fourth starts at 1st level.

When Creating a character, you use the Standard Array of stats (8, 10, 12, 13, 14, 15) and distribute this on any Stat you would like.

You then pick the corporation you would like to be ascociated with, class, background, and equipment. Additionally, you start the game with an apartment with a bedroom.

### Beyond 1st level

To gain a level, you must have a long rest, and spend the proper amount of experience for the next level. This reduces your experience points slot by the proper amount of experience points to reach the next level. For example, a 3rd level character has 1000 experience points. During a long rest, he uses 800 of these to advance to 4th level, and keeps the remaining 200 experience points. After 10th level, for every 15.000 experience gained, you can exchange those for one feat from the feat list.



Races

Because of the explosive release of Aether, many humans ended up mutating. To represent this, you can either create a human Variant Character, or create a Mutant type character. To represent this, you choose the race: Mutant, and add the type you want. The type will affect your character in game with the traits of the other races from the *Players Handbook.* This means you get the Ability Score Increase, the size, the speed, and some of the other traits. To keep it simple, all languages in the *Players Handbook* are relevant, but they are not elvish, dwarfish, and so on, but they represent different languages that has evolved over time. Your character may know common and Dwarfish, but that character would not understand what a dwarf said in the Sword Coast.

 You could also create your own mutation, with the permition of the GM first of course.

Classes

# Warriors

A warrior is the blunt force of any corporations security forces. Whether it be in ‘friendly’ competitions in the colosseum, or secret brawls in the night, the warriors are never to be underestimated.

## Barbarian

*Prerequisite: Strength 13*

The barbarian is one of the outsiders in NeoRom. Not that they are being looked down upon, as they are one of the most valuable assets we have to rediscover the rest of the world, but they themselves have a fascination of the outside themselves. They are expert in what exists over the walls, both in spirit, and in how to kill.

The barbarian either learns how to most efficiently kill the Mist-Beasts, or how to draw from their wisdom and strength. They have by far been the most successfull in keeping survey-teams alive when doing missions outside the walls.

### Class Features

As a barbarian, you gain the following class features.

Hit Points

**Hit Dice:** 1d12 per barbarian level

**Hit Dice at 1st Level:** 12 + your Constitution modifier

**Hit points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

In addition to the equipment granted by your background, you also gain 2d4 x 100 Kredits to buy other equipment with.

Rage

In battle, you have learned to use your adrenaline to fight with a primal ferocity. On your turn, you can enter rage as a bonus action.

While raging, you gain the following benefits if you aren’t wearing heavy armor:

* You have advantage on Strength checks and Strength saving throws.
* When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage of the Barbarian table.
* You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can’t cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconcious or if your turn ends and you haven’t attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defence

While you are not wearing any armor, your Armor Class equals to 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still get this benefit.

Reckless Attack

Atarting at 2nd level, you can throw aside all concern for defence to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapons attack roll using Strength during this turn, but attack rolls against you have advantage until your next turn

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren’t as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can’t be blinded, deafened, or incapacitated.

Primal Path

At 3rd level, you choose a path that chapes the nature of your rage. Choose the path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 10th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1. As normal, you can’t increase an ability acore above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed is increased by 10 feet while you aren’t wearing heavy armor.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren’t incapacitated, you can act normally on your first turn, but only if you enter rage before you do anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damge for a critical hit with melee attack.

### Primal Paths

Rage burns in every barbarian’s heart, a furnace that drives him or her towards greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift for totem animal.

Path of the Berserker

For some barbarians, rage is the means to an end - that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker’s rage, you thrill in the chaos of battle, heedless of your own health or well-being

Frenzy

Atarting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appencix A).

Mindless Rage

Beginning at 6th level, you can’t be charmed or frightened while raging. If you are charmed or frightened when you enter rage, this effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can’t use this feature on that creature again for 24 hours.

Path of the Totem Warrior

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as a guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

It is unusual for en individual to have more than one totem animal spirit, though exceptions exist.

Spirit Seeker

Yours is a path that seeks attunement with the natural world, giving you kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animal* spells. But only as rituals, as described in chapter 10.

Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or aquire a physical totem object - an amulet or similar adornment - that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you, you also gain minor whysical attributes that are reminiscent of your totem spirit. For example, if you have a ursidae totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the aquilam, your eyes turn bright yellow.

***Ursidae.*** While raging, you have resistance to all damage except psychic damage. The spirit of the ursidae makes you tough enough to stand up to any punishment.

***Aquilam.*** While you’re raging and aren’t wearing havy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the aquilam makes you into a predator who can weave through the fray with ease.

***Lupus.*** While you’re raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the lupus makes you a leader of hunters.

Aspect of the Beast

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

***Ursidae.*** You gain the might of a ursidae. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strenght checks made to push, pull, lift, or break objects.

***Aquilam.*** You gain the eyesight of an aquilam. You can see up to 1 mile away with no difficulty, able to discern aven fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn’t impose disadvantage on your wisdom (perception) checks.

***Lupus.*** You gain the hunting sensibilities of a lupus. You can track other creatures while traveling at a fast pace, and you can move stealtily while traveling at a normal pace (see chapter 8 for rules on travel pace).

Spirit Walker

At 10th level, you can cast the *commune with nature* spell, but only as a ritual. When you do so, a spiritual version of one of the nimals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

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## Fighter

*Prerequisite: Str 13 or Dex 13o*

### Class Features

As a fighter, you gain the following class features.

Hit Points

**Hit Die:** 1d10 per fighter level.

**Hit point at first level:** 10 + your Constitution modifier.

**Hit Points at higher levels:** 1d10 (or 6) + your constitution modifier per fighter level after 1st.

Proficiencies

**Armor:** All Armor, Shields

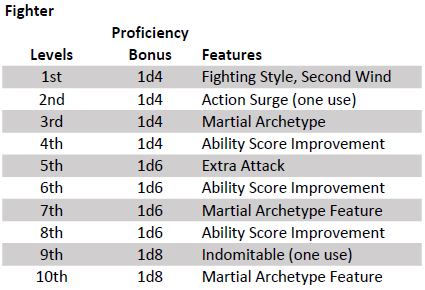
**Weapons:** Simple Weapons, Martial Weapons.

**Tools:** none

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Acrobatics, Drone Controll, Athletics, History, Insight, Intimidation, Perception and Survival

Equipment

In addition to the equipment granted by your backstory, you also gain 5d4 x 100 Kredits to buy other equipment with.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can’t take a Fighting Style option more than once, even if you later get to choose again.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

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

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Gunplay

You gain a +2 bonus to attack rolls you make with ranged weapons.

Protection

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

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Blade Master, or Eldritch Knight, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level, and again at 7th and 10th level.

Ability Score Improvement

When you reach 4th level, and again at 6th and 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use this new roll, and you can’t use this feature again until you finish a long rest.

## Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Blade Master

A Blade Master makes an oath to follow the “way of the blade”, a belief the Blade Master must follow or lose all Blade Master abilities. A Blade Master’s Oath is usually similar to their Instructors’ due to the fact that an instructor will only take a disciple who is willing to follow a similar cause that he himself had to pledge.

Blade Master’s Oath

Beginning when you choose this archetype at 3rd level, you must make a promise you can never break. Upon breaking, you lose all abilities gained through the Blade Master Martial Archetype. This can only be reversed by the atonement of your sins, and by a pardon from your master. You gain the following benefits:

* You lose all blade master abilities whilst wearing medium or heavy armor, or upon equipping a shield.
* You gain the ability to move with quick bursts of speed leaving a lasting after -image. Once per day plus your Constitution modifier, you may move your full run speed as a move action, leaving the enemy confused, giving the Blade Master advantage on all attack rolls for for one turn.
* your base movement speed is increased by 10.
* your AC is increased by 1.

Blinkstrike

Starting at 7th level, when attacking you seem to flicker in and out of existence, leaving the enemy unable to predict where you strike. Your weapon attack score a critical hit on a roll of 19 or 20.

In addition, your AC is increased by 1.

Blinkstep

Starting at 10th level, a Blade Master can instantly move into any påen square within 15 feet in any direction the Blade Master can see. This does not prompt an attack of opportunity for leaving a threatened square.

In addition, you may make an extra standard action each turn.

Your AC is increased by 1.

Champion

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Improved Critical

Beginning when you chose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity or Constitution check you make that doesn’t already use your proficiency bonus.

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

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Eldritch Knight

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of the Aether. Eldritch Knights use aetheral techniques similar to those practised by wizards. They focus their study on tho of the eight schools of aether: abjuration and evocation. Abjuration spells grant an Eldritch Knight additional protection in battle, and evocation spells deal damage to many foes at once, extending the fighter’s reach in combat. These knights learn a comparatively small number og spells, committing them to memory instead of keeping them in a pad.

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

**Cantrips.** You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

**Max Spell Level.** The Eldritch Knight Spellcasting table shows the highest level of spells he is able to cast. To cast one of these spells, you must spend the proper amount of spell points. You regain all expended spell points when you finish a long rest.

**Spells Known of 1st-Level and Higher.** You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting Table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have a spell level. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spell you learn at 8th level can come from any school of magic.

Whenever you gain a level in this class or buy a feat at 10th level, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have a spell level, and it must be an abjuration or evocation spell, unless you are replacing the spell you gained at 8th level.

Additionally, you can never learn spells higher than 5th level, nor can your spell points exceed 40.



**Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + proficiency dice +

Intelligence modifier

**Spell attack modifier** = proficiency dice +

Intelligence modifier

Weapon Bond

At 3rd level, you learn a ritual that creates an aetheral bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can’t be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

War Aether

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Eldritch Strike

At 10th level, you learn how to make your weapon strikes undercut a creature’s resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

# Scoundrels

The scoundrels are the thiefs, the assassins, and even diplomats of the corporate world. Prefering to work in the shadows, either literal, og figural.

## Ranger

The ranger focuses on ranged combat of all kind.

*Prerequisite: Dex 13 AND Wis 13*

### Class Features

as a ranger, you gain the following class features

Hit Points

**Hit Dice:** 1d10 per ranger level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per ranger level after 1st.

Proficiencies

**Armor:** Light armor, medium armor, shields

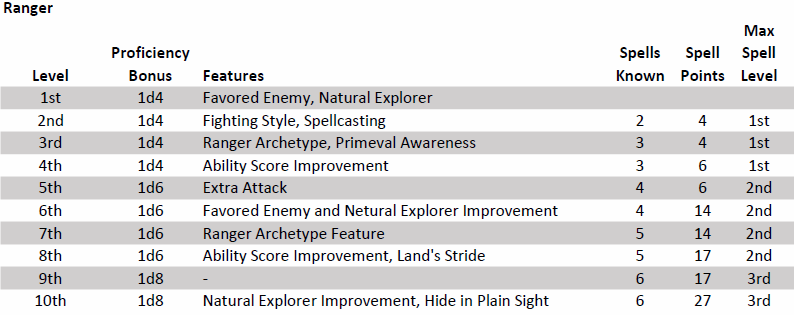
**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

In addition to the equipment granted by your background, you also gain 5d4 x 100 Kredits to buy other equipment with.

Favored Enemy

Begining at 1st level, you have significant experience studying, tracking, hunting and understanding the behaviour of mistbeasts.

Choose a type of favored enemy; Anguis, Aper, Aquilam, Aspergillus, Corvus, Draco, Elephas, Lacerta, Lupus, Mortis Scorpus, Sanctus or Ursa.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as Intelligence checks to recall information about them.

You choose an additional favored enemy at 6th level.

Natural Explorer

You are particularly familiar with one type of natural environment, and are adept at traveling and surviving in such regions. Choose one type of favored terrain; arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you’re proficient with.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

* Difficult terrain doesn’t slow your group’s travel.
* Your group can’t become lost exccept by magical means.
* Even if you are engaged in another activity while traveling (such as foraging, navigating, tracking), you remain alert to danger.
* If you are traveling alone, you can move stealthily at a normal pace.
* When you forage, you find twice as much food as you normally would.
* While tracking other creatures, you also learn their exact numbers, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your speciality. Choose one of the following options. This can be done only once.

Marksmanship

You gain a +2 bonus to attack rolls you make with a ranged weapon

Defence

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

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

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting

By the time you reach 2nd level, you have learned to use magical essence of nature to cast spells, much like a druid does.

**Spell Slots**

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose on of the ranger spells you know, and replace it from another from the ranger spell list. With the addition of buying higher spell-slots, a ranger is not able to cast higher level spells than level five, nor can he ever cast more than 4 spells from each level per day.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws from your attunement to nature. You use your wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast when making an attack roll with one.

**Spell save DC =** 8 + your proficiencey bonus + your Wisdom modifier

**Spell attack modifier =** your proficiency bonus + your Wisdom modifier

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate: Blade Dancer or Hunter, both detailed at the end of the class description. Your choice grants you features at 3rd and 7th level, and more can be bough post-10th level.

Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger slott to focus your awareness on the region around you. for 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or up to 6 miles in favored terrain): aper, aquilam, lupus and ursa. This feature does not reveal the creatures’ location or number.

Ability Score Improvement

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take an Attack action on your turn.

Land’s Stride

Starting at 8th level, moving through nonmagical difficult terrain cost no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

### Ranger Archetypes

Gunslinger

Walking the way of the gunslinger means preferring finesse over brute strength. It means dodging and diving through waves of foes, gunning each one down. It means acrobatic dancing around large lacerta before felling it. It means wielding two pistols at the same time.

Agile Fighter

Your fighting style looks more like a dance than a battle. You move nimbly between enemies, avoiding their strikes. Starting at 3rd level, you gain the following benefits:

* You gain the “Dual Wielder” feat, proficiency in the Acrobatics skill and a +1 to AC.
* When an enemy makes an attack against you, you may make a dexterity (acrobatics) check. if the result of your check beats their attack roll, you may make a reaction and the attack misses you.
* You are not considered to have an “off-hand”, when making a bonus action attack with your other weapon, you may add your bonus modifiers to the strike.
* You may draw your weapons you’re proficient with as a free action that does not count towards the amount of objects interacted with that turn.

Advanced Two Weapon Fighting

at 7th level, while you attack with both your weapons, you also defend with them. To you, a second pistol is like a shield. You no longer have disadvantage with ranged weapons in close combat while dual wielding and you may avoid one attack that would otherwise hit you once per long rest.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter’s path, you learn special techniques for fighting the threats you face, from rampaging aper to hordes of lupus.

Hunter’s Prey

at 3rd level, you gain one of the following features of your choice.

**Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. You can deal this damage only once per turn.

**Giant Killer.** When a Large or larger creature within 5 feet of you kits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

**Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defence Tactics

At 7th level, you gain one of the following features of your choice.

**Escape the Horde.** Opportunity attacks against you are made with disadvantage

**Multiattack Defence.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

**Steel Will.** You have advantage on saving throws against being frightened.

## 

## Rogue

*Prerequisite: Dexterity 13*

### Skill and Precision

Rogues devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them a broad expertise that few other characters can match. Many rogues focus on stealth and deception, while others refine the skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

When it comes to combat, rogues prioritize cunning over brute strength. A rogue would rather make one precise strike, placing it exactly where the attack will hurt the target most, than wear an opponent down with a barrage of attacks. Rogues have an almost supernatural knack for avoiding danger, and a few learn magical tricks to supplement their other abilities.

### Class Features

As a rogue, you get the following class features.

Hit Points

**Hit Dice:** 1d8 per rogue level

**Hit Points at 1st Level:** 8 + your Constitution modifier

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

Proficiencies

**Armor:** Light Armor

**Weapons:** Simple weapons, SMG, longswords, rapiers, shortswords

**Tools:** Thieve’s tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

In addition to the equipment granted by your background, you also gain 4d4 x 100 Kredits to buy other equiopment with.

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves’ tools. Your proficiency bonus with is doubled for any ability check you make that uses either of the chosen proficiencies.

at 6th level, toy can choose two more of your proficiencies (in skills or with the thioeves’ tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe’s distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack MUST use a finesse or a ranged weapon.

you don’t need advantage on the attack roll if another enemy of the target is engaged with the enemy, that enemy is incapacitated, and you don’t have disadvantage on the attack roll.

The ammount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack Column of the Rogue table.

Thieves’ Cant

During your rogue training you learned thieves’ cant, a secret mix o f dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves’ cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set o f secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory o f a thieves’ guild, whether loot is nearby, or whether the people in an area are easy marks or w ill provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise o f your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end o f the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, and 10th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way o f certain area effects, such as a red dragon’s fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### Roguish Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly aproach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus - not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Thief

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investegators. In addition to improving your agility and stealth, you learn skills useful for delving into old ruins, reading unfamiliar languages, and using items you normaly couldn’t employ.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cuinning action to make a Dexterity (sleight of Hand) check, use your thieves’ tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

When you choose this archetype at 3rd level, toy gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a runnig jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak

Starting at 9th level, you have advantage ona Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Assassin

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priest trained to exterminate the enemy of their diety. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

Bonus Proficiencies

When you choose thos archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner’s kit.

Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have the advantage on attack rolls against any creature that hasn’t taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Infiltration Expertise

Starting at 9th level, you can unfailingly create false identities fro yourself. You must spend seven days and 250 K to establish the history, profession, and affiliations for an identity. You can’t establish an identity that belong to someone else. For example, you might aquire appropriate clothing, letters of introduction, and official-looking certificates to establish yourself as a member of one of the otther affiliations in NoeRom.

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

Arcane Trickster

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of explorers.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

**Cantrips.** You learn three cantrips: *mage hand* and two other cantrips of your choice from the wizard spell list. You learn yet another wizard cantrip of your choise at 10th level.

**Spell Slots.** The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. You regain all expended spell slots when you finish a long, uninterupted rest.

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you can cast *charm person* using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1sr-level spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The speels Known column of the Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be and enchantment or illusion spell of your choice, and must be of a level which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th level and beyond 10th lever can come from any school of magic.

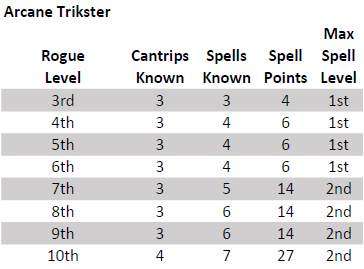
Whenever you gain a level in this class up to 10th level, or whenever you gain a new feat past 10th level, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and must be an enchantment or illusion spell, unless you are replacing the spell you gained at 8th level, or one of the spells you gained past 10 level.

You cannot learn spells from a higher spell level than 4th, nor can your spell points exceed 40

**Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier.



*Mage Hand* Legerdemain

Starting at 3rd level, when you cast *mage hand*, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

* You can stow one object the hand is holding in a container worn or carried by another creature.
* You can retrieve an object in a container worn or carried by another creature.
* You can use the thieves’ tools to pick locks and disarm traps at range.

You can perform one of these tasks without beeing noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature’s Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to controll the hand.

Magical Ambush

Starting at 9th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

# Diviners

The diviner have found a way to harness what they call Clear Aether to help or harm their way through life. They see the spiritual need of anyone, poor or rich.

## Cleric

The cleric is all about helping the people of NoeRom, either he gets paid for it or not. Yet, some prefer the large payroll.

*Prerequisite: Wis 13*

Class Features

As a cleric, you gain the following class features.

Hit Points

**Hit Dice**: 1d8 per cleric level

**Hit Points at 1st Level**: 8 + your Constitution modifier

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

Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** All simple weapons

**Tools:** None

**Saving Throws**: Wisdom, Charisma

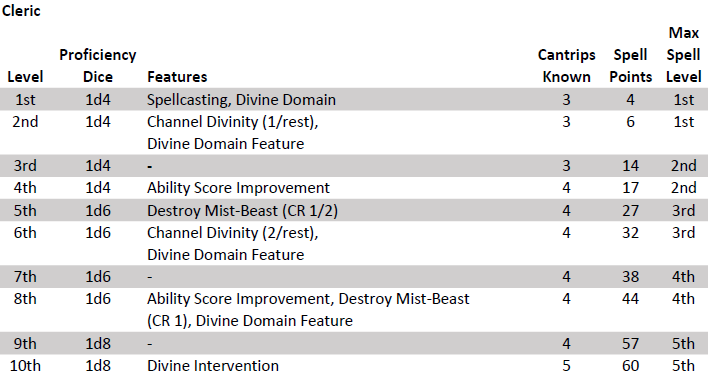
**Skills:** Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

In addition to the equipment granted by your background, you also gain 5d4 x 100 Kredits to buy other equipment with.

Spellcasting

As a conduit for divine power, you can cast cleric spells. See chapter 10 in the *Players Handbook* for the general rules of spellcasting and chapter 11 for the cleric spell list.



Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Preparing and Casting Spells

The Cleric table shows how many spell points you have to cast spells of 1st level and higher. To cast one of these spells, use spell points to create a spell slot of the appropritate level, end then spend that spell slot to cast your spell. You regain all expended spell points when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be within your maximum spell level. For example, if you are a 3rd-level cleric, you have a maximum spell level of 2nd. With a W isdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. Casting the spell doesn’t remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

**Spell attack modifier =** your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your cleric spells.

Divine Domain

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th and 8th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you have a domain spell that doesn’t appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Channel Divinity

At 2nd level, you gain the ability to channel divine

energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Mist-Beast and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the dom ain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Mist-Beast

As an action, you present your holy symbol and speak a prayer censuring the Mist-Beasts. Each Mist-Beast that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. It also can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

Ability Score Improvement

W hen you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Destroy Mist-Beast

Starting at 5th level, whenever a Mist-Beast fails your turning, they are instantly destroyed. This only works for a Mist-Beast of Chalenge Rating ½ or lower, and at 8 level, Challenge Rating 1. This can be increased with feats.

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity’s aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can’t use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

### Divine Domains

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity’s domain. All the domains over which a deity has influence are called the deity’s portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity’s portfolio to emphasize, and you are granted powers related to that domain.

Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus (“radiant”) Janus, emphasizing his influence over the Light domain, and in a different place as Janus O Acesi (“healing”), emphasizing his association with the Life domain.

Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain’s description gives examples of deities who have influence over that domain. Gods are included in the Pantheon Chapter.

Knowledge Domain

The gods of knowledge—including Minerva, Goddess of Wisdom; Janus, God of Beginning and Endings; and Luna, Goddess of the Moon—value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the

secrets of the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, like Vulcan, God of Fire, Smithing and Craft.

Knowledge Domain Spells

Cleric Level Spells

1st *command, identify*

3rd *augury, suggestion*

5th *nondetection, speak with dead*

7th *arcane eye, confusion*

9th *legend lore, scrying*

Blessings of Knowledge

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Channel Divinity: Knowledge of the Ages

Starting at 2nd level, you can use your Channel Divinity to tap into a divine w ell of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Channel Divinity: Read Thoughts

At 6th level, you can use your Channel Divinity to read a creature’s thoughts. You can then use your access to the creature’s mind to command it. As an action, choose one creature that you can see

within 60 feet of you. That creature must make a

Wisdom saving throw. If the creature succeeds on the saving throw, you can’t use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Life Domain

The Life domain focuses on the vibrant positive

energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and the Mist-Beasts. Gods commanding this domain are; Janus, God of Beginnings and Endings; Vesta, Goddess of Home and Hearth; Ceres, Goddess og Agriculture; and Liber, God of Viticulture and Wine.

Life Domain Spells

Cleric Level Spells

1st *bless, cure wounds*

3rd *lesser restoration, spiritual weapon*

5th *beacon of hope, revivify*

7th *death ward, guardian of faith*

9th *mass cure wounds, raise dead*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell o f 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell’s level.

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points am ong them. This feature can restore a creature to no more than half of its hit point maximum. You can’t use this feature on an undead or a construct.

Blessed Healer

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creatureother than you, you regain hit points equal to 2 + the spell’s level.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. This can be increased with a feat.

Light Domain

Gods of light—Venus and Janus—promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun.

Light Domain Spells

Cleric Level Spells

1st *burning hands, faerie fire*

3rd *f laming sphere, scorching ray*

5th *daylight, f ireball*

7th *guardian o f faith, wall of f ire*

9th *f lame strike, scrying*

Bonus Cantrip

When you choose this domain at 1st level, you gain the light cantrip if you don’t already know it.

Warding Flare

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to im pose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can’t be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Radiance of the Dawn

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes.

As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled.

Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d 10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Improved Flare

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Nature Domain

Gods of nature are as varied as the natural world

itself, from inscrutable gods of the deep forests (such as Silvanus, Obad-Hai, Chislev, Balinor, and Pan) to friendly deities associated with particular springs and groves (such as Eldath). Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular nature god.

These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

Nature Domain Spells

Cleric Level Spells

1st *animal friendship, speak with animals*

3rd *barkskin, spike growth*

5th *plant growth, wind wall*

7th *dominate beast, grasping vine*

9th *insect plague, tree stride*

Acolyte of Nature

At 1st level, you learn one druid cantrip of your choice.

You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

Bonus Proficiency

Also at 1st level, you gain proficiency with heavy armor.

Channel Divinity: Charm Animals and Plants

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage.

While it is charmed by you, it is friendly to you and other creatures you designate.

Dampen Elements

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. This can be increased with feats.

Tempest Domain

Gods whose portfolios include the Tempest domain - including Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor—govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts.

In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors.

Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

Tempest Domain Spells

Cleric Level Spells

1st *fog cloud, thunderwave*

3rd *gust of wind, shatter*

5th *call lightning, sleet storm*

7th *control water, ice storm*

9th *destructive wave, insect plague*

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

Wrath of the Storm

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Destructive Wrath

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Thunderbolt Strike

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target.

Trickery Domain

Gods of trickery—such as Tymora, Beshaba,

Olidammara, the Traveler, Garl Glittergold, and

Loki—are mischief-m akers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They’re patrons of thieves, scoundrels, gamblers, rebels, and liberators. Their clerics are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the rich, freeing captives, and flouting hollow traditions. They prefer subterfuge, pranks, deception, and theft rather than direct confrontation.

Trickery Domain Spells

Cleric Level Spells

1st *charm person, disguise self*

3rd *mirror image, pass without trace*

5th *blink, dispel magic*

7th *dimension door, polymorph*

9th *dominate person, modify memory*

Blessing of the Trickster

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Channel Divinity: Invoke Duplicity

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of

yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell).

The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion’s space, but you must use your own

senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Channel Divinity: Cloak of Shadows

Starting at 6th level, you can use your Channel

Divinity to vanish.

As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with poison—a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target.

War Domain

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence

as prayers. Gods of war include cham pions of honor and chivalry (such as Torm, Heironeous, and Kiri-Jolith) as well as gods of destruction and pillage (such as Erythnul, the Fury, Gruumsh, and Ares) and gods of conquest and domination (such as Bane, Hextor, and Maglubiyet). Other war gods (such as Tempus, Nike, and Nuada) take a more neutral stance, promoting war in all its manifestations and supporting warriors in any

circum stance.

War Domain Spells

Cleric Level Spells

1st *divine favor, shield of faith*

3rd *magic weapon, spiritual weapon*

5th *crusader’s mantle, spirit guardians*

7th *freedom of movement, stoneskin*

9th *flame strike, hold monster*

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

War Priest

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. W hen you use the Attack action, you can make one weapon attack as a bonus action.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Guided Strike

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Channel Divinity: War God’s Blessing

At 6th level, when a creature within 30 feet of you

makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target.

Avatar of Battle

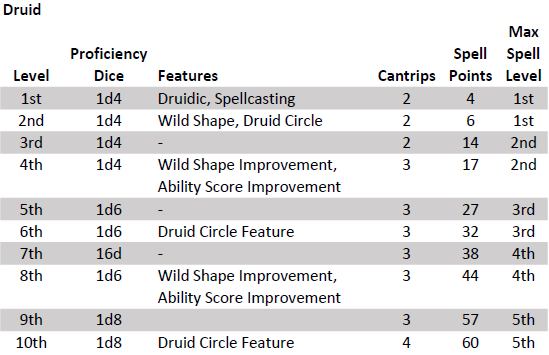
*Prerequisite: War Domain*

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Druid

The druids are somewhat of a lunatic cult, claiming that whatever comes through the mist is not here to kill us.

*Prerequisite: Wisdom 13*



Class Features

As a druid, you gain the following class features.

Hit Points

**Hit Dice:** 1d8 per druid level

**Hit Points at 1st Level:** 8+ your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your

Constitution modifier per druid level after 1st

Proficiencies

**Armor:** Light armor, medium armor, shields (druids will

not wear armor or use shields made o f metal)

**Weapons:** Clubs, daggers, darts, javelins, maces,

quarterstaffs, scimitars, sickles, slings, spears

**Tools:** Herbalism kit

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, Animal

Handling, Insight, Medicine, Nature, Perception,

Religion, and Survival

Equipment

In addition to the equipment granted by your background, you also gain 2d4 X 100 Kredits to buy other equipment with.

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message’s presence with a successful DC 15 Wisdom (Perception) check but can’t decipher it without magic.

Spellcasting

Drawing on the divine essence o f nature itself, you can cast spells to shape that essence to your will. See chapter 10 of the *Players Handbook* for the general rules of spellcasting and chapter 11 for the druid spell list.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many spell points you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend spell points to create a spell slot of proper level.

You regain all expended spell points when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell) The spells must be within you range of max spell level. Casting the spell doesn’t remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid

spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

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

your Wisdom modifier

**Spell attack modifier =** your proficiency bonus +

your Wisdom modifier

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your druid spells.

Sacred Plants and Wood

A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might

be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaffs, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

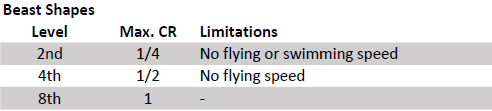
Druids from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a druid of a desert region might value the yucca tree and cactus plants.

Wild Shape

Starting at 2nd level, you can use your action to

magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating o f 1/4 or lower that doesn’t have a flying or swimming speed.



You can stay in a beast shape for a number o f hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

* Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all o f your skill and saving throw proficiencies, in addition to gaining those o f the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature’s bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
* When you transform, you assume the beast’s hitpoints and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn’t reduce your normal form to 0 hit points, you aren’t knocked unconscious.
* You can’t cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities o f your beast form. Transforming doesn’t break your concentration on a spell you’ve already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning,* that you’ve already cast.
* You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can’t use any of your special senses, such as darkvision, unless your new form also has that sense.
* You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature’s shape and size. Your equipment doesn’t change size or shape to match the new form, and any equipment that the new form can’t wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Druid Circle

At 2nd level, you choose to identify with a circle of druids: The Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, and 10th level.

Ability Score Improvement

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an

ability score above 20 using this feature.

Druid Circles

Though their organization is invisible to most outsiders, druids are part of a society that spans the city, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and

sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way o f the druid.

Circle of the Land

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle’s wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk.

As a member of this circle, your magic is influenced by the land where you were initiated into the circle’s mysterious rites.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery

Starting at 2nd level, you can regain some of your

magical energy by sitting in meditation and communing with nature. During a short rest, you regain expended spell points. The spell points recovered are equal to your spell points total at half your current druid level, rounded down. For example, a 6th level druid can recover up to 14 spell points, as that is his max total at 3rd level.

You can’t use this feature again until

you finish a long rest

Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land you dreamt of when you became a druid. Choose that land—arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark—and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

**A r c t i c**

**Druid Level Circle Spells**

3rd *hold person, spike growth*

5th *sleet storm, slow*

7th *freedom of movement, ice storm*

9th *commune with nature, cone of cold*

**C o a s t**

**Druid Level Circle Spells**

3rd *mirror image, misty step*

5th *water breathing, water walk*

7th *control water, freedom of movement*

9th *conjure elemental, scrying*

**D e s e r t**

**Druid Level Circle Spells**

3rd *blur, silence*

5th *create food and water, protection from energy*

7th *blight, hallucinatory terrain*

9th *insect plague, wall of stone*

**F o r e s t**

**Druid Level Circle Spells**

3rd *barkskin, spider climb*

5th *call lightning, plant growth*

7th *divination, freedom of movement*

9th *commune with nature, tree stride*

**G r a s s l a n d**

**Druid Level Circle Spells**

3rd *invisibility, pass without trace*

5th *daylight, haste*

7th *divination, freedom of movement*

9th *dream, insect plague*

**M o u n t a i n**

**Druid Level Circle Spells**

3rd *spider climb, spike growth*

5th *lightning bolt, meld into stone*

7th *stone shape, stoneskin*

9th *passwall, wall of stone*

**S w a m p**

**Druid Level Circle Spells**

3rd *darkness, Melf ’s acid arrow*

5th *water walk, stinking cloud*

7th *freedom of movement, locate creature*

9th *insect plague, scrying*

**U n d e r d a r k**

**Druid Level Circle Spells**

3rd *spider climb, web*

5th *gaseous form, stinking cloud*

7th *greater invisibility, stone shape*

9th *cloudkill, insect plague*

Land’s Stride

Starting at 6th level, moving through nonmagical

difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Nature’s Ward

When you reach 10th level, you can’t be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Circle of the Moon

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great lupin one night, soar over the treetops as an aquilam the next day, and crash through the undergrowth in ursa form to drive off a trespassing monster. The wild is in the druid's blood.

Combat Wild Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend spell points to regain 1d8 hit points per four spell points expended

Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Elemental Wild Shape

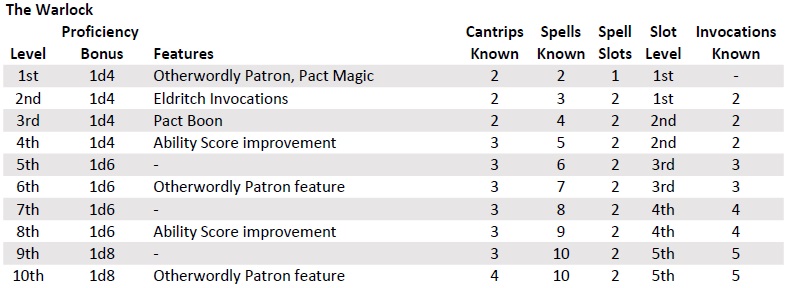
At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

# Arcaners

The arcaners strives to master the energy of the Pure Aether, shaping it and casting massive spells.

## Warlock

*Prerequisite: Charisma 13*

Having signed a mental deal with a sentient being from outside the walls, the warlock is the medium between the outside, and the inside. The need for knowledge, but not the patience or ability to learn on ones own leads the Warlock to make these contracts, giving them power and knowledge they did not even ask. And the thirst for knowledge never subsides. After the pact is made, the warlock is no longer able to sit still, and must learn, try, achieve, and reach their goals. And in some way, their patron’s goals.

### Class Features

As a warlock, you gain the following class features.

Hit Points

**Hit Dice:** 1d8 per warlock level

**Hit Points at 1st Level:** 8 + your Constitution modifier

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

Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

In addition to the equipment granted by your background, you also gain 4d4 x 100 Kredits to buy other equipment with.

Otherworldly Patron

At 1st level, you have struck a bargain with an

otherworldly being of your choice: the Archfey, the

Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, and 10th level.

Pact Magic

Your arcane research and the m agic bestow ed on you by your patron have given you facility with spells. See chapter 10 of the *Player’s Handbook* for the general rules of spellcasting and chapter 11 of the *Player’s Handbook* for the warlock spell list.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Slots

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend aspell slot. You regain all expended spell slots when youfinish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what’s shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability.

In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and w hen making an attack roll with one.

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

your Charisma modifier

**Spell attack modifier** = your proficiency bonus +

your Charisma modifier

Spellcasting Focus

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock

levels, you gain additional invocations of your choice, as show n in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class or buy a feat past 10th level, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain

You learn the find familiar spell and can cast it as a ritual. The spell doesn’t count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dism iss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can’t affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Tome

Your patron gives you a grimoire called a Book of

Shadows. When you gain this feature, choose three cantrips from any class’s spell list. While the book is on your person, you can cast those cantrips at will. They don’t count against your number of cantrips known.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from yourmpatron. This cerem ony can be perform ed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Ability Score Improvement

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron’s nature.

*Pact of the Chain.* Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with sprites and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One’s nature is inscrutable, any familiar form is suitable for it.

*Pact of the Blade.* If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancient-looking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.

*Pact of the Tome.* Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.

### Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their pow er only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

The Archfey

Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were forgotten before the mortal races were born. This being’s motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges. Beings of this sort include the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; her consort Oberon, the Green Lord; Hyrsam, the Prince of Fools; and ancient hags.

Expanded Spell List

The Archfey lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Archfey Expanded Spells

Spell Level Spells

1st *faerie fire, sleep*

2nd *calm emotions, phantasmal force*

3rd *blink, plant growth*

4th *dominate beast, greater invisibility*

5th *dominate person, seeming*

Fey Presence

Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your w arlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Misty Escape

Starting at 6th level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

Beguiling Defenses

Beginning at 10th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

The Fiend

You have made a pact with a fiend from the lower

planes o f existence, a being whose aims are evil,

even if you strive against those aims. Such beings

desire the corruption or destruction of all things,

ultimately including you. Fiends powerful enough to forge a pact include dem on lords such as Demogorgon, Orcus, Fraz’Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths.

Expanded Spell List

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Fiend Expanded Spells

Spell Level Spells

1st *burning hands, command*

2nd *blindness/deafness, scorching ray*

3rd *fireball, stinking cloud*

4th *fire shield, wall of fire*

5th *flame strike, hallow*

Dark One’s Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One’s Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. W hen you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll’s effects occur.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Fiendish Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

The Great Old One

Your patron is a mysterious entity whose nature is

utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The

Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.

Entities of this type include Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.

Expanded Spell List

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Great Old One Expanded Spells

Spell Level Spells

1st *dissonant whispers, Tasha's hideous laughter*

2nd *detect thoughts, phantasmal force*

3rd *clairvoyance, sending*

4th *dominate beast, Evard’s black tentacles*

5th *dominate person, telekinesis*

Awakened Mind

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don’t need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Entropic Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy’s failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Thought Shield

Starting at 10th level, your thoughts can’t be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

Agonizing Blast

*Prerequisite: eldritch blast cantrip*

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

You can cast mage armor on yourself at will, without expending a spell slot or material components.

Ascendant Step

*Prerequisite: 9th level*

You can cast levitate on yourself at will, without

expending a spell slot or material components.

Beast Speech

You can cast speak with animals at will, without

expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers

*Prerequisite: 7th level*

You can cast compulsion once using a warlock spell slot.

You can’t do so again until you finish a long rest.

Book of Ancient Secrets

*Prerequisite: Pact of the Tome feature*

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class’s spell list. The spells appear in the book and don’t count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can’t cast the spells except as rituals, unless you’ve learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell’s level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 500 K for the rare software needed to inscribe it.

Chains of Carceri

*Prerequisite: 10th level, Pact of the Chain feature*

You can cast hold monster at will—targeting a celestial, fiend, or elemental—without expending a spell slot or material com ponents.

You must finish a long rest before you can use this invocation on the same creature again.

Devil’s Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Dreadful Word

*Prerequisite: 7th level*

You can cast confusion once using a warlock spell slot.

You can’t do so again until you finish a long rest.

Eldritch Sight

You can cast detect magic at will, without expending a spell slot.

Eldritch Spear

*Prerequisite: eldritch blast cantrip*

When you cast eldritch blast, its range is 300 feet.

Eyes of the Rune Keeper

You can read all writing.

Fiendish Vigor

You can cast false life on yourself at will as a

1st-level spell, without expending a spell slot or

material components.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.

While perceiving through the other creature’s senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Lifedrinker

*Prerequisite: 10th level, Pact of the Blade feature*

W hen you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

Mask of Many Faces

You can cast disguise self at will, without expending a spell slot.

Master of Myriad Forms

*Prerequisite: 10th level*

You can cast alter self at will, without expending

a spell slot.

Minions of Chaos

*Prerequisite: 9th level*

You can cast conjure elemental once using a

warlock spell slot.

You can’t do so again until you

finish a long rest.

Mire the Mind

*Prerequisite: 5th level*

You can cast slow once using a warlock spell slot.

You can’t do so again until you finish a long rest.

Misty Visions

You can cast silent image at will, without expending a spell slot or material com ponents.

One with Shadows

*Prerequisite: 5th level*

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Otherworldly Leap

*Prerequisite: 9th level*

You can cast jump on yourself at will, without expending a spell slot or material components.

Repelling Blast

*Prerequisite: eldritch blast cantrip*

When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

Sculptor of Flesh

*Prerequisite: 7th level*

You can cast polymorph once using a warlock spell slot.

You can’t do so again until you finish a long rest.

Sign of Ill Omen

*Prerequisite: 5th level*

You can cast bestow curse once using a warlock spell slot.

You can’t do so again until you finish a long rest.

Thief of Five Fates

You can cast bane once using a warlock spell slot.

You can’t do so again until you finish a long rest.

Thirsting Blade

*Prerequisite: 5th level, Pact of the Blade feature*

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

Visions of Distant Realms

*Prerequisite: 10th level*

You can cast arcane eye at will, without expending

a spell slot.

Voice of the Chain Master

*Prerequisite: Pact of the Chain feature*

You can communicate telepathically with your familiar and perceive through your familiar’s senses as long as you are on the same plane of existence.

Additionally, while perceiving through your familiar’s senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

*Prerequisite: 9th level*

You can cast speak with dead at will, without expending a spell slot.

Witch Sight

*Prerequisite: 10th level*

You can see the true form of any shapechanger or

creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

## Wizard

The wizard has to rely on knowledge of the Aether to use it.

*Prerequisite: Inteligence 13*

**Class Features**

As a wizard, you gain the following class features.

Hit Points

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

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

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

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

Equipment

In addition to the equipment granted by your background, you also gain 4d4 x 100 Kredits to buy other equipment with.

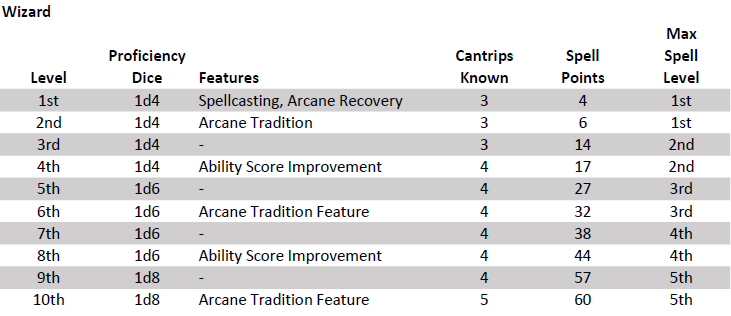
Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 of the *Players Handbook* for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice.

Preparing and Casting Spells

The Wizard table shows how many spell points you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend spell points to create a spell slot of proper level.

You regain all expended spell points when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so. choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be within the range of your max spell level.

Casting the spell doesn’t remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

your Intelligence modifier

**Spell attack modifier** = your proficiency bonus +

your intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level or you buyh a feat past 10th level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be within your max spell level as shown on the Wizard table. On your adventures, you might find other spells that you can add

to your spellbook (see the “Your Spellbook” sidebar in the *Players Handbook*).

Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you regain expended spell points. The spell points recovered are equal to your spell points total at half your current wizard level, rounded down. For example, a 6th level wizard can recover up to 14 spell points, as that is his max total at 3rd level.

You can’t use this feature again until

you finish a long rest

Arcane Tradition

When you reach 2nd level, you choose an arcane

tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation, all detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, and 10th level.

Ability Score Improvement

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of

your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

**Arcane Traditions**

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds o f D&D, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools, as described in chapter 10 of the *Players Handbook*. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are

more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

School of Abjuration

The School o f Abjuration emphasizes magic that blocks, banishes, or protects. Detractors of this school say that its tradition is about denial, negation rather than positive assertion. You understand, however, that ending harmful effects, protecting the weak, and banishing evil influences is anything but a philosophical void. It is a proud and respected vocation.

Called abjurers, members of this school are sought when baleful spirits require exorcism, when important locations must be guarded against magical spying, and when portals to other planes of existence must be closed.

Abjuration Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy an abjuration spell into your spellbook is halved.

Arcane Ward

Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell’s magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your

Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can’t absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

Projected Ward

Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Improved Abjuration

Beginning at 10th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic),* you add your proficiency bonus to that ability check.

School of Conjuration

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.

Conjuration Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical,

radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

Benign Transposition

Starting at 6th level, you can use your action to teleportup to 30 feet to an unoccupied space that you can see.

Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can’t use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

Focused Conjuration

Beginning at 10th level, while you are concentrating on a conjuration spell, your concentration can’t be broken as a result of taking damage.

School of Divination

The counsel of a diviner is sought by elites and

commoners alike, for all seek a clearer understanding of the past, present, and future. As a diviner, you strive to part the veils of space, time, and consciousness so that you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

Divination Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy a divination spell into your spellbook is halved.

Portent

Starting at 2nd level when you choose this school,

glimpses of the future begin to press in on your

awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination

Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using spell points, you regain expended spell points. The points you regain is the cost of a spell of one lower spell level can’t be higher than 5th level.

The Third Eye

Starting at 10th level, you can use your action to

increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest.

You can’t use the feature again until you finish a rest.

*Darkvision.* You gain darkvision out to a range o f 60 feet, as described in chapter 8 of the *Players Handbook*.

*Ethereal Sight.* You can see into the Ethereal Plane within 60 feet of you.

*Greater Comprehension.* You can read any language.

*See Invisibility.* You can see invisible creatures and objects within 10 feet of you that are within line of sight.

School of Enchantment

As a member of the School of Enchantment, you have honed your ability to magically entrance and beguile other people and monsters. Some enchanters are peacemakers who bewitch the violent to lay down their arms and charm the cruel into showing mercy. Others are tyrants who magically bind the unwilling into their service. Most enchanters fall somewhere in between.

Enchantment Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze

Starting at 2nd level when you choose this school, your soft words and enchanting gaze can magically enthrall another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature’s

speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action tomaintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can’t use this feature on that creature again until you finish a long rest.

Instinctive Charm

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack’s range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target.

On a successful save, you can’t use this feature on the attacker again until you finish a long rest. You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can’t be charmed are immune to this effect.

Split Enchantment

Starting at 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

School of Evocation

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid.

Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Evocation Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells

Beginning at 2nd level, you can create pockets of

relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell’s level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip

Starting at 6th level, your damaging cantrips affect

even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip’s damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation

Beginning at 10th level, you can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

School of Illusion

You focus your studies on magic that dazzles the

senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but the illusions crafted by your keen mind make the impossible seem real. Some illusionists are benign tricksters who use their spells to entertain. Others are more sinister masters of deception, using their illusions to frighten and fool others for their personal gain.

Illusion Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy an illusion spell into your spellbook is halved.

Improved Minor Illusion

When you choose this school at 2nd level, you learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn’t count against your number of cantrips known.

When you cast *minor illusion,* you can create both a sound and an image with a single casting of the spell.

Malleable Illusions

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell’s normal parameters for the illusion), provided that you can see the illusion.

Illusory Self

Beginning at 10th level, you can create an illusory

duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can’t use it again until you finish a short or long rest.

School of Necromancy

The School of Necromancy explores the cosmic forces of life, death, and undeath. As you focus your studies in this tradition, you learn to manipulate the energy that animates all living things. As you progress, you learn to sap the life force from a creature as your magic destroys

its body, transforming that vital energy into magical power you can manipulate.

Most people see necromancers as menacing, or even villainous, due to the close association with death. Not all necromancers are evil, but the forces they manipulate are considered taboo by many societies.

Necromancy Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest

At 2nd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell’s level, or three times its level if the spell belongs to the School of Necromancy. You don’t gain this benefit for

killing constructs or undead.

Undead Thtalls

At 6th level, you add the *animate dead* spell to your spellbook if it is not there already. When you cast *animate dead,* you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

* The creature’s hit point maximum is increased by an amount equal to your wizard level.
* The creature adds your proficiency bonus to its weapon damage rolls.

Inured to Undeath

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced.

You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

School of Transmutation

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality’s forge.

Some transmuters are tinkerers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the

power of the gods to make and destroy worlds.

Transmutation Savant

Beginning when you select this school at 2nd level, the Kredits and time you must spend to copy a transmutation spell into your spellbook is halved.

Minor Alchemy

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot o f material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Transmuter’s Stone

Starting at 6th level, you can spend 8 hours creating a transmuter’s stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature’s possession.

When you create the stone, choose the benefit from the following options:

* Darkvision out to a range of 60 feet, as described in chapter 8 of the *Players Handbook.*
* An increase to speed of 10 feet while the creature is unencumbered
* Proficiency in Constitution saving throws
* Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter’s stone, the previous one ceases to function.

Shapechanger

At 10th level, you add the *polymorph* spell to your

spellbook, if it is not there already. You can cast

*polymorph* without expending spell points. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast *polymorph* in this way, you can’t do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

# PSIs

The PSIs has learned the way of the inner peace, controlling their minds and bodies to new limits.

## Monk

*Prerequisite: Dex 13 AND Wis 13*

### Class Features

As a monk you gain the following features.

Hit Points

**Hit Dice:** 1d8 per monk level

**Hit points at 1st level:** 8 + your Constitution modifier

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

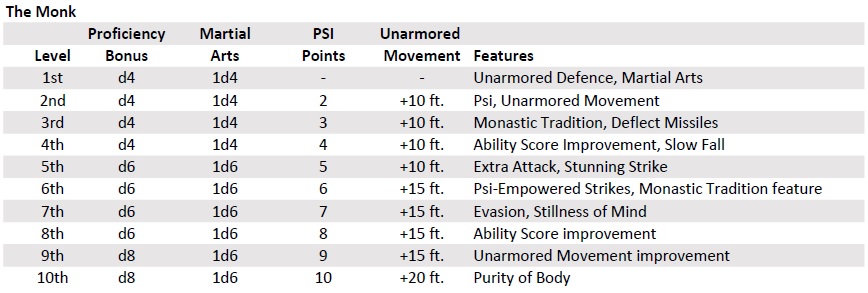
Proficiencies

**Armor:** none

**Weapons:** Simple weapons, shortsword

**Tools:** Choose one type of artisan’s tools or one musical instrument

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Athletics, Histroy, Insight, Religion and Stealth

Equipment

In addition to the equipment granted by your background, you also gain 5d4 x 10 Kredits to buy other equipment with.

Unarmored Defence

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmored strikes and monk weapons, which are shortswords and any simple melee weapons that don’t have two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren’t wearing armor or wielding a shield:

* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
* You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die change as you gain monk levels.
* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take an Attack action with a shortsword, you can also make an unarmed strike as a bonus action, assuming you haven’t already taken a bonus action this turn.

PSI

Starting at 2nd level, your training allows you to harness the mystic energy of PSI. Your access to this energy is represented by a number of PSI points. Your monk level determines the number of points you have, as shown in the PSI Points column on the Monk table.

You can spend these points to fuel various psi features. You start knowing three such features: Flurry of Blows, Patient Defence, and Step of the Wind. You learn more psi features as you gain levels in this class.

When you spend a psi point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended psi points back into yourself. You must spend at least 30 minutes of the rest meditating to regain your psi points.

Additionally, every time you buy a feat past 10th level, you gain one additional psi point to a maximum of 20.

Some of your psi features require your target to make a saving throw to resist the feature’s effects. The saving throw DC is calculated as follows:

**PSI save DC** = 8 + proficiency die +

Wisdom modifier

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 psi point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 psi point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 psi point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: The Way of the Open Hand, the Way of Shadow,m or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th level.

Deflect Missiles

Starting at 3rd level, you can use your reaction deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile this way, you can spend one psi point to make a ranged attack with the weapon or piece or ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for this attack.

Ability Score Improvement

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability acore above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack

Beginning at 5th level, you can attack twice instead of once, whenever you take the Attack action on your turn.

Stunning Strike

Starting at 5th level, you can interfere with the flow of psi in an opponent’s body. When you hit another creature with a melee weapon attack, you can spend 1 psi point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Psi-Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of a certain area effects, such as lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the psi flowing through you makes you immune to disease and poison.

### Monastic Traditions

Three traditions of monastic traditions have blossomed in NoeRom. These three are the most known, and build upon the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition upon reaching 3rd level.

Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate psi to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy’s psi when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

* It must succeed on a Dexterity saving throw or be knocked prone.
* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
* It can’t take reactions until the end of your next turn

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Way of Shadow

Monks of the Way of Shadow follow a tradition that values stealth and subterfuge. These monks might be called Videte or Sicarius, and they serve as spies and assassins. Sometimes the members of a Sicarius monastery are family members, forming a clan sworn to secrecy about their arts and missions. Other monasteries are more like a thieves’ guild, hiring out their services to the elite, rich merchants or anyone else who can pay their fee. Regardless of their methods, the head of these monasteries expect the unquestioning obedience of their students.

Shadow Arts

Starting when you choose this tradition at 3rd level, you can use your psi to duplicate the effects of certain spells. As an action, you can spend 2 psi points to cast *darkness, darkvision, pass without trace,* or *silence*, without providing material components. Additionally, you gain the *minor illusion* cantrip if you don’t already know it.

Shadow Step

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

Way of the Four Elements

You follow a monastic tradition that teaches you to harness the elements. When you focus your psi, you can align yourself with the forces of creation and bend the four elements to your will, using them as an extension of your body. Some members of this tradition dedicate themselves to a single element, but others weave the elements together.

Many monks of this tradition tattoo their bodies with representations of their psi powers, commonly imagined as coiling dragons, but also phoenixes, fish, plants, mountains, and cresting waves.

Disciple of the Elements

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the four elements. A discipline requires you to spend psi points each time you use it.

You know the Elemental Attunement discipline and one other elemental discipline of your choice, which are detailed in the “Elemental Disciplines” section below. You learn one additional elemental discipline of your choice at 6th level.

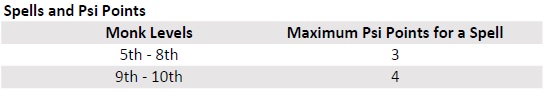
Whenever you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different discipline.

**Casting Elemental Spells.** Some elemental

disciplines allow you to cast spells. See chapter 10 for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don’t need to provide material components for it.

Once you reach 5th level in this class, you can spend additional psi points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as burning hands does. The spell's level increases by 1 for each additional psi point you spend. For example, if you are a 5th-level monk and use Sweeping Cinder Strike to cast burning hands, you can spend 3 psi points to cast it as a 2nd-level spell (the discipline’s base cost of 2 psi points plus 1).

The maximum number of psi points you can spend to cast a spell in this way (including its base psi point cost and any additional psi points you spend to increase its level) is determined by your monk level, as shown in the Spells and Psi Points table.



Elemental Disciplines

The elemental disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

**Breath of Winter** (10th Level Required). You can spend 6 psi points to cast *cone of cold.*

**Clench of the North Wind** (6th Level Required). You can spend 3 psi points to cast *hold person*.

**Elemental Attunement**. You can use your action to briefly control elemental forces nearby, causing one of the following effects o f your choice:

* Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
* Instantaneously light or snuff out a candle, a torch, or a small campfire.
* Chill or warm up to 1 pound o f nonliving material for up to 1 hour.
* Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

**Eternal Mountain Defense (10th Level Required).** You can spend 5 psi points to cast *stoneskin*, targeting yourself.

**Fangs of the Fire Snake.** When you use the Attack action on your turn, you can spend 1 psi point to cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest o f the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 psi point when the attack hits, it also deals an extra 1d10 fire damage.

**Fist of Four Thunders.** You can spend 2 psi points to cast *thunderwave*.

**Fist of Unbroken Air**. You can create a blast of

compressed air that strikes like a mighty fist. As an action, you can spend 2 psi points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10

bludgeoning damage for each additional psi point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don’t push it or knock it prone.

**Flames o f the Phoenix (10th Level Required).** You can spend 4 psi points to cast *fireball.*

**Gong of the Summit (6th Level Required).** You can spend 3 psi points to cast *shatter.*

**Mist Stance (10th Level Required).** You can spend 4 psi points to cast *gaseous form*, targeting yourself.

**Ride the Wind (10th Level Required).** You can spend 4 psi points to cast *fly*, targeting yourself.

**River of Hungry Flame (10th Level Required).** You can spend 5 psi points to cast *wall of fire.*

**Rush of the Gale Spirits.** You can spend 2 psi points to cast *gust of wind.*

**Shape the Flowing River.** As an action, you can spend 1 psi point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice’s elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent o f any such changes can’t exceed half the area’s largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square’s elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can’t shape the ice to trap or injure a creature in the area.

**Sweeping Cinder Strike**. You can spend 2 psi points to *cast burning hands*.

**Water Whip.** You can spend 2 psi points as a bonus action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional psi point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as

much damage, and you don’t pull it or knock it prone.

**Wave of Rolling Earth (10th Level Required).** You can spend 6 psi points to cast *wall of stone*.

## 

## Mystic

*Prerequisite: Wis 13 or Int 13*

**The Mystic**

### Class Features

As a mystic, you gain the following class features.

Hit Points

**Hit Dice**: 1d8 per mystic level

**Hit points at 1st Level:** 8 + your Constitution modifier

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

Proficiencies

**Armor:** Light armor

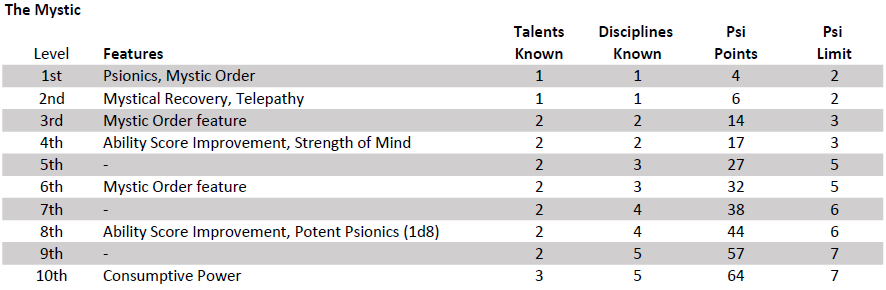
**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception, and Religion

Equipment

In addition to the equipment granted by your background, you also gain 6d4 x 100 Kredits to buy other equipment with.

Psionics

As a student of psionics, you can master and use psionic disciplines and talents, the rules for which appears in a later chapter. Psionics is a special form of magic use, distinct from spellcasting.

Psionic Talents

A psionic talent is a minor psionic effect you have mastered. At 1st level, you know one psionic talent of your choice. You learn additional talents of your choice at higher levels. The Talents Known column on the Mystic table shows the total number of talents you know at each level; when that number goes up for you, choose a new talent.

Psionic Disciplines

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest a psionic power. A mystic master only a few disciplines at a time.

At 1st level, you know one psionic discipline of your choice. The Disciplines Known column of the Mystic table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline.

In addition, whenever you gain a level in this class or buy a feat past 10th level, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 5th level.

You can only have a maximum of 8 disciplines known.

Psi Points

You have an internal reservoir of energy that can be devoted to the psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

The number of psi points you have i based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi points maximum. Your psi points return to maximum after you finish a long rest. The number of psi points you have can’t go below 0 or above your maximum.

Psi Limit

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your mystic level, as shown in the Psi Limit column of the Mystic table. For example, as a 3rd level mystic, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

Psychic Focus

You can focus psychic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain it’s psychic focus benefit, which is detailed in that discipline’s description. The benefit lasts until you are incapacitated on until you use another bonus action to choose a psychic focus benefit.

You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn’t limit your ability to use other disciplines.

Psionic Ability

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

**Discipline save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Discipline attack modifier** = your proficiency bonus + your Intelligence modifier

Mystic Order

At 1st level, you choose a Mystic Order: the Ordeal of the Awakened, the Order of the Immortal, the Order of the Nomad, the Order of the Soul Knife, or the Order of the Wu-Jen, each of which is detailed at the end of the class description. Each order specializes in a particular approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 8th level.

Mystical Recovery

Starting at 2nd level, you draw vigor from the psi energy you use to power psionic disciplines associated with your Mystical Order.

Whenever you spend psi points on a psionic discipline of your order, you regain hit points equal to your Intelligence modifier if your current hit point total equals half your hit point maximum or less.

Telepathy

At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don’t need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Ability Score Improvement

When you reath 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, to a maximum of 20.

Strength of Mind

Even the simplest Psionic Techniques require a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats.

Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long uninterupted rest. To do so, choose Strength, Dexterity, Constitution or Charisma. You gain proficiency in saves using that abilkity, instead of Wisdom. This change lasts until you finish your next short or long rest.

Potent Psionics

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target.

Consumptive Power

At 10th level, you gain the ability to sacrifice your health in exchange for psychic power. As a bonus action, you regain up to 5 psi points. For each point you choose to regain this way, your current hit points and hit points maximum are both reduced by 1 for each level you have in this class. This reduction can’t be lessend in any way.

Once you use this feature, you can’t use it again until you finish a long rest, and the reduction to your hit point maximum lasts until you finish a long rest.

### Mystic Orders

Psionics is a mysterious form of power within NeoRom. Secretive orders study its origin and applications, while pushing the boundaries of what psychic power can achieve.

Each mystic order pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics and determines the disciplines they master.

Order of the Avatar

Mystics of the Order of the Avatar delve into the world of emotion, mastering their inner life to such extent that they can manipulate and amplify the emotions of other with the same ease that an artist shapes clay. Known as Avatars, these mystics vary from tyrants to inspiring leaders who are loved by their followers.

Avatars can bring out extreme emotions in the people around them. For their allies, they can lend hope, ferocity, and courage, transforming a fighting band into a deadly, unified force. For their enemies, they bring fear, disgust and trepiodation that can make even the most hardened veteran act like a shaky rookie.

Bonus Disiplines

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Avatar disciplines.

Armor Training

At 1st level, you gain proficiency with medium armor and shields.

Avatar of Battle

Starting at 3rd level, you project an inspiring aura. While you aren’t incapacitated, each ally within 30 feet of you who can see you gains +2 banus to initiative rolls.

Avatar of Healing

Beginning at 6th level, you project an aura of resilience. While you aren’t incapacitated, each ally within 30 feet of you who can see you regains additional hit points equal to your Intelligence modifier (minimum of 0) whenever they regain hit points from a psionic discipline.

Order of the Awakened

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a perfect state of being - focused on pure intellect and mental energy.

The Awakened are skilled at bending minds and unleashing devastating psychic attacks, and are able to read the secrets of the world through psionic energy. Awakened mystics who take to adventuring axcel at unraveling mysteries, solving puzzles, and defeating mist-beasts by turning them into unwilling pawns.

Bonus Disciplines

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Awakened disciplines

Awakened Talent

At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, and Persuasion.

Psionic Investigation

Starting at 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object’s point of view, showing the last creature to hold the object within the past 24 hours.

You also learn of any event that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object’s point of view. You see and hear such events as if you were there, but can’t use any other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object’s location relative to you (its distance and direction) and to look at the object’s surroundings from its point of view as if you were there. This perception lasts until the start of the next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Psychic Surge

Starting at 6th level, you overload your psychic focus to batter down an opponent’s defenses. You can impose disadvantage on a target’s saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your focus immediately ends, and you can’t use it again until you finish a short or long rest.

You can’t use this feature if you can’t use your psychic focus.

Order of the Immortal

The order of the Immortal uses psionic energy to augment and modify the physical form. Followers of this order are known as Immortals. They use psionic energy to modify their bodies, strengthening them against attacks and turning themselves into living weapons.

Their mastery of the physical forms grants them their name, for Immortals are notoriously difficult to kill.

Bonus Disciplines

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Immortal disciplines.

Immortal Durability

Starting at 1st level, your hit point maximum increases by 1 per mystic level.

In addition, while you aren’t wearing armor or wielding a shield, your base AC equals to 10 + your Dexterity modifier + your Constitution modifier.

Psionic Resilience

Starting at 3rd level, your psionic energy grants you extraordinary fortitude. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point.

Surge of Health

Starting at 6th level, you can draw on your psychic focus to escape death’s grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends, and you can’t use it again until you finish a short or long rest.

You can’t use this ability if you can’t use your psychic focus.

Order of the Nomad

Mystics of the Order of the Nomad keep their minds in a strange, rarified state. They seek to accumulate as much knowledge as possible, as they quest to unravel the mysteries of the multiverse and seek the underlying structure of all things. At the same time, they perceive a bizarre, living web of knowledge they call the noosphere.

Nomads, as their name indicates, delight in travel, exploration, and discovery. They desire to accumulate as much knowledge as possible, and the pursuit of secrets and hidden lore can become an obsession for them.

Bonus Disciplines

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Nomad Disciplines.

Breadth of Knowledge

At 1st level, you gain the ability to extend your knowledge. When you finish a long rest, you gain two proficiencies of your choice: Two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.

Memory of One Thousand Steps

At 3rd level, you gain the ability to use psionics to recall your steps. As a reaction when you are hit by an attack, you can teleport to an unoccupied space that you occupied since the start of your last turn, and the attack misses you. Once you use this feature, you can’t use it again until you finish a short or long rest.

Superior Teleportation

At 6th level, you gain a superior talent for teleportation. When you use a psionic discipline to teleport any distance, you can increase that distance by up to 10 feet.

Order of the Soul Knife

The order of the Soul Knife sacrifices the breadth of knowledge other mystics gain to focus on a specific psionic technique. These mystics learn to manifest a deadly weapon of pure psychic energy that they can use to cleave through foes.

Soul knives vary widely in their approach to this path. Some follow it out of desire to achieve martial perfection. Others are ruthless assassins who seek to become the perfect killer.

Martial Training

At 1st level, you gain proficiency with medium armor and martial weapons.

Soul Knife

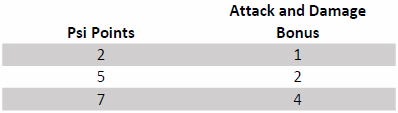
Starting at 1st level, you gain the ability to manifest a blade of psychic energy. As a bonus action, you create scintillating knives of energy that project from both of your fists. You can’t hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action.

For you, a soul knife is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit.

As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.

Hone the Blade

Starting at 3rd level, you can spend psi points to augment your soul knife’s attack rolls and damage. You gain a bonus to attack and damage rolls with your soul knives depending on the number of psi points spent, as shown on the table below. This bonus lasts for 10 minutes.



Consumptive Knife

Starting at 6th level, whenever you slay an enemy creature with a soul knife attack, you immediately regain 2 psi points.

Order of the Wu Jen

The Order of the Wu Jen features some of the most devoted mystics. These mystics seek to lock themselves away from the world, denying the limits of the physical world and replacing it with a reality that they create for themselves. Known as wu jens, these mystics cast their minds into the world, seize control of its fundamental principles, and rebuild it.

In practical terms, wu jens excel at controlling the forces of the natural world. They can hurl objects with their minds, control the four elements, and alter reality to fit their desires.

Bonus Disciplines

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Wu Jen disciplines.

Hermit’s Study

At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, Religion, or Survival.

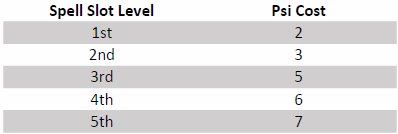
Elemental Attunement

Starting at 3rd level, when a creature’s resistance reduces the damage dealt by a psionic discipline of yours, you can spend 1 psi point to cause that use of the discipline to ignore the creature’s resistance. You can’t spend this point if doing so would increase the discipline’s cost above your psi limit.

Arcane Dabbler

At 6th level, you learn three wizard spells of your choice and always have them prepared. The spells must be of the 1st through 3rd level.

As a bonus action, you can spend psi points to create spell slots that you can use to cast these spells, as well as other spells you are capable of casting. The psi-point cost of each slot is detailed on the table below.



The spell slot remains until you use it or finish a long rest. You must observe your psi limit when spending psi points to create a spell slot.

Whenever you gain a level in this class, or buy a feat past 10th level, you can replace one of the chosen wizard spells with a different wizard spell of 1st through 3rd level.

Backgrounds

### Berserker

You are most comfortable with cutting and stabbing weapons, thus having forced you to train in the field of overcoming enemies with these tools, and these tools only.

**Skill Proficiencies:** Acrobatics, Performance

**Tool Proficiencies:** Martial Melee Weapons,

**Equipment:** Set of common clothes, Kredit card with 500 Kredits

Feature: Berserker Agility

As long as you are wielding a melee weapon, your movement speed is increased by 5, and you have a +1 to AC as you have become used to combating and dodging during combat.

### Driver

You are the basic transporter of NeoRom. You transport goods, money, items, furniture, other people, you name it. You know all the shortcuts of the city, and have a good idea how many different vehicles operate.

**Skill Proficiencies:** Perception, Acrobatics

**Tool Proficiencies:** Any two categories of vehicles.

**Equipment:** common clothes, two brass knucles, keys to one rental vehicle of your choice, and a Kredit card with 200 Kredits.

Feature: Experienced Driver

Due to your sheer number of hours spent handling a vehicle, you can never be at disadvantage at drivingthe vehicle whilst driving, unless blinded. You also have advantage on all skill test made whilst driving a vehicle.

### Engineer

You are the tinkerer, the mechanic, the one with the tools, not just for most occations, but mostly when it’s about weapons.

**Skill Proficiencies:** History, Survival

**Tool Proficiencies:** Construction device

**Languages:** One language of your choice.

**Equipment:** Set of Common clothes, construction device, Blue Fairy, and a Kredit card with 200 Kredits.

Feature: Tinkering

You really do know what you are doing, and know more than most about mechanics and such. You have advantage on any knowledge (Intelligence) check regarding weapons, crafting of weapons, and mechanics.

### Field Medic

You are used to seing blood, broken bones, and cuts to deep to otherwise handle. But you do handle them. You fix up nearly any damage done out in the field with yor first aid kit.

**Skill Proficiencies:** Insight,Medicine

**Tool Proficiencies:** First-aid Kit

**Languages:** One additional language

**Equipment:**Common clothes, first-aid kit, Kredit card with 250 Kredits.

Feature: First Aid

When using a first-aid kit to stabilize a downed creature, you can do this as a bonus action, rather than a regular action. Additionally, whenever you use the first aid kit during a short rest, you gain the full hit dice as permanent hit points, rather than rolling the dice and getting temporary hit points.

### Hacker

You know codes, you know locks, you know traps. Fuck it, they are no match for you.

**Skill Proficiencies:** Sleight of Hands, Investigation.

**Tool Proficiencies:** Hacker tools

**Languages:** One language of your choice

**Equipment:** Hackers tools, one set of common clothes, Holopad, Kredit card with 150 Kredits.

Feature: No Job to Big

If you know what sort of code you will be needing to hack, you can use 24 hours to do all necessary research and pre-coding to automatically succeed on this code the next time you encounter it. This can only be done once per long rest.

### Hitman

You are the silent killer of the night. The one your cormporation calls when someone needs to “disappear” suddenly.

**Skill Proficiencies:** Stealth, Perception

**Tool Proficiencies:** Disguise Kit, Martial Ranged Weapons

**Equipment:** one set of fancy clothes, Kredit card with 500 Kredits.

Feature: Skilled Marksman

Your ability to take down targets from long range is what makes you such an attractive agent. Whilst using a sniper rifle, you do not need to concentrate before firing to ensue a clean shot.

### Infiltrator

Someone needs you to sneak in somewhere, without getting caught. This is your number one speciality. No one can sneak like you, take like you, escape like you.

**Skill Proficiencies:** Stealth, Sleight of Hand

**Tool Proficiencies:** Thieves tools, One Gaming set.

**Equipment:** Common clothes, Kredit card with 500 Kredits.

Feature: Hidden in plain Sight

You can never have disadvantage on stealth checks.

### Inquisitor

The Inquisitor is a religious zealot, aggressive in his ways, and not stopping when his enemies pleads for mercy. They are mainly members of La Frattelanza, trying to purge the heathens of the city from the shadows. They have their main deity that they pray to, and as long as someone is a believer, they are good. It is the non-believers that needs to go.

**Skill Proficiencies:** Stealth, Intimidation

**Tool Proficiencies:** Poisoner’s kit, Disguise kit

**Equipment:** one sacrificial knife, embed with your deity, full robes, mask of La Frattelanza and a Kredit card with 150 Kredits.

Feature: Inquisition

Your trade is persuasion, in form of intimidation. When you are trying to gain information whilst wielding your ritual knife, you have advantage on Persuasion, Intimidation and Deception.

### Preacher

You have spent your life in service of the dieties.

**Skill Proficiencies:** Insight, Religion

**Languages:** any two of your choice

**Equipment:** A holy symbol, a prayer book, 5 sticks of incense, vestments, a set of common clothes, and a Kredit card with 150 Kredit.

Feature: Shelter of the Faithful

as a preacher, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your company can expect to receive free help and care from people who share your faith at a modest lifestyle.

### Rigger

You know your way around explosives, and seeing things blow up is a passion of yours.

**Skill Proficiencies:** Perception, Sleight of Hand

**Tool proficiencies:** Explosives, rigger tools.

**Equipment:** Common clothes, rigger tools, a Kredit card with 300 Kredits.

Feature: Timed Explotion

You know a lot about explosives, and using them to your best interest. You can use 10 minutes with an explosive and the rigger tools. If you do, you can trigger the explosive at will.

### Scientist

You use your time to reasearch and invent, reverse engineer, and other scientific things. Your efforts have made you an expert in the field of study.

**Skill Proficiencies:** Arcana, History

**Languages:** Two of your choice

**Equipment:** Tablet, tablet-pen, a small knife, a letter from a dead colleague posing a question you hve not been able to answer, a set of common clothes, and a Kredit card with 100 Kredits.

Specialty

1 - Pharmacist 2 - Astronomer 3 - Academic

4 - Librarian 5 - Professor 6 - Researcher

7 - Wizard’s apprentice 8 - Scribe

Feature: Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university or a sage or other learned person.

### Smugler

You smuggle wares for anyone who needs them. Illegal plants from outside the walls? no problem. Mist-beasts? You have the money? No problem. The point is that you are willing to do a lot of things for the right price. Smugglers are part of every corporations, either on paper or not.

**Skill Proficiencies:** Animal Handling, Deception.

**Tool Proficiencies:** One type of gaming set, Truck (vehicle)

**Equipment:** Revolver, with 20 ammunition, a set of traveler’s clothes, keys to a rental Truck, and a Kredit Card with 150 Kredits.

Feature: Contacts

You have a reliable and trustworthy contact who acts as a liaison to a network of smugglers. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt merchants, and seedy transporters who can deliver messages, and even goods for you.

### Soldier

Conflict is your calling, either inside or outside the walls. You have studied the use of weapons and armor, learned basic survival techniques.

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiencies:** One type of gaming set, one vehicle type (bike, car, truck, van)

**Equipment:** An insignia for rank, a trophy taken from a fallen enemy, a set of dice or deck of card, a set of common clothes, and a Kredit card with 100 Kredit.

Specialty

Roll a d8 or choose from the list below your role as a soldier.

1 - Officer 2 - Scout 3 - Infantry

4 - Cavalry 5 - Medic

6 - Quartermaster 7/8 - Support Staff

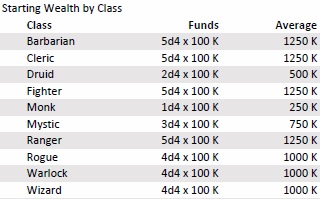
Feature: Military Rank

You have a military rank and other soldiers recognize your authority within your corporation. They will defer to you if they are a lower rank. You can invoke your rank to exert influence over other soldiers and requisition equipment or vehicles for temporary use. You can also gain access to friendly military encampments and safe-houses where your rank is recognized.

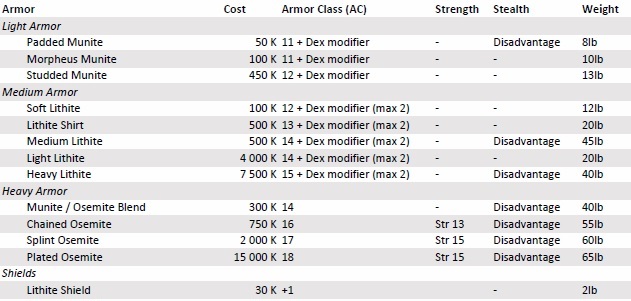
Equipment

NeoRom is a city full of buyers and sellers

# Starting Equipment

 **Currency**

Currency come in the form of Ҟredits (Ҟ for short) in your name. You have a card that registers your entire fund, but you can buy several other cards if you want to split your wealth in any way. The cards have a touch display, on which you can handle transactions or other actions.



# Armor and Shields

NeoRom has a lot to offer when it comes to clothing, but most importainlty for the users of this book, is the armor and types of shields you can get a hold of. The armor table collects the most commonly available types of armor found in the city, and separated them into three categories: light armor, medium armor and heavy armor.

The armor table shows the cost, weight, and other properties of the common types of armor worn inside and outside the city walls.

**Armor Proficiency.**Anyone can put on a suit or armor, but only some can fully utilize its functions. If you are wearing armor you are not proficient in, you have disadvantage on any ability check, saving throws, or attack roll that involves Strength or Dexterity, and you can’t cast spells.

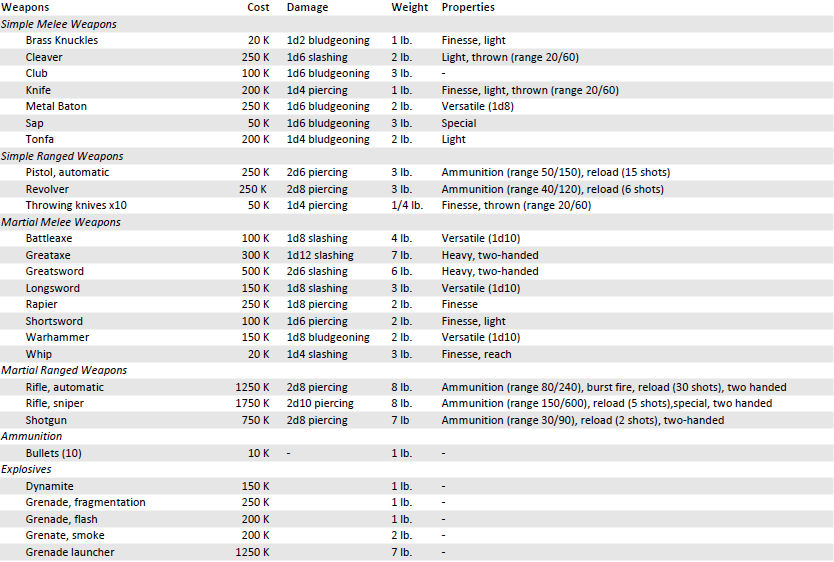
**Armor Class (AC).** Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

**Heavy Armor.** Heavier armor interferes with the wearers ability to move quickly, stealthily and freely. If the armor table shows “Str 13” or “Str 15” in the strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a strength score equal to or higher that the listet score.

**Stealth.** If the armor table shows “Disadvantage” in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

**Shields.** A shield is carried in one hand. Wielding a shield increases your Armor class by 2. You can benefit from only one shield at a time.

### Light Armor

Made from sample and thin munite, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you can add your dexterity modifier to the base number from your armor type to determine your Armor Class

**Padded Munite.** This armor is made out of a hardened fabric, quilted and padded.

**Morpheum Munite.** Consists of a breastplate and shoulder protectors, of the munite hardened cloth.

**Studded Munite.** This munite armor is reinforced.

### Medium Armor

# Weapon Properties

Many weapons have special properties related to their name as shown in the Weapons table.

**Burst Fire.** A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Special Weapons

Weapon with special rules are described here.

**Sap.** The sap is made to apprehend, and not to kill. Therefor, the weapon does not deal lethal damage. The damage is calculated separately, and when the non-lethal damage count reaches the remaining hit point count, the creature is knocked prone and unconscious.

**Rifle, sniper.** The sniper rifle is a precision weapon unmatched with a high damage output. You may use one round to aim the weapon, undisturbed. If you do, your critical hit range is increased by 2. If you lose concentration and are disturbed, you lose the bonus.

### Explosives

#### Dynamite

As an action, a character can light a stick of dynamite and throw it at a point of up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, daking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set amount of rounds go by, the dynamite explodes on that initiative.

#### Grenades

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.

Each creature within 20 feet of an exploding **fragmentation grenade** must make a DC 15 Dexterity saving throw, taking 5d6 piericng damage on a failed save, or half as much damage on a successful one.

One round after a **smoke grenade** lands, it emits a cloud of smoke that creates a heavily obscured area in a 20 feet radius. A moderate wind (at least 10 mph) disperses the smoke in 4 rounds; a strong wind (20 or more MPH) disperses in 1 round.

Ech creature within 20 feet of a **flash grenade** must make a DC 15 Dexterity saving throw, becoming blinded, deafened and stunned for 1 round on a failed save, or only deafened for 1 round on a successful one.

### Implants

Implants are something you only can have a limited amount of before you no longer can have any more. To simplify, these are the magic items in the DMG that needs attunement. Make them work however you like, or use some of the suggestions later in the book. As in the PHB, you cannot attune more than three total magic items with attunement, and this is also the fact with implants. More impants that three that is not “cosmetic” results in too much a strain on the body. See Appendix 1 for Implants, and their prices.

# Other Items

### Pharmaseuticals

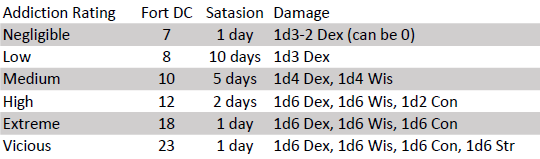
In the world of NoeRom, drugs are everywhere, and is taken by the lowliest of criminals, houswives, and even the elite. Coming with pros, cons, and sometimes, even a … addiction, the drugmarked is something we must all understand.

**Addictions**

Characters can become addicted do substances by failing a fortitude save, made after each time they use any substance with an Addiction Rating (see below). Should this happen, the character is addicted, and the addiction is treated like a disease: while addicted, the character takes ability score damage every day as listed on the chart below, unless that character succeeds against the listed Fortitude save DC.

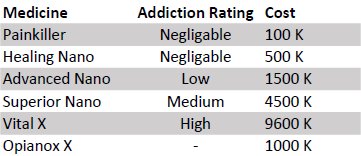
*Addiction Rating.* All drugs and substances are rated according to their addiction rating. Long term use can increase the addiction rating of a drug, but those with a negligible rating wil never do so. Every other drug increases its rating for every two months the character is addicted. Characters who recover from an addiction and then go back start at the level of addiction they had prior to recovery.

*Satiation.* This is the time that passes before a drug user need another hit or else suffer withdrawas symptoms. After the period of satiation passes, all fortitude saves to resist the effect of addiction is increased by 5.

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*Damage.* Addiction deals the listed temporary damage each day on a failed Fortitude save. This save is at a +5 if the character has not taken any more drug within the satiation period. This damage is healed at a rate of 1 point in each ability score per day as normal.

*Recovery.* If a character makes two Fortitude saves in a row, followed by a will saving throw of the same DC, then the character has fought of the addiction.

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**Painkiller.** Contains 10 pills. This pill will give you 6 temporarily hit points for 4 hours. You will not gain the effect of a second pill until the 4 hours have passed.

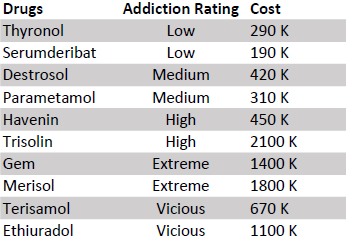
**Healing Nano.** This pill is filled with very basic nanobots, and will restore 2d4 + 2 hit points.

**Advanced Nano.** This pill is filled with advanced nanobots, and will restore 4d4 + 4 hit points.

**Superior Nano.** This pill is filled with the most advanced nanobots on the marked, and will restore 8d4 + 8 hit points.

**Vital X.** When you take this pill, it removes any exhaustion you are suffering, and you ignore any disease or poison that is affecting you for 24 hours. Additionally, you recover your full hit die when using using it.

**Opinaxon K.** This is a poison, and comes in pill form. You can open it, and disperce it in whatever you like, or you can take it whole. If taken, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each turn while you are poisoned this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison is reduced by 1d6. The poison ends when the damage is decreased to 0.

****

**Thyronol:** This drug grants you a temporary increase in in Strength and Dexterity of 1 for 1d4 hours.

**Serumderibat:** This drug grants you atemporary increase in Charisma by 1 for 1d4 hours.

**Destrosol:** Increases your spellcasting ability by 2 for 1d4 hours.

**Paramentamol:** For 1d4 hours, you cannot be frightened or put to sleep.

**Havenin:** Gives you 2d12 temporary hit points for 1d8 hours.

**Trisolin:** Recharges you spellpoints by your xdy where x is your total amount of hit dice, and y is your hit dice.

**Gem:** Gives you advantage on all saving throws for 1d4 hours.

**Merisol:** Grants you an additional 1d6 on all weapon attack damage.

**Terisamol:** Gives you advantage on all skill checks for 1d8 hours.

**Ethiuradol:** Increases all your stats by 1d4+1 for 4 hours.

**Ration:** Rations consist mainly of different flavored Food-bars. One day worth of ration contains three bars, but it is a sub-par meal. Nothing compares to real food.

**Equipment Packs**

**Thief Pack (160** Ҟ)**.** Includes a backpack, a bag of 1000 ball bearings, 10 feet of string, a bell, miniature flashlight, a crowbar, a hammer, two vacuum gloves, 15 Food-bars, lighter and a soft waterbottle. The backpack has a 50 feet rope strapped to the side of it.

**Corporate Pack (390** Ҟ)**.** Includes a high-end work-tablet, several different sorts of legal documents, a folder, expensive suitcase with

secret rooms, and several forms of bribery and blackmailing equipment.

**Raider’s Pack (120** Ҟ**).** Includes a backpack, a crowbar, a hammer, two vacuum gloves, a flashlight, ten batteries, lighter, 30 Food-bars and a soft waterbottle. This pack has a 50 feet rope strapped to it.

**Entertainer’s Pack (400 Ҟ).** This includes a suitcase, a La Perla hotel card, 2 costumes and a disguise kit.

**Explorer’s Pack (100 Ҟ).** Includes a backpack, a sleepingbag, lighter, flashlight, 10 batteries, 30 Food-bars, and a soft waterbottle. This pack has a 50 feet rope strapped to the side of it.

**Tools** Cost Weight

*Artisan’s tools*

Chemistry supplies 500 Ҟ 8 lb

Cooking utensils 10 Ҟ 8 lb

Paint supplies 100 Ҟ 5 lb

Tinker tools 500 Ҟ 10 lb

Disguise kit 250 Ҟ 3 lb

Forgery kit 150 Ҟ 5 lb

*Gaming Set*

Dice set 1 Ҟ -

Chess set 10 Ҟ ½ lb

Playing card set 5 Ҟ -

Backgammon set 10 Ҟ ½ lb

Herbalism set 50 Ҟ 3 lb

*Instruments*

Glass Harmonica 30 Ҟ 1 lb

Violin 300 Ҟ 1 lb

Harp 300 Ҟ 2 lb

Flute 20 Ҟ 1 lb

Shawm 20 Ҟ 1 lb

Lute 350 Ҟ 2 lb

Poisoner’s kit 500 Ҟ 2 lb

Thieves’ tools 250 Ҟ 1 lb

**Artisans tools.** Proficiency with a set of artisans tool lets you add your proficiency bonus to any ability checks you make using the tools in your craft.

**Disguise kit.** Different props let you create disguises that change your physical appearance. Lets you add your proficiency bonus to any checks you make to create a visual disguise.

**First aid kit.** This kit is a small, aluminium suitcase containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize   
a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

**Forgery kit.** Contains a variety of tools, metals, a mini computer, several holo discs, and other things used to forge nearly anything. gives you a proficiancy bonus to ability checks when making a physical forgery.

**Gaming set.** Lets you gamble and play with other characters in the world. Used either to gain money, information, or to pass time.

**Hacker’s Tools.** Let you hack and unlock doors and traps. Proficiency with these tools let you add your proficiency bonus to any ability check you make to disarm traps or open locks.

**Rigger’s Tools.** Lets you add your proficiency bonus when arming or disarming explosives. You can also use a short rest to create explosives at half the cost on a DEX saving throw (15), or heavier explosives on a DEX saving throw (25).

# Vehicles

There are several forms of vehicles in NeoRom, whereas you can both rent, lease, own, and build a vehicle. There are several types of vehicles: Motorbikes, Limousines, Cars, Trucks and Vans. Each has it’s own use, yet, some may cost way more than others.

**Bikes**

|  |  |  |
| --- | --- | --- |
| **Vehicle** | **Max Speed** | **Cost** |
| Scoot | 12 km/h | 3,000 K |
| Scorpion | 30 km/h | 12,000 K |
| Growler | 30 km/h | 5,000 K |
| Mirage | 110 km/h | 8,500 K |

**Limo**

|  |  |  |
| --- | --- | --- |
| **Vehicle** | **Max Speed** | **Cost** |
| Nightsky | 30 km/h | 320,000 K |

**Car**

|  |  |  |
| --- | --- | --- |
| **Vehicle** | **Max Speed** | **Cost** |
| Jackrabbit | 30 km/h | 10,000 K |
| Spirit | 12 km/h | 12,000 K |
| Old-God | 70 km/h | 28,500 K |
| Westwind | 110 km/h | 110,000 K |
| Americar | 30 km/h | 16,000 K |
| Concordat | 70 km/h | 65,000 K |

**Truck**

|  |  |  |
| --- | --- | --- |
| **Vehicle** | **Max Speed** | **Cost** |
| Gopher | 70 km/h | 25,000 K |

**Van**

|  |  |  |
| --- | --- | --- |
| **Vehicle** | **Max Speed** | **Cost** |
| Bulldog | 12 km/h | 35,000 K |
| 2072 | 70 km/h | 68,000 K |
| Roadmaster | 12 km/h | 52,000 K |

## Mounted Weapons

These weapons are made to be mounted on a vehicle.

**Ballista**

*Cost:* 3.000 K

Car, Van, Truck

**Armor Class:** 15

**Hit Points:** 50

**Damage Immunities:** poison, psychic

A ballista is a large crossbow that fires large projectiles. It must be operated by a humanoid, and it takes one action to aim, one action to fire, and one action to reload the weapon.

**Bolt.** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

**Cannon**

*Cost:*8.000 K

Van, Truck

**Armor Class:** 19

**Hit Points:** 75

**Damage Immunities:** poison, psychic

A cannon propels heavy balls through the air at destructive speeds. the cannon can be operated manually, or connected to a holo-pad, and shot remotely.

**Cannon ball.** *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage

**Gatling Gun**

*Cost:* 5.500 K

Car, Van, Truck

**Armor Class:** 17

**Hit Points:** 60

**Damage Immunities:** poison, psychic

A gatling gun fires an arc of bullets on anything in front of it. It can be operated manually, or be connected to a holo-pad, and shot remotely.

**Gattling Barage:** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., 60 degree arch. *Hit:* 11 (2d10) piercing damage.

Any weapon that is either light or a finesse weapon may be used whilst steering a vehicle.

Character Customization

# Multiclassing

Follow the rules given in the *Players Handbook.*

# Feats

feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels when you are given the Ability Score Improvement feature, or when you accumulate 15.000 experience points past 10th level, you can forgo the Ability Score Improvement, or exchange your experience points to take a feat of your choice instead. You can take each feat only once, unless the feat’s description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat’s prerequisite, you can’t use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can’t benefit from the Grappler feat until your

Strength is restored.

Actor

Skilled at mimicry and dramatics, you gain the following benefits:

* Increase your Charisma score by 1, to a maximum of 20.
* You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself as a different person.
* You can mimic the speech of another person. You must have heard the person speaking for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows listeners to determine that the effect is faked.

Alert

Always on the lookout for danger, you gain the following benefits:

* You gain +5 to initiative.
* You can’t be surprised while you are conscious
* Other creatures don’t gain advantage on attack rolls against you as a result of being hidden from you.

Athlete

You have undergone extensive physical training to gain the following benefits:

* Increase your Strength or Dexterity score by 1, to a maximum of 20.
* When you are prone, standing up uses only 5 feet of your movement.
* Climbing doesn’t halve your speed.
* You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Bar Brawler

Accustomed to rough-and-tumble fightning using whatever weapons happen to be at hand, you gain the following benefits:

* Increase your Strength or Constitution score of 1, to a maximum of 20.
* You are proficient with improvised weapons and unarmed strikes.
* Your unarmed strike does a d4 for damage.
* When you hit a creature with an unarmed strike for an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Charger

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack’s damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Create Spell Chip

*Prerequisite: Able to cast at least one spell*

After a lot of study in how magic is digitalized, you are able to create Spell Chips out of regular data chips. You can implement one spell into a datachip, and must pay a fee of 500 K per spell level in incremental software cost. The Spell Chip is destroyed upon use.

Defensive Duelist

*Prerequisite: Dexterity 13 or higher*

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attacker to miss you.

Dual Wielder

You master fighting with two weapons, gaining the following benefits:

* You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
* You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren’t light.
* You can draw or stow two one-handed weapon when you would normally only be able to draw one.

Durable

Hardy and resilient, you gain the following benefits:

* Increase your Constitution score by 1, to a maximum of 20.
* When you roll a Hit Die to regain hit points, the minimum number of points you regain from the roll equals twice your Constitution modifier (minimum of 2)

Elemental Adept

*Prerequisite: The ability to cast at least one spell*

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

Grappler

*Prerequisite: Strength 13 or higher*

You’ve developet the skills neccessary to hold your own in close-quarters grappling. You gain the following benefits:

* You have advantage on attack rolls against a creature you are grappling.
* You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
* Creatures that are one size larger than you don’t automaticly succeed on checks to escape your grapple.

Great Weapon Mastery

You’ve learned to put the weight of a weapon to your advantage, letting it’s momentum empower your strikes. You gain the following benefits:

* On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
* Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack’s damage.

Revolver Expert

Thanks to extensive training with the Revolver, you gain the following benefits:

* Being within 5 feet of a hostile creature doesn’t impose disadvantage on your ranged attack roll.
* When you use an attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded revolver you are holding.

Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the gollowing benefits:

* When you use a first aid kit to stabilize a dying creature, that creature also regains 1 hit point.
* As an action, you can spend one use of the first aid kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature’s maximum number of Hit Dice. The creature can’t regain hit points from this feat again until it finishes a short or long rest.

Heavily Armored

*Prerequisite: Proficiency with medium armor*

You are trained to master the use of heavy armor, gaining the following benefits:

* Increase your Strength score by 1, to a maximum of 20.
* You gain proficiency with heavy armor.

Heavy Armor Master

*Prerequisite: Proficiency with heavy armor*

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

* Increase your Strength score by 1, to a maximum of 20.
* While you are wearing heavy armor, bludgeoning, piercing and slashing damage that you take from non-upgraded weapons is reduced by 3.

Hit Dice

Your hit Die pool is now equal to your total character level. This feat can be taken multiple times.

Inspiring Leader  
*Prerequisite: Charisma 13 or higher*

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + Charisma modifier. A creature can’t gain temporary hit points from this feat until it has finished a short or long rest.

Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

* Increase your Intelligence score by 1, to a maximum of 20.
* You always know which way is north.
* You always know the number of hour left before the next sunrise or sunset.
* You can accurately recall anything you have seen or heard within the past month.

Lightly Armored

You have trained to master the use of light armor, gaining the following benefits:

* Increase your Strength score by 1, to a maximum of 20.
* You gain proficiency with light armor.

Linguist

You have studied languages and codes, gaining the following benefits:

* Increase your Intelligence score by 1, to a maximum of 20.
* You learn three languages of your choice.
* You can ably create written ciphers. Others can’t decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attacker uses the attacker’s roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You gain your expended luck points when you finish a long rest.

Mage Slayer

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

* When a creature within 5 feet of you cast a spell, you can use your reaction to make a melee weapon attack against that creature.
* When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
* You have advantage on saving throws against spells cast by creatures within 5 feet of you.

Magic Initiate

Choose a class: cleric, druid, warlock, or wizard. You learn two cantrips of your choice from that class’s spell list.

In addition, choose one 1st level spell from that same list. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you choose. Charisma for warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Martial Adept

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

* You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use require your target to make a saving throw to resist the maneuvers effect, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)
* If you already have a superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Master Transmuter

*Prerequisite: School of Transmutation*

You can use your action to consume the reserve of transmutation magic stored within your transmuter’s stone in a single burst. When

you do so, choose one o f the following effects. Your transmuter’s stone is destroyed and can’t be remade until you finish a long rest.

***Major Transformation.*** You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

***Panacea.*** You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter’s stone. The creature also regains all its hit points.

***Restore Youth.*** You touch the transmuter’s stone to a willing creature, and that creature’s apparent age is reduced by 3 d 10 years, to a minimum o f 13 years. This effect doesn’t extend the creature’s lifespan.

Medium Armor Master

*Prerequisite: Proficiency with medium armor*

You have practiced moving in medium armor to gain the following benefits:

* Wearing medium armor doesn’t impose disadvantage on your Dexterity (Stealth) checks.
* When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

Mobile

You are exceptionally speedy and agile. You gain the following benefits:

* Your speed increases by 10 feet.
* When you use the Dash action, difficult terrain doesn’t cost you extra movement on that turn.
* When you make a melee attack against a creature, you don’t provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Moderately Armored

*Prerequisite: Proficiency with light armor*

You have trained to master the use of medium armor and shields, gaining the following benefits:

* Increase your Strength or Dexterity score by 1, to a maximum of 20.
* You gain proficiency with medium armor and shields.

Observant

Quick to notice details in your environment, you gain the following benefits:

* Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
* If you can see a creature’s mouth while it’s speaking a language you understand, you can interpret what it’s saying by reading its lips.
* You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Resilient

Choose one ability score. You gain the following benefits:

* Increase the chosen ability score by 1, to a maximum of 20.
* You gain proficiency in saving throws using the chosen ability.

Ritual Caster

*Prerequisite: Intelligence or Wisdom 13 or higher*

You have learned a number of spells that you can cast as rituals. These spells are written in a special separate pad, which you must have available when casting one of them.

When you choose this feat, you must acquire a ritual pad (anny normal pad works, but you assign this specifically for rituals) holding two 1st level spells of your choice. Choose one of the following classes; cleric, druid, warlock, or wizard. You must choose your spells from that class’s spell list, and the spells you choose must have a ritual tag. The class ability you choose also determines your spellcasting ability for these spells: Charisma for warlock; Wisdom for cleric or druid, or Intelligence for wizard.

If you come across a spell in coded form, such as a magical *spell chip* or a wizards’ spell pad you might be able to add it to your ritual pad. The spell must be on the spell list for the class you chose, the spell’s level can be no higher than half your level (rounded up), and it must have a ritual tag. The process of copying the spell into your ritual pad takes two hours per level of the spell, and cost 500 K per level. The cost represent software costs as you experiment with the spell to master it.

Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon’s damage dice and use either total.

Sentinel

You have mastered techniques to take advantage of every drop in an enemy’s guard, gaining the following benefits:

* When you hit a creature with an opportunity attack, the creature’s speed becomes 0 for the rest of the turn.
* Creatures you are engaged in combat with provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
* When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn’t have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Sharpshooter

You have mastered ranged weapons and can make shots that other find impossible. You gain the following benefits:

* Attacking at long range doesn’t impose disadvantage on your ranged weapon attack rolls.
* Your ranged weapon attack ignore half cover and three-quarters cover.
* Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack’s damage.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wearing a shield:

* If you take the Attack action on your turn, you can use a bonus action to try to shove creatures within 5 feet of you with your shield.
* If you aren’t incapacitated, you can add your shield’s AC bonus to any Dexterity saving throw you make against a spell or harmful effect that targets only you.
* If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing the shield between yourself and the source of the effect.

Skilled

You gain proficiency in any combination of three skills or tools of your choice.

Skulker

*Prerequisite: Dexterity 13 or higher*

You are expert at slinking through shadows. You gain the following benefits:

* You can try to hide when you are lightly obscured from the creature which you are hiding.
* When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn’t reveal your position.
* Dim light doesn’t impose disadvantage on your Wisdom (perception) check relying on sight.

Spell Sniper

*Prerequisite: The ability to cast at least one spell*

You have learned techniques to enhance your attacks with certain kind of spells, gaining the following benefits:

* When you cast a spell that requires you to make an attack roll, the spell’s range is doubled.
* Your ranged spell attacks ignore half cover and three-quarters cover.
* You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Tough

Your hit point maximum increases by en amount equal to twice your level when you gain this feat. Whenever you gain a level or feat past level 10 thereafter, your maximum hit points increases by an additional 2 points.

Vehicular Combatant

You are a dangerous foe to face whilst using a vehicle. While you are driving or a passenger and aren’t incapacitated, you gain the following benefits.

* You have advantage on attack rolls agains any creature not in a vehicle.
* If your vehicle is subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, it instead takes no damage if you succeed on the saving throw, and only half damage if it fails.

War Caster

*Prerequisite: The ability to cast at least one spell*

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

* You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
* You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
* When a hostile creature’s movement provokes an attack of opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an attack of opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

* Increase your Strength or Dexterity score by 1, to a maximum of 20.
* You gain proficiency with four weapons of your choice.

Feats Past 10th level

Some feats are only available to you after you have achieved the highest level in NeoRom. Just because you have achieved the maximum level, does not mean you no longer can progress.

For every 15.000 experience points you gain, during a long rest, you can exchange them for one of the following feats. These feats all have prerequisites that must be fulfilled.

Alter Memories

*Prerequisite: School of Enchantment*

You gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more creatures, you can alter one creature’s understanding so that it remains unaware of being charmed. Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier

(minimum 1). You can make the creature forget less time, and the amount of time can’t exceed the duration of your enchantment spell.

Arcane Charge

*Prerequisite: Eldritch Knight*

You gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Archdruid

*Prerequisite: Druid*

You can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren’t consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Avatar of Healing

*Prerequisite: Order of the Avatar*

You project an Aura of speed. While you aren’t incapacitated, any ally within 30 feet of you who can see you can take the Dash action as a bonus action.

Beast Spells

*Prerequisite: Druid*

You can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a

druid spell while in a beast shape, but you aren’t able to provide material components.

Blindsense

*Prerequisite: Rogue*

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

Cloak of Shadows

*Prerequisite: Way of Shadow*

You have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

Command Undead

*Prerequisite: School of Necromancy*

You can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet o f you. That creature must

make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can’t use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Corona of Light

*Prerequisite: Light Domain*

You can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on savingvthrows against any spell that deals fire or radiant damage.

Create Thrall

*Prerequisite: The Great Old One*

You gain the ability to infect a humanoid’s mind with the alien magic of your patron. You can use

your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this feature again.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

Crescent Blade

*Prerequisite: Blade Master*

You are a master of the Blade in so many more ways than others. You are able to cut the air, and the force of wind will be your weapon as a ranged attack that has a 20 foot range, and pushes the opponent back if successful. The attack does 3d10 + Constitution modifier damage, and can only be used a number of times per day equal to the Blade Master’s Constitution modifier.

Dark Delirium

*Prerequisite: The Archfey*

You can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

You must finish a short or long rest before you can use this feature again.

Death Strike

*Prerequisite: Assassin*

You become a master of instant death. When you attack and hit a creature that is surprised, it must take a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Destroy Mist-Beast Up

*Prerequisite: Cleric*

The Maximum Challenge Rating of your Destroy Mist-Beast is increased by one.

This feat can be taken up to three times.

Diamond Soul

*Prerequisite: Monk*

Your mastery of psi grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 psi point to reroll it and take the second result.

Disciplines Known +1

*Prerequisite: Mystic*

Your total number of disciplines known is increased by 1. This total can never exceed 8.

This feat can be taken multiple times.

Divine Strike II

*Prerequisife: Cleric*

Your divine strike now deals 2d8 damage.

Durable Summons

*Prerequisite: School of Conjuration*

Any creature that you summon or create with a conjuration spell has 30 temporary hit points.

Effortless Journey

*Prerequisite: Order of the Nomad*

Your mind can mystically move your body. Once on each of your turns, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

Eldritch Master

*Prerequisite: Warlock*

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Elemental Arts

*Prerequisite: Way of the Four Elements*

You can use one additional psi points to cast your spells. Additionally, you learn one additional discipline of your choice. You may also replace one elemental discipline that you already know with a different discipline.

This feat can be taken up to two times.

Elemental Mastery

*Prerequisite: Order of the Wu Jen*

If you have resistance to a type of damage, you can spend 2 psi points as a reaction when you take damage of that type to ignore that damage; you gain immunity to that damage until the end of your next turn.

Elusive

*Prerequisite: Rogue*

You are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren’t incapacitated.

Empty Body

*Prerequisite: Monk*

You can use your action to spend 4 psi points to become invisible for 1 minute.

Extra Attack

*Prerequisite: Fighter*

You can attack an additional time whenever you take the Attack action on your turn.

This feat can be taken up to two times.

Extra Unarmored Movement

*Prerequisite: Monk*

Your speed increase by 5 feet while you are not wearing armor or wielding a shield.

This feat can be taken up to two times.

Feral Senses

*Prerequisite: Ranger*

You gain preternatural senses that help you fight creatures you can’t see. When you attack a creature you can’t see, your inability to see it doesn’t impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn’t hidden from you and you aren’t blinded or deafened.

Foe Slayer

*Prerequisite: Ranger*

You become an unparalleled hunter of your enemies. Once for each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Greater Portent

*Prerequisite: School of Divination*

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.

Gunkata

*Prerequisite: Gunslinger*

As an action, you have the ability to make such an incredible number of strikes in such a beautiful manner that you truly have mastered the dance of death. You may use your action to make one ranged attack against each enemy within five feet of you, with a separate attack roll for each target. Once you have used this, you may not use it again until you complete a short or long rest. Additionally, you may now attack three times per turn. You may also dodge one extra attack per long rest.

Gunslinger Mastery

*Prerequisite: Gunslinger*

You wield two weapons with the same ease as others wield one. You may dodge one additional time per long rest and gain ONE of the following:

**Striker:** When you use your reaction to make an opportunity attack, you may also make an attack with your off-hand weapon; or

**Smiter:** Your off-hand attack can score a critical hit on a roll off 18 or higher; or

**Speedster:** You may cast *Haste* on yourself once per long rest. This use of haste does not require concentration, but only works while you are wielding two weapons.

Hurl Through Hell

*Prerequisite: The Fiend*

When you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can’t use it again until you finish a long rest.

Illusory Reality

*Prerequisite: School of Illusion*

You have learned the secret of weaving shadow magic into your illusions to give them a semireality.

When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object can’t deal damage or otherwise directly harm anyone.

Immortal Will

*Prerequisite: Order of the Immortal*

You can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, you can spend 5 psi points to immediately regain a number of hit points equal to your mystic level + your Constitution modifier.

Impostor

*Prerequisite: Assassin*

You gain the ability to unerringly mimic another person’s speech, writing, and behaviour. You must spend at least three hours studying these three components of the persons behaviour, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernable to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Improved Cutting Resonance

*Prerequisite: Order of the Immortal*

The extra damage you deal from Psychic resonance increases to 2d8.

Improved Duplicity

*Prerequisite: Trickery Domain*

You can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

Improved War Aether

*Prerequisite: Eldritch Knight*

When you use your action to cast a spell, you can make one weapon attack as a bonus action.

Indomitable

*Prerequisite: Fighter*

You can reroll a saving throw you fail one additional time per long rest. This feat can be taken up to two times.

Indomitable Might

*Prerequisite: Barbarian*

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Master of Nature

*Prerequisite: Nature Domain*

You gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

Max Spell Level Increase

*Prerequisite: able to cast at least one spell*

You have dabbed in the ways of the Aether for so long, you are now able to cast spells at an increased spell level. Your max spell level increases by 1.

This feat can be taken multiple times.

Multiattack

*Prerequisite: Hunter*

You gain one of the following features of your choice.

**Volley.** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapons range. you must have ammunition for each target, as normal, and you make a separate attack for each target.

**Whirlwind Attack.** You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Mystic Arcanum

*Prerequisite: Warlock*

Your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

You can take this feat again to gain more warlock spells of your choice that can be cast in this way: one 7th-level spell the second time, one 8th-level spell the third time, and one 9th-level spell the fourth time. You regain all uses of your Mystic Arcanum when you finish a long rest.

Nature’s Sanctuary

*Prerequisite: Circle of the Land*

Creatures of the natural world sense your connection to nature and become hesitant to attack you. When a Mist-Beast creature

attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Opportunist

*Prerequisite: Way of Shadow*

You can exploit a creature’s momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your rection to make a melee attack against that creature.

Overchannel

*Prerequisite: School of Evocation*

You can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This

damage ignores resistance and immunity.

Perfect Self

*Prerequisite: Monk*

When you roll for initiative and have no psi points remaining, you regain 4 psi points.

Persistent Rage

*Prerequisite: Barbarian*

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Phantom Knife

*Prerequisite: Order of the Soul Knife*

You can make an attack that phases through most defenses. As an action, you can make one attack with your soul knife. Treat the target’s AC as 10 against this attack, regardless of the target’s actual AC.

Potent Psionics II

*Prerequisite: Mystic*

Your Potent Psionics’ damage increases to 2d8.

Primal Champion

*Prerequisite: Barbarian*

You empower the body of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Psi Points Up

*Prerequisite: Mystic*

Your Psi points maximum increases to a total of 71.

Psionic Body

*Prerequisite: Mystic*

Your mastery of psionic power causes you to transcend the body. Your physical form is infused with psionic energy. You gain the following benefits:

* you gain resistance to bludgeoning, piercing, and slashing damage.
* You no longer age.
* You are immune to disease, poison damage, and the poisoned condition.
* If you die, roll a d20. On a 10 or higher, you discorporate with 0 hit points, instead of dying, you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.

Psionic Mastery

*Prerequisite: Mystic*

Your mastery of psionic energy allows you to push your mind beyond its normal limits. As an action, you gain 11 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one discipline, or you can spread them across multiple disciplines. You can’t also spend your normal psi points on these disciplines; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of the special points that you haven’t spent.

If more than one of the disciplines you activate with these points require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn’t use these special points, the disciplines and that you’re concentrating on.

You can take this feat up to four times to increase the amount of uses by one each time.

Psionic Talent +1

*Prerequisite: Mystic*

Your Psionic Talents total is increased by 1, and you can choose a new talent. Your total number of talents can never exceed 4.

This feat can be taken multiple times.

Quivering Palm

*Prerequisite: Way of the Open Hand*

You gain the ability to set up lethal vibrations in someone’s body. When you hit a creature with an unarmed strike, you can spend 3 psi points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use your action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Relentless Rage

*Prerequisite: Barbarian*

Your rage can keep you fighting despite grevious wounds. If you drop to 0 hit points while you’re raging and don’t die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

Reliable Talent

*Prerequisite: Rogue*

You have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll o f 9 or lower as a 10.

Retaliation

*Prerequisite: Path of the Berserker*

When you take damage from a creature within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Signature Spells

*Prerequisite: Wizard*

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don’t count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending spell points. When you do so,

you can’t do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend spell points as normal.

Slippery Mind

*Prerequisite: Rogue*

You have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Spectral Form

*Prerequisite: Order of the Awakened*

You gain the ability to become a ghostly figure of psionic energy. As an action, you can transform into a transparent, ghostly vision of yourself. While in this form, you have resistance to all damage, move at half speed, and can pass through objects and creatures while moving but can’t willingly end your movement in their spaces. The form lasts for 10 minutes or until you use an action to end it.

Once you use this feature, you can’t use it again until you finish a long rest.

Spell Mastery

*Prerequisite: Wizard*

You have achieved such mastery over certain spells that you can cast them at will. Choose a

1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending spell points when you have them prepared. If you want to cast either spell at a higher level, you must expend spell points as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Spell Points

*Prerequisite: Able to cast at least one spell*

You have trained in using the powers of the Aether, and can now conjure more of it daily. Increase your total spell points by 10.

This feat can be taken up to five times times.

Spell Thief

*Prerequisite: Arcane Trickster*

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting modifier. The DC equals your spell save DC. On a failed save, you negate the spell’s effect against you, and steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn’t need to be a wizard spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can’t cast that spell untill the 8 hours have passed.

Once you us this feature, you can’t use it again until you finish a long rest.

Spell Resistance

*Prerequisite: School of Abjuration*

You have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

Spells Known +1

*Prerequisites: Able to cast at least one spell*

You have trained your mind to memorize even more spells than before. You can increase your spells known by 1, up to a maximum of 30. This feat can be taken multiple times.

Stormborn

*Prerequisite: Tempest Domain*

You have a flying speed equal to your current walking speed whenever you are not underground or indoors.

Stroke of Luck

*Prerequisite: Rogue*

You have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can’t use it again until you finish a short or long rest.

Superior Critical

*Prerequisite: Champion*

Your weapon attacks score a critical hit on a roll of 18-20.

Superior Hunter’s Defence

*Prerequisite: Hunter*

You gain one of the following features of your choice.

**Evasion.** You can nimbly dodge out of the way of certain area of effects, such as a fiery breath or a lightning bolt spell. When you are subjected to an effect that would allow you to make a Dexterity saving throw to take half damage, you instead take no damage if you suceed on the saving throw, and only half damage if you fail.

**Stand Against the Tide.** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same atack against another creature (other than itself) of your choice.

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

Supreme Healing

When you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die.

For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Survivor

*Prerequisite: Champion*

You attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half your hit points left. You don’t gain this benefit if you have 0 hit points.

Thief’s Reflexes

*Prerequisite: Thief*

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

Thousand Forms

*Prerequisite: Circle of the Moon*

You have learned to use magic to alter your physical form in more subtle ways. You can cast the *alter self* spell at will.

Timeless Body

*Prerequisite: Monk*

Your psi sustains you so that you suffer none of the frailty of old age, and you can’t be aged magically. You can die of old age, however. In addition, you no longer need food or water.

Totemic Attunement

*Prerequisite: Path of the Totem Warrior*

You gain a magical benefit based on a totem animal of your choice. You can choose tha same animal you selected previously or a different one.

***Urisae.*** While you’re raging, any creature within 5 feet of you that’s hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can’t see or hear you or it can’t be frightened.

***Aquilam.*** While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

***Lupus.*** While you’re raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with melee weapon attack.

Tranquility

*Prerequisite: Way of the Open Hand*

You can enter a special meditation thet surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a *sanctuary* spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency die.

True Divine Intervention

*Prerequisite: Cleric*

You no longer need to roll for your Divine Intervention to succeed.

True Way of the Blade

*Prerequisite: Blade Master*

You have developed and meditated over your past experiences, and found your own true way of the blade. This feat eliminates the Oath requirement of the Blade Master.

Use Magic Device

*Prerequisite: Thief*

You have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Vanish

*Prerequisite: Ranger*

You can use the Hide action as a bonus action on your turn. Also, you can’t be tracked by nonmagical means, unless you choose to leave a trail.

Versatile Trickster

*Prerequisite: Arcane Trickster*

You gain the ability to distract targets with your mage hand. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against this creature until the end of the turn.

Visions of the Past

*Prerequisite: Knowledge Domain*

You can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glim pses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Object Reading. Holding an object as you meditate, you can see visions of the object’s previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the sam e information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Adventuring

## Resting

#### Short Rest

A short rest is a downtime between 1 and 4 hours of time in game. Whilst taking a short rest, you can spend one of your hit die, and roll it to gain temporary hit points. This is to represent that you catch your breath, and force yourself to shed the exhaustion and feel better than you necessarily are. How short your rest can be is decided by rolling 1d4. This is the minimum amount of time you need to regain. Your remaining temporary hit points become permanent after a long rest.

If a character spent the short rest bandaging you up, using up a charge from the first aid kit, the hit points gained are not temporary.

#### Long Rest

A long rest is a downtime of at least 8 hours. In this time you can sleep, rest, or do minor activities like stand guard for up to 2 hours. If the rest is interrupted by strenuous activities, you will not gain the desired effects of it.

After a long rest, you regain one hit die plus your total character level in hit points, representing you have regained energy. For example, an 8th level fighter will regain 10 hit points for his hit die, and 8 hit points for his total character level, giving him 18 hit points after a long rest.

Additionally, you regain one spent hit die.

# Housing

You will at one point in your life have to own or rent a place to live, and this is what Perla Immobiliare is here for. You can either customize your apartment, flat, penthouse or other type of housing, or buy or rent something that already exists. The choice is yours, but your Kredits is theirs.

Housing can create monthly income as well if you tell your GM to do so. This can be a good side income. Once per day, you choose goods, influence, labor, or magic, and you roll a d20, and add that to the bonuses you gain from your housing. This means you must use your full day in your house doing this.

|  |  |
| --- | --- |
| **Result** | **Capital Earned** |
| 10 | 1 |
| 20 | 2 |
| 30 | 3 |
| 40 | 4 |

\*for every 10 points of check result after 40 you gain 1 additional capital.

You can also add your proficiency dice on the roll if you are proficient with the relevant skill.

*Goods:* Deception, History, Intimidation, Investigation, Nature, Persuasion, Religion, Sleight of Hand, Stealth,

*Influence:* Arcana, History, Medicine, Nature, Performance, Persuasion, Religion.

*Labor:*Deception, Investigation, Persuasion, Survival.

*Magic:* Arcana, Medicine, Nature, Persuasion, Religion.

Capital can be traded in for Kredits, or they can be used in their raw form in gaining favour and the like. Capital can be traded into gold like this.

|  |  |
| --- | --- |
| **Capital** | **Earnings** |
| Goods | 100 K |
| Influence | 150 K |
| Labor | 100 K |
| Magic | 500 K |

This means that for every one point in capital, you can trade that for the mentioned Kredit. You can also buy Capital, by paying the double of what you would earn selling it. Capital may be needed for specific items, housings or favour around NeoRom, but also as a good source of income.

**Goods:** Goods are mainly just for the acquisition of Kredits, but also one of the main sources of gaining better housing. This is a trading good.

**Influence:** Your ability to get other people to use their skills to accomplish things for you. This includes things like getting a better price on a contract, or convince a politician to do you a favour.

**Labor:** This represent using workers and laborers to accomplish tasks. This includes hiring carpenters, thugs, clean-up-crew, or to have someone tend injuries, your shop or other.

**Magic:** Represents magic power at your disposal. This can buy you special research within corporations, or as a specific cost to either buy, make or maintain housing.

**Capital:** Gives you an overal better score just working in the building.

## Pre-made

### Academy

**Cost** 120 Goods, 16 Influence, 109 Labor, 3 Magic (53.600 K)

Rooms: 1 Medicine Lab, 2 Baths, 1 Bedroom, 1 Disk Repository, 1 Bunks, 2 Classrooms, 1 Common room, 1 Open Area, 1 Greenhouse, 1 Kitchen, 1 Lavatory, 1 Observation Dome, 2 Offices, 1 Scriptorium, 1 Stting Room, 1 Statue

An institution for higher learning.

## Rooms

Alchemy Lab

**Earnings** Goods or Magic +10

**Benefit** Counts as an alchemist’s lab (equipment)

**Create** 8 Goods, 1 Influence, 5 Labor, 1 Magic (3900 K); **Time** 16 days

**Size** 8-16 squares

This room aids you when you’re attempting alchemy checks, researching new alchemical formulaes, and performing similar alchemical tasts. Ut to three people can use the room at a time.

Altar

**Earnings** Influence +3

**Benefit** Counts as a permanent fixture dedicated to your diety for the purpose of Magic Circle.

**Create** 2 Goods, 1 Influence, 2 Labor, 1 Magic (2100 K); **Time** 4 days

**Size** 2-8 Squares

This spiritual focal point has the iconography and materials required for a ceremony. A typical altar takes the form of a stone altar, but it could also be a sacred pool, a sacrificial pyre, a collection of statuettes, or a similar sacred convergence.

Animal Pen

**Earnings** Goods, or Labor +8

**Create** 6 goods, 1 Influence, 5 Labor (2500 K); **Time** 16 days

**Size** 4-16 squares

**Upgrades To** Habitat

An Anoimal Pen houses animals. Thes can be used for food, display or protection. One pen can support 1 large, 2 medium, 4 small or 8 tiny or smaller creatures, providing them with water and shelter.

Armory

**Benefit** provides for 1 bunk or guard room, Hastens donning armor

**Create** 9 goods, 3 influence, 6 labor (3900 K); **Time** 16 days

**Size** 5-15 squares

Stores a variety of armor and weapons, providing enough equipment for about 10 guards or soldiers. Ususally fitted with medium amror and martial weapons.

### Bar

**Earnings** influence +10

**Benefits** Advantage on gather information

**Cost** 6 Goods, 1 Influence, 5 Labor (2500 K); **Time** 16 days

**Size** 10 - 20 squares

A Bar stores a selection of drinks and includes a counter for preparing them- After spending an hour with local people in this room, you gain advantage on your next roll to gather information.

### Bath

**Earnings** Influence +3

**Benefit** Advantage to Constitution saves against disease

**Cost** 3 Goods, 1 Influence, 2 Labor (1.300 K); **Time** 8 days

**Size** 3 - 6 squares

A Bath contains a single large bathtub or multiple smaller basins, along with heating elements. After spending 1 hour in this room, you have advantage on your next Constitution save against disease.

### Battle Ring

**Earnings** Influence +15

**Benefits** contestant gains advantage on Intimidate and Performance combat checks

**Cost** 18 Goods, 4 Influence, 16 Labor (8000 K); **Time** 40 days

**Size** 40 - 100 squares

**Upgrades To** Sports Field

This enclosed field is used for some dangerous contest, from nonlethal sports like boxing and wrestling, to lethal blood sports such as mist-beast fights and gladiatoral combat.

### Bedroom

**Earnings** Influence +3

**Cost** 8 goods, 7 labor (3.000 K); **Time** 20 days

**Size** 4 - 8 squares

A bedroom provides comfort and privacy and typically features one large bed, or two smaller ones. Many also have furnishing or features such as chairs, wardrobes, tables and Holo-vision. A bedroom might be the sleeping place of the owner, or for rent.

### Brewery

**Earnings** Influence +10

**Cost** 9 Goods, 2 Influence, 7 Labor (3800 K); **Time** 24 days

**Size** 12 - 24 squares

A Brewery allows you to ferment and distill ingredients such as fruits and grains to create potent beverages.

### Bunks

**Earnings** Labor +8

**Cost** 7 Goods, 4 Influence, 7 Labor (4.000 K); **Time** 24 Days

**Size** 15 - 35 squares

Bunks provide housing for up to 10 people. Hardly private, it includes beds and chests for clothes. If this is a room at a hotel, it is a very cheep hotel. Also used in hospitals to room patients.

### Cell

**Cost** 5 Goods, 4 Labor (1800 K); **Time** 16 days

**Size** 1 - 9 squares

This uncomfortable room can imprison 1 to 4 captives.

### Classroom

**Earnings** Capital +8

**Cost** 6 Goods, 1 influence, 5 Labor (2.500 K); **Time** 14 days

**Size** 5 - 20 squares

This small meeting place gives numerous attendees an unobstructed view of a single lecturer. Contains seating for those in attendance, a lectern and a wall-mounted holo-display.

### Common Room

**Earnings** Influence +7

**Cost** 7 Goods, 8 Labor (3.000 K); **Time** 16 days

**Size** 10 - 30 squares

A versatile open area that has enough room for several people to use at once. Usually furnished with chairs, benches, tables, cushions, mats or stools.

### Disk Repository

**Earnings** Influence +8

**Benefit** Advantage to Knowledge

**Cost** 8 Goods, 2 Influence, 7 Labor, 1 Magic (4.600 K); **Time** 16 days

**Size** 4 - 12 squares

A Disk Repository contains shelves upon shelves of holo disks, in addition to chairs, desks, and tables for reading and studying. After 1 hour of studying one of the following topics, you will have advantage on your next skill check regarding that topic: Arcana, History, Nature or Religion.

### Greenhouse

**Earnings** Goods or Influence +12

**Cost** 8 Goods, 7 Labor (3000 K); **Time** 16 days

**Size** 10 - 20 squares

An indoor or outdoor greenhouse can be great for cultivating both food and medicinal herbs. Almost all food in NeoRom is cultivated like this, and some like to be their own sole provider of food.

### Kitchen

**Earnings** Goods +4

**Cost** 4 Goods, 4 Labor, (1600 K); **Time** 12 days

**Size** 2 - 6 squares

A Kitchen is used to prepare food. It contains whatever one must need to cook and store raw food.

### Lavatory

**Benefit** Advantage on Constitution saving throws against contracting disease

**Cost** 3 Goods, 3 Labor (1200 K); **Time** 4 days

### Medicine Lab

**Earnings** Goods or Magic +10

**Benefit** counts as medicine supplies

**Cost** 8 Goods, 1 Influence, 5 Labor, 1 Magic (3.900 K); **Time** 16 days

**Size** 8 - 16 squares

This room aids you when you attempt to do medicine. Gives you advantage on Medicine skill checks. Up to three people can use the room at a time.

Combat

## Actions in Combat

### Healing Surge

As an action, a character can use a healing surge and spend up to half his or her Hit Dice. For each Hit Die spent this way, the player roll the die and adds the characters Constitution modifier. The character regains hit points equal to the total. The character can decide to spend an additional Hit Die after each roll.

A character who uses a healing surge can’t do so again until he or shi finishes a short or long rest.

Hit Die spent using Healing Surge is lost, and will not be regained after a long rest. To refill your Hit Dice pool, see feats.

Spellcasting & Spells

One way to modify how a class feels is to change how it uses its spells. With this variant system, a character that has the Spellcasting feature uses spell points instead of spell slots to fuel spells. Spell points give a caster more flexibility, at the cost of greater complexity.

In this variant, each spell has a point cost based on its level. The Spell Point Cost table summarizes the cost in spell points of slots from 1st to 9th level. Cantrips don’t require slots and therefore don't require spell points.

Instead of gaining a number of spell slots to cast your spells from the Spellcasting feature, you gain a pool of spell points instead. You expend a number of spell points to create a spell slot of a given level, and then use that slot to cast a spell. You can't reduce your spell points total to less than 0, and you regain all spent spell points when

you finish a long rest.

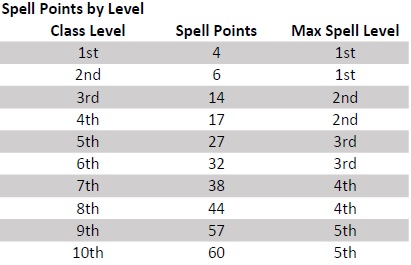
Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

The number of spell points you have to spend is based on your level as a spellcaster, as shown in the Spell Points by Level table. Your level also determines the maximum-level spell slot you can create. Even though you might have enough points to create a slot above this maximum, you can't do so.

The Spell Points by Level table applies to clerics, druids, and wizards. For a ranger, halve the character's level in that class and then consult the table. For a fighter (Eldritch Knight) or rogue (Arcane Trickster), divide the character's level in that class by three.

This system can be applied to monsters that cast spells using spell slots, but it isn't recommended that you do so. Tracking spell point expenditures for a monster can be a hassle.





When picking spells for any class, disregard these spells:

*Detect Evil and Good*

*Protection from Evil and Good*

*Speak with Dead*

*Dispel Evil and Good*

*Raise Dead*

*Regenerate*

*Resurrection*

*True Resurrection*

Otherwise, use the spells and spellcasting from the Player’s Handbook.

Psionic Disciplines and Talents

Psionic talents and disciplines are the heart of a mystic’s craft. They are the mental exercises and psionic formulae used to forge will into tangible, magical effects.

Psionic disciplines were each discovered by different orders and tend to reflect their creators’ specialties. However, a mystic can learn any discipline regardless of its associated order.

Using a Discipline

Each psionic discipline has several ways you can use it, all contained in its description. The discipline specifies the type of action and number of psi points it requires. It also details whether you must concentrate on its effects, how many targets it affects, what saving throw it requires, and so on.

The following sections go into more detail on using a discipline. Psionic disciplines are magical and function similarly to spells.

Psychic Focus

The Psychic Focus section of a discipline describe the benefit you gain when you choose that discipline for your psychic focus.

Effect Options and Psi Points

A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don’t have enough psi points left, or the cost is above your psi limit, you can’t use the option.

Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit. Some options let you spend additional psi points to increase a discipline’s potency. Again, you must abide by your psi limit, and you must spend all the points when you first use the discipline; you can’t decide to spend additional points once you see the discipline in action. Each option notes specific information about its effect, including any action required to use it and its range.

Components

Disciplines don’t require the components that many spells require. Using a discipline requires no spoken word, gestures, or materials. The power of psionics come from the mind.

Duration

An effect option in a discipline specifies how long its effect lasts.

**Instantaneous.** If no duration is specified, the effect of the option is instantaneous.

**Concentration**. Some options require concentration to maintain their effects. This requirement is noted with “conc.” after the option’s psi point cost. The “conc.” notation is followed by the maximum duration of the concentration. For example, if an option says “conc., 1 min.,” you can concentrate on its effect for up to 1 minute.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can’t concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time. See chapter 10, “Spellcasting,” in the Player’s *Handbook* for how concentration works.

Targets and Areas of Effect

Psionic Disciplines use the same rules as spells for determining targets and areas of effect, as presented in chapter 10, “Spellcasting,” of the *Player’s Handbook.*

Saving Throws and Attack Rolls

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.

Some disciplines require you to make an attack roll to determine whether the discipline’s effect hits its target. The attack roll uses your psionic ability.

Combining Psionic Effects

The effects of different psionic disciplines add together while the durations of the disciplines overlap. Likewise, different options from a psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn’t combine with itself if the option is used multiple times. Instead, the most potent effect—usually dependent on how many psi points were used to create the effect— applies while the durations of the effects overlap.

Psionics and spells are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule.

Psionic Disciplines by Order

Each psionic discipline is associated with a Mystical Order. The following list organize the disciplines by those orders.

**Avatar Disciplines**

Crown of Despair

Crown of Disgust

Crown of Rage

Mantle of Command

Mantle of Courage

Mantle of Fear

Mantle of Fury

Mantle of Joy

**Awakened Disciplines**

Aura Sight

Intellect Fortress

Mantle of Awe

Precognition

Psychic Assault

Psychic Disruption

Psychic Inquisition

Psychic Phantoms

Telepathic Contact

**Immortal Disciplines**

Adaptive Body

Bestial Form

Brute Force

Celerity

Corrosive Metabolism

Diminution

Giant Growth

Iron Durability

Psionic Restoration

Psionic Weapon

**Nomadic Disciplines**

Nomadic Arrow

Nomadic Chameleon

Nomadic Mind

Nomadic Step

Third Eye

**Wu Jen Disciplines**

Mastery of Air

Mastery of Fire

Mastery of Force

Mastery of Ice

Mastery of Light and Darkness

Mastery of Water

Mastery of Weather

Mastery of Wood and Earth

Discipline Descriptions

The psionic disciplines are presented here in alphabetical order.

Adaptive Body

*Immortal Discipline*

You can alter your body to match your surroundings, allowing you to withstand punishing environments. With greater psi energy, you can extend this protection to others.

***Psychic Focus.*** While focused on this discipline, you don’t need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it.

***Environmental Adaptation (2 psi).*** As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the next hour.

***Adaptive Shield (3 psi).*** When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type - including the triggering damage - until the end of your next turn.

***Energy Adaptation (5 psi; conc., 1hr.).*** As an action, you can touch one creature and give it resistance to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

***Energy Immunity (7 psi, conc., 1 hr.).*** As an action, you can touch one creature and give it immunity to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Aura Sight

*Awakened Discipline*

You refocus your sight to see energy that surrounds all creatures. You perceive auras, energy signatures that can reveal key elements of a creature’s nature.

***Psychic Focus.*** While focused on this discipline, you have advantage on Wisdom (Insight) checks.

***Assess Foe (2 psi).*** As a bonus action, you analyze the aura of one creature you see. You learn its current hit points total and all its immunities, resistances and vulnerabilities.

***Read Moods (2 psi).*** As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

***View Aura (3 psi; conc., 1 hr.).*** As an action, you study one creature’s aura. Until your concentration ends, while you can see the target, you learn if it’s under the effect of any magical so psionic effects, it’s current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.

***Perceive the Unseen (5 psi; conc., 1 min.).*** As a bonus action, you gain the ability to see auras even of invisible or hidden creatures. Until your concentration ends, you can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

Bestial Form

*Immortal Discipline*

You transform your body, gaining traits of different beasts.

***Psychic Focus.*** While focused on this discipline, you have advantage on Wisdom (Animal Handling) checks.

***Bestial Claws (1 - 7 psi).*** You manifest long claws for an instant and make a melee weapon attack against one creature within 5 feet of you. On a hit, this attack deals 1d10 slashing damage per psi point spent.

***Bestial Transformation.*** As a bonus action, you alter your physical form to gain distinctive characteristics. When you use this ability, you can choose one or more of the following effects. Each effect has its own psi point cost. Add them together to determine the total cost. This transformation lasts for 1 hour, until you die, or until you end it as a bonus action.

**Amphibious (2 psi).** You gain gills; you can breathe air and water.

**Climbing (2 psi).** You grow tiny hooked claws that give you a climbing speed equal to your walking speed.

**Flight (5 psi).** Wings sprout from your back. You gain flying speed equal to your walking speed.

**Keen Senses (2 psi).** Your eyes and ears become more sensitive. You gain advantage on Wisdom (Perception) checks.

**Perfect Senses (3 psi).** You gain a keen sense of smell and an instinct to detect prey. You can see invisible creatures and objects within 10 feet of you, even if you are blinded.

**Swimming (2 psi).** You gain fins and webbing between your fingers and toes; you gain a swimming speed equal to your walking speed.

**Touch Hide (2 psi).** Your skin becomes as tough as leather; you gain a +2 bonus to AC.

Brute Force

*Immortal Discipline*

You augment your natural strength with psionic energy, granting you the ability to achieve incredible feats of might.

***Psychic Focus.*** While focused on this discipline, you have advantage on Strength (Athletics) checks.

***Brute Strike (1 - 7 psi).*** As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals +1d6 per psi point spent, and the bonus damage is the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.

***Knock Back (1 - 7 psi).*** When you hit a target with a melee attack, you can activate this ability as a reaction. The target must succeed on a Strength saving throw or be knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per psi point spent.

***Mighty Leap (1 - 7 psi).*** As part of your movement, you jump in any direction up to 20 feet per psi point spent.

***Feat of Strength (2 psi).*** As a bonus action, you gain a +5 bonus to Strength checks until the end of your next turn.

Celerity

*Immortal Discipline*

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. The world seems to slow down while you continue to move as normal.

***Psychic Focus.*** While focused on this discipline, your walking speed is increased by 10 feet.

***Rapid Step (1 - 7 psi).*** As a bonus action, you increase your walking speed by 10 feet per psi point spent until the end of the current turn. If you have climbing or swimming speed, this increase applies to that speed as well.

***Agile Defense (2 psi).*** As a bonus action, you take the dodge action.

***Blur of Motion (2 psi).*** As an action, you cause yourself to be invisible during any of your movement during the current turn.

***Surge of Speed (2 psi).*** As a bonus action, you gain two benefits until the end of the current turn: you don’t provoke opportunity attacks, and you have climbing speed equal to your walking speed.

***Surge of Action (5 psi).*** As a bonus action, you can Dash or make one weapon attack.

Corrosive Metabolism

*Immortal Discipline*

Your control over your body allows you to deliver acid or poison attacks.

***Psychic Focus.*** While focused on this discipline, you have resistance to acid and poison damage.

***Corrosive Touch (1 - 7 psi).*** As an action, you deliver a touch of acid to one creature within your reach. The target must make a Dexterity saving throw, taking 1d10 acid damage per psi point spent on a failed save, or half as much damage on a successful one.

***Venom Strike (1 - 7).*** As an action, you create a poison spray that targets one creature you can see within 30 feet of you. The target must make a constitution saving throw. On a failed save, it takes 1d6 poison damage per psi point spent and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn’t poisoned.

***Acid Spray (2 psi).*** As a reaction when you take piercing or slashing damage, you cause acid to spray from your wound; each creature within 5 feet of you takes 2d6 acid damage.

***Breath of the Black Dragon (5 psi).*** You exhale a wave of acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 6d6 acid damage on a failed save, or half as much on a successful one. You can increase the damage by 1d6 per additional point spent on it.

***Breath of the Green Dragon (7 psi).*** You exhale a cloud of poison in a 90-foot cone. Each creature in the line must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much on a successful one.

Crown of Despair

*Avatar Discipline*

You have learned to harvest seeds of despair in a creature’s psyche, wracking it with self-doubt and inaction

***Psychic Focus.*** While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

***Crowned in Sorrow (1 - 7 psi).*** As an action, one creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage per psi point spent, and it can’t take reactions until the start of its next turn. On a successful save, it takes half as much damage.

***Call to Inaction (2 psi; conc., 10 min).*** If you spend 1 minute conversing with a creature, you can attempt to seed it with overwhelming ennui. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw. The save automatically succeeds if the creature is immune to being charmed. On a failed save, it sits and is incapacitated until your concentration ends. This effect immediately ends if the target or an ally it can see is attacked or takes damage. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

***Visions of Despair (3 psi).*** As an action, you force one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on it.

***Dolarous Mind (5 psi; conc., 1 min).*** As an action, you choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw, or it is incapacitated and has speed of 0 until your concentration ends. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Crown of Disgust

*Avatar Discipline*

You cause a creature to be flooded with emotions of disgust.

***Psychic Focus.*** While you are focused on this discipline, the area in a 5-foot radius around you is difficult terrain for any enemy that isn’t immune to being frightened.

***Eye of Horror (1 - 7 psi)*** As an action, choose one creature you can see within 60 feet of you. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and can’t move closer to you until the end of its next turn. On a successful save, it takes half as much damage.

***Wall of Repulsion (3 psi; conc., 10 min.).*** As an action, you create an invisible, insubstantial wall of energy within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until your concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can’t move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly, or unwillingly.

***Visions of Disgust (5 psi; conc., 1 min.).*** You cause a creature to regard all other beings as horrid, alien entities. As an action, choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half of the initial damage and suffers none of the other effects.

***World of Horror (7 psi; conc., 1min.).*** As an action, choose up to six creatures within 60 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until your concentration ends. On a successful save, a target takes half as much damage.

While frightened by this effect, a target’s speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crown of Rage

*Avatar Discipline*

You place a mote of pure fury within a creature’s mind, causing its bloodlust to overcome its senses and for it to act as you wish it to.

***Psychic Focus.*** While you are focused on this discipline, any enemy within 5 feet of you that makes a melee attack roll against creatures other than you does so with disadvantage.

***Primal Fury (1–7 psi).*** As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw or take 1d6 psychic damage per psi point spent on this ability and immediately use its reaction to move its speed in a straight line toward its nearest enemy. The save automatically succeeds if the target is immune to being charmed.

***Fighting Words (2 psi; conc., 10 min.).*** If you spend 1 minute conversing with a creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed. On a failed save, the target attacks the chosen creature if it sees that creature before your concentration ends, using weapons or spells against a creature it was already hostile toward or unarmed strikes against an ally or a creature it was neutral toward. Once the fight starts, it continues to attack for 5 rounds before this effect ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

***Mindless Courage (2 psi).*** You cause a creature’s bloodlust to overcome its sense of preservation. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until the end of your next turn, it can’t willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed.

***Punishing Fury (5 psi; conc., 1 min.).*** You cause a creature's rage to grow so hot that it attacks without heeding its own safety. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until your concentration ends, any creature within 5 feet of it can use a reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

Diminution

*Immortal Discipline*

You manipulate the matter that composes your body, drastically reducing your size without surrendering any of your might.

**Psychic Focus.** While focused on this discipline, you have advantage on Dexterity (Stealth) checks.

**Miniature Form (2 psi; conc., 10 min.).** As a bonus action, you become Tiny until your concentration ends. While this size, you gain a +5 bonus to Dexterity (Stealth) checks and can move through gaps up to 6 inches across without squeezing.

**Toppling Shift (2 psi).** As a bonus action, you shift to an incredibly small size and then suddenly return to normal, sending an opponent flying backward. Choose one creature you can see within 5 feet of you. It must succeed on a Strength saving throw or be knocked prone.

**Sudden Shift (5 psi).** As a reaction when you are hit by an attack, you shift down to minute size to avoid the attack. The attack misses, and you move up to 5 feet without provoking opportunity attacks before returning to normal size.

**Microscopic Form (7 psi; conc., 10 min.).** As a bonus action, you become smaller than Tiny until your concentration ends. While this size, you gain a +10 bonus to Dexterity (Stealth) checks and a +5 bonus to AC, you can move through gaps up to 1 inch across without squeezing, and you can’t make weapon attacks.

Giant Growth

*Immortal Discipline*

You infuse yourself with psionic energy to grow to tremendous size, bolstering your strength and durability.

**Psychic Focus.** While focused on this discipline, your reach increases by 5 feet.

**Ågre Form (2 psi; con., 1 min.).** As a bonus action, you gain 10 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 1d4 bludgeoning damage on a hit, and your reach increases by 5 feet. If you’re smaller than Large, you also become Large for the duration.

**Giant Form (7 psi; conc., 1 min.).** As a bonus action, you gain 30 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 2d6 bludgeoning damage on a hit, and your reach increases by 10 feet. If you’re smaller than Huge, you also become Huge for the duration.

Intellect Fortress

*Awakened Discipline*

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch counterattacks against your opponents.

**Psychic Focus.** While focused on this discipline, you gain resistance to psychic damage.

**Psychic Backlash (2 psi).** As a reaction, you can impose disadvantage on an attack roll against you if you can see the attacker. If the attack still hits you, the attacker takes 2d10 psychic damage.

**Psychic Parry (1–7 psi).** As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +1 bonus to that saving throw for each psi point you spend on this ability. You can use this ability after rolling the die but before suffering the results.

**Psychic Redoubt (5 psi; conc., 10 min.).** As an action, you create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Iron Durability

*Immortal Discipline*

You transform your body to become a living metal, allowing you to shrug off attacks that would cripple weaker creatures.

**Psychic Focus.** While focused on this discipline, you gain a +1 bonus to AC.

**Iron Hide (1–7 psi).** As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each psi point you spend on this ability. The bonus lasts until the end of your next turn. This bonus applies against the triggering attack.

**Steel Hide (2 psi).** As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

**Iron Resistance (7 psi; conc., 1 hr.).** As an action, you gain resistance to bludgeoning, piercing, or slashing damage (your choice), which lasts until your concentration ends.

Mantle of Awe

*Awakened Discipline*

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

**Psychic Focus**. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum of +1).

**Charming Presence (1–7 psi).** As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point spent on this ability; the total is how many hit points worth of creatures this option can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat. Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature’s hit point maximum from the total before moving on to the next creature. A creature’s hit point maximum must be equal to or less than the remaining total for that creature to be affected.

**Center of Attention (2 psi; conc., 1 min.).** As an action, you exert an aura of power that grabs a creature's attention. Choose one creature you can see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage.

**Invoke Awe (7 psi; conc., 10 min.).** As an action, you exert an aura that inspires awe in others. Choose up to 5 creatures you can see within 60 feet of you. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Mantle of Command

*Avatar Discipline*

You exert an aura of trust and authority, enhancing the coordination among your allies.

**Psychic Focus.** While focused on this discipline, when you end your turn and didn’t move during it, you can use your reaction to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn’t be incapacitated.

**Coordinated Movement (2 psi).** As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.

**Commander’s Sight (2 psi; conc., 1 rnd.).** As an action, choose one creature you can see within 60 feet of you. Until the start of your next turn, your allies have advantage on attack rolls against that target.

**Command to Strike (3 psi).** As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack action. You choose the targets.

**Strategic Mind (5 psi; conc., 1 min.).** As an action, you exert an aura of trust and command that unites your allies into a cohesive unit. Until your concentration ends, any ally within 60 feet of you on their turn can, as a bonus action, take the Dash or Disengage action or roll a d4 and add the number rolled to each attack roll they make that turn.

**Overwhelming Attack (7 psi).** As an action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to take the Attack action. You choose the targets of the attacks.

Mantle of Courage

*Avatar Discipline*

You focus your mind on courage, radiating confidence and bravado to your allies.

**Psychic Focus.** While focused on this discipline, you and allies within 10 feet of you who can see you have advantage on saving throws against being frightened.

**Incite Courage (2 psi).** As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of those creatures is frightened, that condition ends on that creature.

**Aura of Victory (1–7 psi; conc., 10 min.).** As a bonus action, you project psionic energy until your concentration ends. The energy fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within 30 feet of you gain temporary hit points equal to double the psi points spent to activate this effect.

**Pillar of Confidence (6 psi; conc., 1 rnd.).** As an action, you and up to five creatures you can see within 60 feet of you each gain one extra action to use on your individual turns. The action goes away if not used before the end of your next turn. the action can be used only to make one weapon attack or to take the Dash or Disengage action.

Mantle of Fear

*Avatar Discipline*

You tap into a well of primal fear and turn yourself into a beacon of terror to your enemies.

**Psychic Focus**. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

**Incite Fear (2 psi; conc., 1 min.).** As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until your concentration ends. Whenever the frightened target ends its turn in a location where it can’t see you, it can repeat the saving throw, ending the effect on itself on a success.

**Unsettling Aura (3 psi; conc., 1 hr.).** As a bonus action, you cloak yourself in unsettling psychic energy. Until your concentration ends, any enemy within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves toward you. A creature ignores this effect if immune to being frightened.

**Incite Panic (5 psi; conc., 1 min.).** As an action, choose up to eight creatures you can see within 90 feet of you that can see you. At the start of each of a target’s turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

Mantle of Fury

*Avatar Discipline*

You allow the primal fury lurking deep within your mind to burst forth, catching you and your allies in an implacable bloodthirst.

**Psychic Focus.** While focused on this discipline in combat, you and any ally who starts their turn within 10 feet of you gains a 5-foot increase to their walking speed during that turn.

**Incite Fury (2 psi; conc., 1 min.).** As a bonus action, choose up to three allies you can see within 60 feet of you (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll.

**Mindless Charge (2 psi).** As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target can immediately use its reaction to move up to its speed in a straight line toward its nearest enemy.

**Aura of Bloodletting (3 psi; conc., 1 min.).** As a bonus action, you unleash an aura of rage. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls.

**Overwhelming Fury (5 psi; conc., 1 min.).** As an action, you flood rage into one creature you 17 can see within 60 feet of you. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mantle of Joy

*Avatar Discipline*

You tap into the joy within you, radiating it outward in soothing, psychic energy that brings hope and comfort to creatures around you.

**Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Persuasion) checks.

**Soothing Presence (1–7 psi).** As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target gains 3 temporary hit points per psi point spent on this effect.

**Comforting Aura (2 psi; conc., 1 min.).** As a bonus action, choose up to three allies you can see (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.

**Aura of Jubilation (3 psi; conc., 1 min.).** As a bonus action, you radiate a distracting mirth until your concentration ends. Each creature within 60 feet of you that can see you suffers disadvantage on any checks using the Perception and Investigation skills.

**Beacon of Recovery (5 psi).** As a bonus action, you and up to five allies you can see within 60 feet of you can immediately make saving throws against every effect they’re suffering that allows a save at the start or end of their turns.

Mastery of Air

*Wu Jen Discipline*

You become one with the power of elemental air.

**Psychic Focus.** While focused on this discipline, you take no falling damage, and you ignore difficult terrain when walking.

**Wind Step (1–7 psi).** As part of your move on your turn, you can fly up to 20 feet for each psi point spent. If you end this flight in the air, you fall unless something else holds you aloft.

**Wind Stream (1–7 psi).** As an action, you create a line of focused air that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 1d8 bludgeoning damage per psi point spent and being knocked prone on a failed save, or half as much damage on a successful one.

**Cloak of Air (3 psi; conc., 10 min.).** As a bonus action, you seize control of the air around you to create a protective veil. Until your concentration ends, attack rolls against you have disadvantage, and when a creature you can see misses you with a melee attack, you can use your reaction to force the creature to repeat the attack roll against itself.

**Wind Form (5 psi; conc., 10 min.).** As a bonus action, you gain a flying speed of 60 feet, which lasts until your concentration ends.

**Misty Form (6 psi; conc., 1 min.).** As an action, your body becomes like a misty cloud until your concentration ends. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can’t take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.

**Animate Air (7 psi; conc., 1 hr.).** As an action, you cause an air elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Mastery of Fire

*Wu Jen Discipline*

You align your mind with the energy of elemental fire.

**Psychic Focus.** While focused on this discipline, you gain resistance to fire damage, and you gain a +2 bonus to rolls for fire damage.

**Combustion (1–7 psi; conc., 1 min.).** As an action, choose one creature or object you can see within 120 feet of you. The target must make a Constitution save. On a failed save, the target takes 1d10 fire damage per psi point spent, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn’t catch on fire.

**Rolling Flame (3 psi; conc., 1 min.).** As an action, you create fire in a 20-foot-by-20-foot cube within 5 feet of you. The fire lasts until your 18 concentration ends. Any creature in that area when you use this ability and any creature that ends its turn there takes 5 fire damage.

**Detonation (5 psi).** As an action, you create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful one.

**Fire Form (5 psi; conc., 1 min.).** As a bonus action, you become wreathed in flames until your concentration ends. Any creature that end its turn within 5 feet of you takes 3d6 fire damage.

**Animate Fire (7 psi; conc., 1 hr.).** As an action, you cause a fire elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Mastery of Force

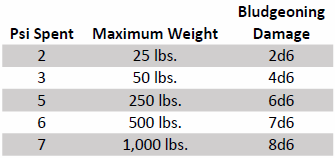
*Wu Jen Discipline*

As a student of psionic power, you perceive the potential energy that flows through all things. You reach out with your mind, transforming the potential into the actual. Objects and creatures move at your command.

**Psychic Focus.** While focused on this discipline, you have advantage on Strength checks.

**Push (1–7 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.

**Move (2–7 psi).** Choose one object you can see within 60 feet of you that isn’t being worn or carried by another creature and that isn’t secured in place. It can’t be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below. As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.



**Inertial Armor (2 psi).** As an action, you sheathe yourself in an intangible field of magical force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.

**Telekinetic Barrier (3 psi; conc., 10 min.).** As an action, you create a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet of you. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.

**Grasp (3 psi; conc., 1 min.).** You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple. The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your psionic ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend psi points to boost your check, abiding by your psi limit. You gain a +1 bonus per psi point spent. While a target is grappled in this manner, you create one of the following effects as an action:

**Crush (1–7 psi).** The target takes 1d6 bludgeoning damage per psi point spent. Move (1–7 psi). You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

Mastery of Ice

*Wu Jen Discipline*

You master the power of ice, shaping it to meet you demands.

**Psychic Focus.** While focused on this discipline, you have resistance to cold damage.

**Ice Spike (1–7 psi).** As an action, you hurl a mote of ice at one creature you can see within 120 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage per psi point spent and has its speed halved until the start of your next turn. On a successful save, the target takes half as much damage.

**Ice Sheet (2 psi).** As an action, choose a point on the ground you can see within 60 feet of you. The ground in a 20-foot radius centered on that point becomes covered in ice for 10 minutes. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.

**Frozen Sanctuary (3 psi).** As a bonus action, you sheathe yourself with icy resilience. You gain 20 temporary hit points.

**Frozen Rain (5 psi; conc., 1 min.).** As an action, choose a point you can see within 120 feet of you. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 6d6 cold damage, and its speed is reduced to 0 until your concentration ends. On a successful save, a target takes half as much damage. As an action, a target that has its speed reduced can end the effect early if it succeeds on a Strength (Athletics) check with a DC equal to this effect’s save DC. You can increase this effect’s damage by 1d6 per each additional psi point spent on it.

**Ice Barrier (6 psi; conc., 10 min.).** As an action, you create a wall of ice, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has AC 12 and 30 hit points. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

Mastery of Light and Darkness

*Wu Jen Discipline*

You claim dominion over light and darkness with your mind.

**Psychic Focus**. While focused on this discipline, natural and magical darkness within 30 feet of you has no effect on your vision.

**Darkness (1–7 psi).** As an action, you create an area of magical darkness, which foils darkvision. Choose a spot you can see within 60 feet of you. Magical darkness radiates from that point in a sphere with a 10-foot radius per psi point spent on this ability. The light produced by spells of 2nd level or less is suppressed in this area.

**Light (2 psi; conc., 1 min.).** As an action, an object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until your concentration ends. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit in this manner, it can’t hide, and attack rolls against it gain advantage.

**Shadow Beasts (3 psi; conc., 1 min.).** As an action, you cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last until your concentration ends, and they obey your verbal commands. In combat, roll for their initiative, and choose their behavior during their turns. When this effect ends, the shadows disappear. See the Monster Manual for their stat block.

**Radiant Beam (5 psi; conc., 1 min.).** As an action, you project a beam of light at one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it takes 6d6 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase this effect’s damage by 1d6 per each additional psi point spent on it.

Mastery of Water

*Wu Jen Discipline*

Your mind becomes one with elemental water, attuning your thoughts to its ebb and flow.

**Psychic Focus.** While focused on this discipline, you have a swimming speed equal to 20 your walking speed, and you can breathe underwater.

**Desiccate (1–7 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make a Constitution saving throw, taking 1d10 necrotic damage per psi point spent on this ability, or half as much damage on a successful one.

**Watery Grasp (2 psi).** As an action, you unleash a wave that surges forth and then retreats to you like the rising tide. You create a wave in a 20-foot-by-20-foot square. At least some portion of the square’s border must be within 5 feet of you. Any creature in that square must make a Strength saving throw. On a failed save, a target takes 2d6 bludgeoning damage, is knocked prone, and is pulled up to 10 feet closer to you. On a successful save, a target takes half as much damage. You can increase this ability’s damage by 1d6 per additional psi point spent on it.

**Water Whip (3 psi).** As an action, you unleash a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, you can move each target that fails its saving throw to any unoccupied space touching the line. You can increase this ability’s damage by 1d6 per additional psi point spent on it.

**Water Breathing (5 psi).** As an action, you grant yourself and up to ten willing creatures you can see within 60 feet of you the ability to breathe underwater for the next 24 hours.

**Water Sphere (6 psi; conc., 1 min.).** As an action, you cause a sphere of water to form around a creature. Choose one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it becomes trapped in the sphere of water until your concentration ends. While the target is trapped, its speed is halved, it suffers disadvantage on attack rolls, and it can’t see anything more than 10 feet away from it. However, attack rolls against it also suffer disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.

**Animate Water (7 psi; conc., 1 hr.).** As an action, you cause a water elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Mastery of Weather

*Wu Jen Discipline*

Your mind reaches into the sky, reshaping the stuff of storms to serve your needs.

**Psychic Focus**. While focused on this discipline, you have resistance to lightning and thunder damage.

**Cloud Steps (1–7 psi; conc., 10 min.).** As an action, you conjure forth clouds to create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet per psi point spent.

**Hungry Lightning (1–7 psi).** As an action, you lash out at one creature you can see within 60 feet of you with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it’s wearing heavy armor. The target takes 1d8 lightning damage per psi point spent on a failed save, or half as much damage on a successful one.

**Wall of Clouds (2 psi; conc., 10 min.).** As an action, you create a wall of clouds, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Creatures can pass through it without hindrance, but the wall blocks vision.

**Whirlwind (2 psi).** As an action, choose a point you can see within 60 feet of you. Winds howl in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.

**Lightning Leap (5 psi).** As an action, you let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line. You can increase this ability’s damage by 1d6 per additional psi point spent on it.

**Wall of Thunder (6 psi; conc., 10 min.).** As an action, you create a wall of thunder, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall’s space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.

**Thunder Clap (7 psi).** As an action, choose a point you can see within 60 feet of you. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Mastery of Wood and Earth

*Wu Jen Discipline*

You attune your mind to seize control of wood and earth.

**Psychic Focus.** While focused on this discipline, you have a +1 bonus to AC.

**Animate Weapon (1–7 psi).** As an action, your mind seizes control of a one-handed melee weapon you’re holding. The weapon flies toward one creature you can see within 30 feet of you and makes a one-handed melee weapon attack against it, using your discipline attack modifier for the attack and damage rolls. On a hit, the weapon deals its normal damage, plus an extra 1d10 force damage per psi point spent on this ability. The weapon returns to your grasp after it attacks.

**Warp Weapon (2 psi).** As an action, choose one nonmagical weapon held by one creature you can see within 60 feet of you. That creature must succeed on a Strength saving throw, or the chosen weapon can’t be used to attack until the end of your next turn.

**Warp Armor (3 psi).** As an action, choose a nonmagical suit of armor worn by one creature you can see within 60 feet of you. That creature must succeed on a Constitution saving throw, or the creature’s AC becomes 10 + its Dexterity modifier until the end of your next turn.

**Wall of Wood (3 psi; conc., 1 hr.).** As an action, you create a wall of wood at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 5-foot wide section of the wall has AC 12 and 100 hit points. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact.

**Armored Form (6 psi; conc., 1 min.).** As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage, which lasts until your concentration ends.

Animate Earth **(7 psi; conc., 1 hr.).** As an action, you cause an earth elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Nomadic Arrow

*Nomad Discipline*

You imbue a ranged weapon with a strange semblance of sentience, allowing it to unerringly find its mark.

**Psychic Focus**. While you are focused on this discipline, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can’t benefit from advantage.

**Speed Dart (1–7 psi).** As a bonus action, you imbue one ranged weapon you hold with psionic power. The next attack you make with it that hits before the end of the current turn deals an extra 1d10 psychic damage per psi point spent.

**Seeking Missile (2 psi).** As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.

**Faithful Archer (5 psi; conc., 1 min.).** As a bonus action, you imbue a ranged weapon with a limited sentience. Until your concentration ends, you can make an extra attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it returns to your grasp each time you make any attack with it.

Nomadic Chameleon

*Nomad Discipline*

You create a screen of psychic power that distorts your appearance, allowing you to blend into the background or even turn invisible.

**Psychic Focus.** While focused on this discipline, you have advantage on Dexterity (Stealth) checks.

**Chameleon (2 psi).** As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.

**Step from Sight (3 psi; conc., 1 min.).** As a bonus action, cloak yourself from sight. You can target one additional creature for every additional psi point you spend on this ability. The added targets must be visible to you and within 60 feet of you. Each target turns invisible and remains so until your concentration ends or until immediately after it targets, damages, or otherwise affects any creature with an attack, a spell, or another ability.

**Enduring Invisibility (7 psi; conc., 1 min.).** As a bonus action, you turn invisible and remain so until your concentration ends.

Nomadic Mind

*Nomad Discipline*

You dispatch part of your psyche into the noosphere, the collective vista of minds and knowledge possessed by living things.

**Psychic Focus.** Whenever you focus on this discipline, you choose one skill or tool and have proficiency with it until your focus ends. Alternatively, you gain the ability to read and write one language of your choice until your focus ends.

**Wandering Mind (2–6 psi; conc., 10 min.).** You enter a deep contemplation. If you concentrate for this option’s full duration, you then gain proficiency with up to three of the following skills (one skill for every 2 psi points spent): Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, and Survival. The benefit lasts for 1 hour, no concentration required.

**Find Creature (2 psi; conc., 1 hr.).** You cast your mind about for information about a specific creature. If you concentrate for this option’s full duration, you then gain a general understanding of the creature’s current location. You learn the region, city, town, village, or district where it is, pinpointing an area between 1 and 3 miles on a side (DM’s choice). If the creature is on another plane of existence, you instead learn which plane.

**Item Lore (3 psi; conc., 1 hr.).** You carefully study an item. If you concentrate for this option’s full duration while remaining within 5 feet of the item, you then gain the benefits of an identify spell cast on that item.

**Psychic Speech (5 psi).** As an action, you attune your mind to the psychic imprint of all language. For 1 hour, you gain the ability to understand any language you hear or attempt to read. In addition, when you speak, all creatures that can understand a language understand what you say, regardless of what language you use.

**Wandering Eye (6 psi; conc., 1 hr.).** As an action, you create a psychic sensor within 60 feet of you. The sensor lasts until your concentration ends. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 60 feet. The sensor can look in all directions. As an action, you can move the sensor up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can’t enter another plane of existence. A solid barrier blocks the eye’s movement, but the eye can pass through an opening as small as 1 inch in diameter.

**Phasing Eye (7 psi; conc., 1 hr.).** As Wandering Eye above, except the eye can move through solid objects but can’t end its movement in one. If it does so, the effect immediately ends.

Nomadic Step

*Nomad Discipline*

You exert your mind on the area around you, twisting the intraplanar pathways you perceive to allow instantaneous travel.

**Psychic Focus**. After you teleport on your turn while focused on this discipline, your walking speed increases by 10 feet until the end of the turn, as you are propelled by the magic of your teleportation. You can receive this increase only once per turn.

**Step of a Dozen Paces (1–7 psi).** If you haven’t moved yet on your turn, you take a bonus action to teleport up to 20 feet per psi point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.

**Nomadic Anchor (1 psi).** As an action, you create an invisible, intangible teleportation anchor in a 5-foot cube you can see within 120 feet of you. For the next 8 hours, whenever you use this psionic discipline to teleport, you can instead teleport to the anchor, even if you can’t see it, but it must be within range of the teleportation ability.

**Defensive Step (2 psi).** When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.

**There and Back Again (2 psi).** As a bonus action, you teleport up to 20 feet to an unoccupied space you can see and then move up to half your speed. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.

**Transposition (3 psi).** If you haven’t moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can’t fit in the destination space.

**Baleful Transposition (5 psi).** As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can’t fit in the destination space.

**Phantom Caravan (6 psi).** As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn’t an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.

**Nomad’s Gate (7 psi; conc., 1 hr.).** As an action, you create a 5-foot cube of dim, gray light within 5 feet of you. You create an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. Until your concentration ends, anyone entering one of the cubes immediately teleports to the other one, appearing in an unoccupied space next to it. The teleportation fails if there is no space for the creature to appear in.

Precognition

*Awakened Discipline*

By analyzing information around you, from subtle hints to seemingly disconnected facts, you learn to weave a string of probabilities in an instant that gives you extraordinary insights.

**Psychic Focus**. While focused on this discipline, you have advantage on initiative rolls.

**Precognitive Hunch (2 psi; conc., 1 min.).** As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total.

**All-Around Sight (3 psi).** In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.

**Danger Sense (5 psi; conc., 8 hr.).** As an action, you create a psychic model of reality in your mind and set it to show you a few seconds into the future. Until your concentration ends, you can’t be surprised, attack rolls against you can’t gain advantage, and you gain a +10 bonus to initiative.

**Victory Before Battle (7 psi).** When you roll initiative, you can use this ability to grant yourself and up to five creatures of your choice within 60 feet of you a +10 bonus to initiative.

Psionic Restoration

*Immortal Discipline*

You wield psionic energy to cure wounds and restore health to yourself and others.

**Psychic Focus**. While focused on this discipline, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.

**Mend Wounds (1–7 psi).** As an action, you can spend psi points to restore hit points to one creature you touch. The creature regains 1d8 hit points per psi point spent.

**Restore Health (3 psi).** As an action, you touch one creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.

**Restore Life (5 psi).** As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. This ability can’t return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.

**Restore Vigor (7 psi).** As an action, you can touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

Psionic Weapon

*Immortal Discipline*

You have learned how to channel psionic energy into your attacks, lending them devastating power.

**Psychic Focus.** Whenever you focus on this discipline, choose one weapon you’re holding or your unarmed strike. When you attack with it while focused on this discipline, its damage is psychic and magical, rather than its normal damage type. Until you reach 6th level as a mystic, you don’t add your Strength or Dexterity modifier to the psychic attack’s damage rolls.

**Ethereal Weapon (1 psi).** As a bonus action, you temporarily transform one weapon you’re holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target’s armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this discipline. On a failed save, the target takes the attack’s normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.

**Lethal Strike (1–7 psi).** As a bonus action, you imbue a weapon you’re holding or your unarmed strike with psychic energy. The next time you hit with it before the end of your turn, it deals an extra 1d10 psychic damage per psi point spent.

**Augmented Weapon (5 psi; conc., 10 min.).** As a bonus action, touch one simple or martial weapon. Until your concentration ends, that weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls.

Psychic Assault

*Awakened Discipline*

You wield your mind like a weapon, unleashing salvos of psionic energy.

**Psychic Focus.** While focused on this discipline, you gain a +2 bonus to damage rolls with psionic talents that deal psychic damage.

**Psionic Blast (1–7 psi).** As an action, choose one creature you can see within 60 feet of you. The target takes 1d8 psychic damage per psi point spent on this ability.

**Ego Whip (3 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 3d8 psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, it takes half as much damage.

**Id Insinuation (5 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d8 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.

**Psychic Blast (6 psi).** As an action, you unleash devastating psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one. You can increase the damage by 2d8 if you spend 1 more psi point on this ability.

**Psychic Crush (7 psi).** As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Psychic Disruption

*Awakened Discipline*

You create psychic static that disrupts other creatures’ ability to think clearly.

**Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Deception) checks.

**Distracting Haze (1–7 psi; conc., 1 min.).** As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and can’t see anything more than 10 feet from it until your concentration ends. On a successful save, it takes half as much damage.

**Daze (3 psi).** As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until the end of your next turn or until it takes any damage.

**Mind Storm (5 psi).** As an action, choose a point you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes 6d8 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on this ability.

Psychic Inquisition

*Awakened Discipline*

You reach into a creature’s mind to uncover information or plant ideas within it.

**Psychic Focus.** While focused on this discipline, you know when a creature communicating with you via telepathy is lying.

**Hammer of Inquisition (1–7 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and suffers disadvantage on its next Wisdom saving throw before the end of your next turn. On a successful save, it takes half as much damage.

**Forceful Query (2 psi).** As an action, you ask a question of one creature that can see and hear you within 30 feet of you. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.

**Ransack Mind (5 psi; conc., 1 hr.).** While you concentrate on this ability, you probe one creature’s mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability’s full duration, the target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails. With one failed saving throw, you learn its key memories from the past 12 hours. With two failed saving throws, you learn its key memories from the past 24 hours. With three failed saving throws, you learn its key memories from the past 48 hours.

**Phantom Idea (6 psi; conc., 1 hr.).** While you concentrate on this ability, you probe one creature’s mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability’s full duration, the target must make three Intelligence saving throws, and you plant a memory or an idea in it, which lasts for a number of hours based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as “I had porridge for breakfast” or “Ale is the worst”) or personality-defining (“I failed to save my village from orc marauders and am therefore a coward” or “Magic is a scourge, so I renounce it”). With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

Psychic Phantoms

*Awakened Discipline*

Your power reaches into a creature’s mind and causes it false perceptions.

**Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Deception) checks.

**Distracting Figment (1–7 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and thinks it perceives a threatening creature just out of its sight; until the end of your next turn, it can’t use reactions, and melee attack rolls against it have advantage. On a successful save, it takes half as much damage.

**Phantom Foe (3 psi; conc., 1 min.).** As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it perceives a horrid creature adjacent to it until your concentration ends. During this time, the target can’t take reactions, and it takes 1d8 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase the damage by 1d8 for each additional psi point spent on the ability.

**Phantom Betrayal (5 psi; conc., 1 min.).** As an action, you plant delusional paranoia in a creature’s mind. Choose one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or until your concentration ends, it must target its allies with attacks and other damaging effects. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

**Phantom Riches (7 psi; conc., 1 min.).** As an action, you plant the phantom of a greatly desired object in a creature’s mind. Choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target’s behavior until your concentration ends; the target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn’t taken damage since its last turn, it can use its action only to admire the object you created in its perception. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telepathic Contact

*Awakened Discipline*

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

**Psychic Focus.** While focused on this discipline, you gain the ability to use your Telepathy class feature with up to six creatures at once. If you don’t have that feature from the mystic class, you instead gain it while focused on this discipline.

**Exacting Query (2 psi).** As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can’t use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

**Occluded Mind (2 psi).** As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes that you communicate to it via telepathy. The statement can be up to ten words long, and it must describe you or a creature or an object the target can see. On a successful save, the target is unaffected, and you can’t use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

**Broken Will (5 psi).** As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target’s movement and action on its next turn. On a successful save, the target is unaffected, and you can’t use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

**Psychic Grip (6 psi; conc., 1 min.).** As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or it is paralyzed until your concentration ends. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, even though it’s paralyzed.

**Psychic Domination (7 psi; conc., 1 min.).** As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or you choose the creature’s actions and movement on its turns until your concentration ends. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Third Eye

*Nomad Discipline*

You create a third, psychic eye in your mind, which you cast out into the world. It channels thoughts and knowledge back to you, greatly enhancing your senses.

**Psychic Focus.** While focused on this discipline, you have darkvision with a range of 60 feet. If you already have darkvision with that range or greater, increase its range by 10 feet.

**Tremorsense (2 psi; conc., 1 min.).** As a bonus action, you gain tremorsense with a radius of 30 feet, which lasts until your concentration ends.

**Unwavering Eye (2 psi).** As a bonus action, you gain advantage on Wisdom checks for 1 minute.

**Piercing Sight (3 psi; conc., 1 min.).** As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends

**Truesight (5 psi; conc., 1 min.).** As a bonus action, you gain truesight with a radius of 30 feet, which lasts until your concentration ends.

Psionic Talents

Psionic talents are minor abilities that require psionic aptitude but don’t drain a mystic’s reservoir of psionic power. Talents are similar to disciplines and use the same rules, but with three important exceptions:

* You can never use your psychic focus on a talent.
* Talents don’t require you to spend psi points to use them.
* Talents aren’t linked to Mystic Orders. The talents are presented below in alphabetical order.

Beacon

*Psionic Talent*

As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it earlier as a bonus action.

Blade Meld

*Psionic Talent*

As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can’t let go of the weapon nor can it be forced from your grasp.

Blind Spot

*Psionic Talent*

As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.

Delusion

*Psionic Talent*

As an action, you plant a false belief in the mind of one creature that you can see within 60 feet of you. You can create a sound or an image. Only the target of this talent perceives the sound or image you create. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute. If you create an object, it must fit within a 5- foot cube and can’t move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.

Energy Beam

*Psionic Talent*

As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (your choice). The talent’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Light Step

*Psionic Talent*

As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.

Mind Meld

*Psionic Talent*

As a bonus action, you can communicate telepathically with one willing creature you can see within 120 feet of you. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted. This communication can occur until the end of the current turn. You don’t need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. You also gain access to one memory of the target’s choice, gaining perfect recall of one thing it saw or did.

Mind Slam

*Psionic Talent*

As an action, you target one creature you can see within 60 feet of you. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone. The talent’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mind Thrust

*Psionic Talent*

As an action, you target one creature you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d10 psychic damage. The talent’s damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Mystic Charm

*Psionic Talent*

As an action, you beguile one humanoid you can see within 120 feet of you. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.

Mystic Hand

*Psionic Talent*

You can use your action to manipulate or move one object within 30 feet of you. The object can’t weigh more than 10 pounds, and you can’t affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction. This talent allows you to open an unlocked door, pour out a beer stein, and so on. The object falls to the ground at the end of your turn if you leave it suspended in midair.

Psychic Hammer

**Psionic Talent**

As an action, you try to grasp one creature you can see within 120 feet of you, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can’t lift the target off the ground unless it is already airborne or underwater. The talent’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Pantheon

When TELLUS was opened, and the Aether finally reach the planet, the long lost gods of the planet once again got their voices. They struck, and lashed out, turning people insane, ridiculing the dieties that took their place, for there are no other true gods than them. Ang jupiter let lightning strike the earth for days at end, Neptune filled the lands with water, flooding the humans for no longer believing in them. This happened over a period of years, and mankind was frightened. It was not until Cruian was contacted, that the gods had calmed down. He was given permission to speak on their behalf, and started recruting what would later be known as La Fratellanzia, the brotherhood.

dietary restrictions

church layout, including graveyard

clergy uniform

holy symbols

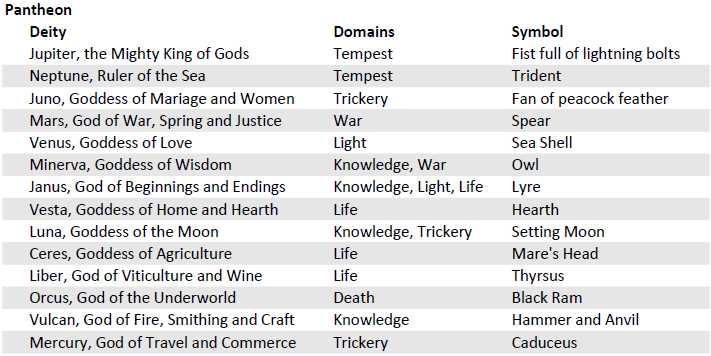
political sway

military assets

history of the faith

virtues and sins

laws

daily/ weekly prayer/ mass

birth ceremony

baptism into the religion

coming of age/ adulthood ceremony

marriage ceremony

funeral ceremony

generic blessing ritual

generic communion ritual

exorcism ritual

and any miracles the church could call down also needs it's own ritual.

Gamemastering

Gaining adventure experience.

Giving adventure experience is always hard. therefor, I have tried to make it easier on you. In NeoRom, the campaign is easily divided into single missions or story-arcs. Depending on how long time the mission or arc takes, you can give them experience in these rates. Remember, this is just a suggestion.

|  |  |
| --- | --- |
| Time | Experience |
| 1 - 2 game sessions | 300xp X level / number of players |
| 3 - 4 game sessions | 600xp X level / number of players |
| 5+ game sessions | 1200xp X level / number of players |

Remember, this is just a suggestion, but this is how I usually like to award my players.

Encounters

# Mist-Beasts

## Anguis

Large Mist-beast

**Armor Class** 18

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft.

**STR DEX CON INT WIS CHA**

19 (+4) 18 (+4) 16 (+3) 16 (+3) 19 (+4) 18 (+4)

**Saving Throws** Dex +8, Con +7, Int +7, Wis +8, Cha +8

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Challenge** 10 (5 900 XP)

***Rejuvenation.*** If it dies, the Anguis returns to life in 1d6 days and regains all its hit points.

***Spellcasting.*** The anguis is an 11th-level spellcaster. its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

Cantrips (at will): *Mending, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, shield of fate*

2nd level (3 slots): *calm emotions, hold person*

3rd level (3 slots): *bestow curse, clearvoyance*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *flame strike, geas*

6th level (1 slot): *true seeing*

### Actions

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

**Spit Poison.** *Ranged Weapon Attack:* +8 to hit, range 18/30 ft., one creature. *Hit:* The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

The anguis is a scary being, not only being able to cast magic, but seemingly immortal. There has been one lurking around NeoRom for months, not ever able to stay dead for long. It is a long dark snake with grey stripes all over it’s body.

## Aper

Large mist-beast

**Armor Class** 12 (natural armor)

**Hit Points** 52 (5d10 + 15)

**Speed** 40 ft.

**STR DEX CON INT WIS CHA**

17 (+3) 10 (+0) 16 (+3) 2 (-4) 7 (-2) 5 (-3)

**Senses** passive Perception 8

**Challenge** 2 (450 XP)

**Charge.** If the aper moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (recharges after a short or long rest).** If the aper takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### Actions

**Tusk.** *Melee Weapon Attack:* +5 to hit, reach 5tf., one target. *Hit:* 10 (2d6 + 3) slashing damage.

An aper is a four legged beast with large tusks and small pigish eyes.

## Aquilam

Large monstrosity

**Armor Class** 12

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., fly 80 ft.

**STR DEX CON INT WIS CHA**

18 (+4) 15 (+2) 16 (+3) 2 (-4) 13 (+1) 8 (-1)

**Skills** Perception +5

**Senses** Darkvision 60 ft., passive Perception 15

**Challenge** 2 (450 XP)

**Keen Sight.** The aquilam has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** The aquilam makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

An aquilam is a ferocious avian carnivore with a muscular quadpedal body, and a feathered, beaked head and wings.

## Aspergillus

Huge Mist-beast

**Armor Class** 12

**Hit Points** 157 (15d12 + 60)

**Speed** 40 ft., climb 40 ft.

**Str Dex Con Int Wis Cha**

23 (+6) 14 (+2) 18 (+4) 7 (-2) 12 (+1) 7 (-2)

**Skills** Athletics +9, Perception +4

**Senses** passive Perception 14

**Chalenge** 7 (2 900 XP)

### Actions

**Multiattack.** The Aspergillus makes two fist attacks

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage-

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

An Aspergillus is a primate looking beast with black fur and large teeth, a short forehead, and large arms used in walking.

## Corvus

Large Mist-beast

**Armor Class** 13 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., fly 80 ft.

**STR DEX CON INT WIS CHA**

19 (+4) 10 (+0) 16 (+3) 5 (-3) 12 (+1) 6 (-2)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Challenge** 6 (2 300 XP)

### Actions

***Multiattack.*** The corvus makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one attack.

***Beak.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

***Claws.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

***Stinger.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed one, and half as much damage on a successful one.

The corvus is a much larger bird than the aquilam, with a large stinger on each of its wings.it can thus only make the stinger attack whilst on the ground.

## Draco

Huge reptilian mist-beast

**Armor Class** 19 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

**STR DEX CON INT WIS CHA**

23 (+6) 14 (+2) 31 (+5) 14 (+2) 13 (+1) 17 (+3)

**Saving Throws** Dex +7, Con +10, Wis +6, Cha +8

**Skills** Perception +11, Stealth +7

**Damage Immunities** acid

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Challenge** 14 (11 500 XP)

***Amphibious.*** The draco can breathe air and water.

***Legendary Resistance (3/day).*** If the draco fails a saving throw, it can choose to succeed it.

***Multiattack.***The dragon can use Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

***Claw.*** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

***Tail.*** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

***Frightful Presence.*** Each creature of the draco’s choice that is within 120 feet of the draco and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the draco’s Frightful Presence for the next 24 hours.

***Acid Breath (Recharge 5-6).*** The draco exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

The draco can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The draco regains spent legendary actions at the start of its turn.

**Detect.** The draco makes a Wisdom (Perception) check.

**Tail Attack.** The draco makes a tail attack.

**Wing Attack (cost 2 Actions).** The draco beats its wings. Each creature within 10 feet of the draco must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The draco can then fly up to half its flying speed.

## Elephas

Gargantuan Mist-beast

**Armor Class** 25 (natural armor)

**Hit Points** 676 (33d20 + 330)

**Speed** 40

**STR DEX CON INT WIS CHA**

30(+10) 11(+0) 30(+10) 3(-4) 11(+0) 11(+0)

**Saving Throws** Int +5, Wis +9, Cha +9

**Damage Immunities** fire, poison, bludgeoning, piercing, and slashing from non-aether weapons

**Conditional Immunities** charmed, frightened, paralyzed, poisoned

**Senses** blindsight 120 ft., passive Perception 10

**Challenge** 30 (155 000 XP)

***Legendary Resistance (3/day).*** if the elephas fails a saving throw, it can choose to succeed instead.

***Magic Resistance.*** The elephas has advantage on saving throws against spells and other magical effects.

***Reflective Hide.*** Any time the elephas is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the elephas is unaffected. on a 6, the elephas is unaffected, and the effect is reflected back at the caster as though it originated from the elephas, turning the caster into a target.

***Siege Monster.*** The elephas deals double damage to objects and structures.

### Actions

***Multiattack.*** The elephas can use its Frightful Presence. It then makes five attacks: one with its gore, two with its stomp, one with its ram, and one with its trunk. It can use its Swallow instead of its bite.

***Gore.*** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:*36 (4d12 + 10) piercing damage.

***Stomp.*** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 25 (3d10 + 10) bludgeoning damage.

***Ram.*** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) blugdeoning damage.

***Trunk.*** *Melee Weapon Attack:* +19 to hit, reach 20 ft., *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the elephas can’t trunk another target.

***Frightful Presence.*** Each creature of the elephas’ choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with a disadvantage if the elephas is within line of sight, ending the effect on itself on a success. If a creature’s saving throw is successful, or the effect ends for it, the creature is immune to the elephas’ Frightful Presence for the next 24 hours.

***Swallow.*** The elephas makes one trunk attack against a Large or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the elephas, and it takes 56 (16d6) acid damage at the start of each of the elephas’ turns.

If the elephas takes 60 damage or more on a single turn from a creature inside it, the elephas must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the elephas. If the elephas dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

### Legendary Action

The elephas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The elephas regains spent legendary actions at the start of its turn.

**Attack.** The elephas makes one stomp or ram attack.

**Move.** The elephas moves up to half its speed.

**Chomp (Costs 2 Actions).** The elephas makes one trunk attack or uses its Swallow.

The elephas has been seen walking in the mist, a gargantuan creature, slow for its size, but not really slow at all. With large tusks, a trunk, large flat feet, no-one has ever survived an encounter with one. Thankfully, they are passive, and will not attack unless attacked first, or it feel threatened.

## Lacerta

Huge Mist-beast

**Armor Class** 13 (natural armor)

**Hit Points** 95 (10d12 + 30)

**Speed** 50 ft.

**STR DEX CON INT WIS CHA**

22 (+6) 9(-1) 17(+3) 2(-4) 11(+0) 5(-3)

**Senses** passive Perception 10

**Challenge** 5 (1 800 XP)

***Trampling Charge.*** If the lacerta moves at least 20 feet straight toward a creature and then hits a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lacerta can make one stomp attack against it as a bonus action.

### Actions

***Gore.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

***Stomp.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft,. one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

The lacerta is found all over the underground near NeoRom. four legged with horns.

## Lupus

Medium Mist-beast

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40

**STR DEX CON INT WIS CHA**

12 (+1) 15 (+2) 12 (+1) 3 (-4) 12 (+1) 6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Challenge** ¼ (50 XP)

***Keen Hearing and Smell.*** The lupus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Pack Tactics.*** The lupus has advantage on attack rolls against a creature if at least one of the lupus’ allies is within 5 feet of the creature and the ally isn’t incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage. if the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

The lupus is both bipedal and quadpedal. It will run on four of its legs, but can raise up on two legs to attack with its claws. Pack animals, and likes to travel in large packs.

## Mortis Scorpus

Large Mist-beast

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

19(+4) 11(+0) 19(+4) 3(-4) 14(+2) 10(+0)

**Skills** Perception +8

**Senses** Darkvision 60 ft., passive Perception 18

**Challenge** 6 (2 300 XP)

### Actions

***Multiattack.*** The mortis scorpus makes three attacks: one with its claws, one with its bite, and one with its sting.

***Claws.*** *Melee Weapons Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

***Sting.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much on a successful one.

The mortis scorpus is a large scorpion roaming the deserts south of NeoRom.

## Ursa

Medium Mist-beast

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft., climb 30 ft.

**STR DEX CON INT WIS CHA**

15(+2) 10(+0) 14(+2) 2(-4) 12(+1) 7(-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Challenge** ½ (100 XP)

***Keen Smell.*** The ursa has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

***Multiattack.*** The bear makes two attacks: one with its bite and one with its claws.

***Bite.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

***Claws.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, *Hit:* 7 (2d4 + 2) slashing damage.

With black fur, large claws and fangs you do not want to find your thigh in, the ursa is a killer in its own self.

# Humans

Acolyte

Medium Humanoid (any race)

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 10 (+0) 14 (+2) 11 (+0)

Skills Medicine +4, Religion +2

Senses Passive Perception 10

Languages Any one language

Challenge 1/4

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**Challenge** ¼ (50 XP)

***Spellcasting.*** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

### Actions

***Tonfa.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

## Archemage

Medium humanoid (any race)

**Armor Class** 12 (15 with mage armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

10(+0) 14(+2) 12(+1) 20(+5) 15(+2) 16(+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Damage Resistance** damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

**Senses** passive Perception 12

**Languages** any six languages

**Challenge** 12 (8 400 XP)

***Magic Resistance*** The archemange has advantage on saving throws against spells and other magical effects.

***Spellcasting*** The archemage is a 10th-level spellcaster with several spell-feats. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archemage can cast disguise self and invisibility at will, and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestigitation, shocking grasp*

1st level (4 slots): *detect magic, identify, mage armor,\* magic missile*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

3rd level (3 slots): *counterspell, fly, lightning bolt*

4th level (3 slots): *banishment, fire shield, stoneskin\**

5th level (3 slots): *cone of cold, scrying, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank\**

9th level (1 slot): *time stop*

*\*The archemage casts these spells on itself before combat.*

### Actions

***Knife.*** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## Assassin

Medium Humanoid (any race)

**Armor Class** 15 (Studded munite)

**Hit Points** 78 (12d8+24)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

11(+0) 16(+3) 14(+2) 13(+1) 11(+0) 10(+0)

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +4, Perception +4, Stealth +11

**Damage Resistances** poison

**Senses** Passive Perception 14

**Languages** Thieve’s Cant and two other languages

**Challenge** 8 (3900 XP)

***Assassiante***. During its first turn, the Assassin has advantage on any creature that hasn’t taken a turn. Any hit the Assassin scores against a surprised creature is a critical hit.

***Evasion.*** If the Assassin is subjected to an effect that allows it to make a dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

***Sneak Attack (1/Turn).*** The assassin deals an extra 12 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that is not incapacitated and the assassin doesn’t have disadvantage on the attack roll.

### Actions

***Multiattack.*** The assassin makes two shortsword attacks.

***Shortsword.*** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a succesfull one.

***Revolver.*** *Ranged weapon attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

## Bandit

Medium Humanoid (any race)

**Armor Class** 12 (morpheum munite)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

11(+0) 12(+1) 12(+1) 10(+0) 10(+0) 10(+0)

**Senses** passive Perception 10

**Languages** any one language

**Challenge** ⅛ (25 XP)

### Actions

***Shortsword.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

***Revolver.*** *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

## Bandit Captain

Medium Humanoid (any race)

**Armor Class** 15 (studded munite)

**Hit Points** 65 (10d8+20)

**Speed** 30

**STR DEX CON INT WIS CHA**

15(+2) 16(+3) 14(+2) 14(+2) 11(+0) 14(+2)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive perception 10

**Languages** any two languages

**Challenge** 2 (450 XP)

### Actions

***Multiattack.*** The captain makes three melee attacks: two with its shortsword, and one with its knives.

***Shortsword.*** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

***Knife.*** *Melee* or *ranged weapon attack:* +5 to hit, reach 5 ft. or reach 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage

### Reactions

***Parry.*** The captain adds 2 to his AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

## Berserker

Medium humanoid (any race)

**Armor Class** 13 (soft Lithite)

**Hit Points** 67 (9d6 + 27)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

16(+3) 12(+1) 17(+3) 9(-1) 11(+0) 9(-1)

**+Senses** passive Perception 10

**Languages** any one language

**Challenge** 2 (450 XP)

***Reckless.*** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

### Actions

***Greataxe.*** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

## Commoner

Medium humanoid (any race)**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

10 (+0) 10(+0) 10(+0) 10(+0) 10(+0) 10(+0)

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 0 (10 XP)

### Actions

***Tonfa.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target, *Hit:* 2 (1d4) bludgeoning damage.

## Cultist

Medium Humanoid (any race)

**Armor Class** 12 (morpheum munite)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

11(+0) 12(+1) 10(+0) 10(+0) 11(+0) 10(+0)

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** any one language

**Challenge** ⅛ (25 XP)

***Dark Devotion.*** The cultist has advantage on saving throws against being charmed or frightened.

### Actions

***Shortsword.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1)

## Cult Fanatic

Medium humanoid (any race)

**Armor Class**13 (morpheum munite)

**Hit Points** 33 (6d8+6)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

11(+0) 14(+2) 12(+1) 10(+0) 13(+1) 14(+2)

**Skills** Deception +4, Persuastion +4, Religion +2

**Senses** Passive perception 10

**Languages** any one language (usually common)

**Challenge** 2 (450 XP)

***Dark Devotion.*** The fanatic has advantage on saving throws agains being charmed or frightened.

***Spellcasting.*** The fanatic is a 4th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *Light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

***Multiattack.*** The fanatic makes two melee attacks.

***Knife.*** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one creature. *Hit:* 4 (1d4+2) piercing damage.

Druid

*Medium humanoid (any race)*

**Armor Class** 11 (16 with *barkskin*)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

10(+0) 12(+1) 13(+1) 12(+1) 15(+2) 11(+0)

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Druidic plus any two languages

**Challenge** 2 (450 XP)

***Spellcasting.*** The druid is a 4th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *Druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

Actions

***Metal Baton.*** *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 tf., one target. *Hit*: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Guard

Medium humanoid (any race)

**Armor Class** 16 (lithite shirt, munite shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

13(+1) 12(+1) 12(+1) 10(+0) 11(+0) 10(+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language

**Challenge** ⅛ (25 XP)

### Actions

***Shortsword.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

***Throwing Knifes.*** *Ranged Weapon Attack:* +3 to hit, reach 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## Knight

Medium Humanoid (any race)

**Armor Class** 18 (Plated Osmite)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

16(+3) 11(+0) 14(+2) 11(+0) 11(+0) 15(+2)

**Saving Throws** Con +4, Wis, +2

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 3 (700 XP)

***Brave.*** The knight has advantage on saving throws against being frightened.

### Actions

***Multiattack.*** The knight makes two melee attacks.

***Greatsword.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

***Rifle, automatic.*** *Ranged Weapon Attack:* +2 to hit, range 80/240 ft., one target. *Hit:* 9 (2d8) piercing damage

Leadership (recharges after a Short or Long rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from this only one Leadership die at a time. This effect ends if the knight is incapacitated.

### Reactions

***Parry.*** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

## Mage

Medium Humanoid (any race)

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

9(-1) 14(+2) 11(+0) 17(+3) 12(+1) 11(+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2 300 XP)

***Spellcasting.*** The mage is a 9th level spellcaster. Its spelcasting ability is intelligence (spell save DC 14, +6 to hit with spell attacks): The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot) : *cone of cold*

### Actions

***Knife.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## Priest

Medium humanoid (any race)

**Armor Class** 13 (lithite shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

**STR DEX CON INT WIS CHA**

10(+0) 10(+0) 12(+1) 13(+1) 16(+3) 13(+1)

**Skills** Medicine+7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

***Divine Eminence.*** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

***Spellcasting.*** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

### Actions

***Metal baton.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## Thug

Medium humanoid (any race)

**Armor Class** 11 (morpheus munite)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

**Skills** Intimidation +2

**Senses** passive Perception10

**Languages** any one language

**Challenge** ½ (100 XP)

***Pack Tactics.*** The thug has advantage on an attack roll against a creature if at least one of the thug’s allies is within 5 feet of the creature and the ally is not incapacitated.

### Actions

***Multiattack.*** The thug makes two melee attacks

***Metal baton.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage

***Rifle, automatic.*** *Ranged Weapon Attack:* +2 to hit, range 80/240 ft., one target. *Hit:* 9 (2d8) piercing damage.

# Appendix 1

## Implants

Accelerated injection – 25 000 K

*Leg slot, rare (needs attunement)*

You can cast the *jump* spell at will, but you can only target yourself.

Agility Spinal Implant – 60 000 K

*Wonderous item, rare (needs attunement)*

+2 to AC if you are wearing no armor or shield.

Anti-Magic Chip – 300 000 K

*Wonderous item, rare (needs attunement)*

You have advantage on saving throws against spells.

Biceps Implants – 80 000 K

*Wonderous item, uncommon (needs attunement)*

Your Strength score is 19. This has no effect if your Strength score is already 19.

Bionic Locomotion – 20 000 K

*Leg slot, rare (needs attunement)*

You take no damage from falling.

Bionic Respiratory System – 150 000 K

*Wonderous item, uncommon (needs attunement)*

You can breathe normally in any environment, and you have advantage on saving throws made against harmfull gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapon of some races).

Bubble Shield – 60 000 K

*Armor (shield), very rare (needs attunement)*

While holding this shield, you can decide it to start spinning around you, leaving that arm free to do other things. You can keep this up for up to one minute, until you use a bonus action to end it’s effect.

Charming Eye Implants – 30 000 K

*Wonderous item, uncommon (needs attunement)*

Daily, you have 3 charges which you can spend to gain the effect of a *charm person* spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target sees eachother.

Cybernetic Senses – 50 000 K

*Arm slot, rare (needs attunement)*

Contains 3 charges, and regains 1d3 charges daily at dawn. When you fail a Dexterity saving throw, you can use your rewaction to expend 1 of its charges to succeed on that saving throw instead.

Dark Chip – 200 000 K

*Wonderous Item, Uncommon (needs attunement)*

You are hidden from divination magic. You can’t be targeted by that magicor perceived through magical scrying sensors

Displacement Brain Implant – 600 000 K

*Wonderous item, rare (needs attunement)*

Your implant projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the illusion breaks until the start of your next turn. The implant does not work if you are incapacitated, restrained or otherwise unable to move.

Eagle Eye Implants – 25 000 K

*Wonderous item, uncommon (needs attunement)*

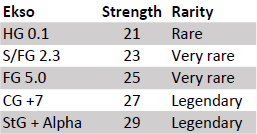
You have advantage on Wisdom (Perception) checks that rely on sight.

Ekso Exosceleton - -

*Wonderous item, rarity varies (needs attunement)*

While wearing this exoskeleton, your Strength score changes to a score decided by the version of Ekso. If your Strength is already equal to or grater than the Ekso score, the item does nothing.

Six varieties of the Ekso exists, and have rarity according to the materials, work and breakthrough within the field.

**

Eye Implant – 15 000 K

*Wonderous item, uncommon (needs attunement)*

You gain a +2 damage bonus to ranged weapon attacks.

Extensor Carpi Implant – 30 000 K

*Wonderous item, uncommon (needs attunement)*

When a ranged weapon attack hits you, you can use a reaction to reduce the damage by 1d10 + your Dexterity modifier, provided you have at least one hand free.

Flux C Implant – 640 000 K

*Wonderous item, rare (needs attunement)*

Has 3 charges, which you can use to cast the spell *teleportation*. Regain 1d3 charges every day.

Footsole engines – 40 000 K

*Wonderous Item, rare (needs attunement)*

You can use an action to cast *levitate* on yourself at will.

Force Shield Brain Implant – 75 000 K

*Wonderous item, uncommon (needs attunement)*

Grants you resistance to force damage, and immunity to the spell *magic missile*.

Implanted Nano – 50 000 K

*Wonderous item, uncommon (needs attunement)*

You stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

IQ Chip – 80 000 K

*Wonderous item, uncommon (needs attunement)*

Your Intelligence score is 19. It has no effect if your Intelligence is already 19.

Mystic Neural Adapter – 30 000 K

*Wonderous item, uncommon (needs attunement)*

Has 3 charges. You can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. It regains 1d3 charges daily at dawn.

Protective Skin Graft – 35 000 K

*Wonderous item, uncommon (needs attunement)*

You gain a +1 bonus to AC and saving throws.

Spinal Implant – 80 000 K

*Wonderous Item, rare (needs attunement)*

Your Constitution score is 19. It has no effect if your Constitution is already 19.

Stealth Exosceleton – 50 000 K

*Wonderous item, uncommon (needs attunement)*

While activated, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide. Activating and deactivating requires an action.

Stone of Janus

*Wonderous item, rarity varies (needs attunement)*

A stone of Janus, the god of knowledge, is a product made from the combined effort of both arcaners and PSI. They are grafted into the skin of the user, and can be activated by the users mind.

When you use an action to activate it, it will start to glow, even under clothes. This makes it an easy target, and when it glows, the stone has a AC of 24, 10 hit points, and resistance to all damage.

**Absorption (pale lavender).** You can use an action to cancel a spell of 4th lever or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 levels of spells, it burns out. If you are targeted by a spell of a higher level than the number of spell levels the stone has left, you cannot cancel it.

**Agility (red).** Your Dexterity is increased by 2 to a maximum of 20 while this stone is active.

**Awareness (dark blue).** You cannot be surprised whilst this stone is active.

**Fortitude (pink).** Your Constitution score is increased by 2 to a maximum of 20 whilst this stone is active.

**Greater Absorption (lavender and green).** Whilst active, you can use a reaction to cancel a spell of 8th level or lower cast by a creature that can see you and targeting only you.

Once the stone has canceled 50 levels of spells, it burns out, losing its magic. If you are targeted by a spell of a higher level than the total remaining number of spell levels the stone has left, you cannot cancel it.

**Insight (blue).** Whilst active, your Wisdom score increases by 2 to a maximum of 20.

**Intellect (scarlet blue).** Whilst active, your Intelligence score increases by 2 to a maximum of 20.

**Leadership (pink and green).** Whilst active, your Charisma score increases by 2, to a maximum of 20.

**Mastery (pale green).** Whilst active, your proficiency bonus increases by 1.

**Protection.** Whilst active, you gain a +1 bonus to AC.

**Regeneration (rose).** Whilst active, you gain 15 hit points at the end of each hour, provided you have at least 1 hit point.

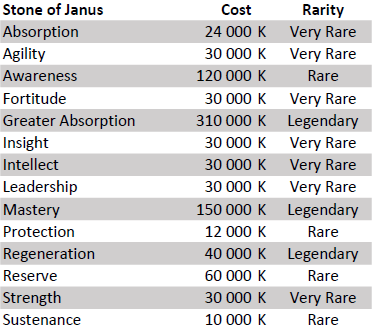
**Reserve (vibrant purple).** This stone can store up to 3 levels worth of spells at a time.

Any creature can cast a spell of 1st to 3rd level into the stone by touching it as the spell is cast. If the stone can’t hold the spell, the spell is expended without effect. The level of the spell cast determines how much space it uses.

While the stone is activated, you can cast an spell stored in it. The spell uses the spell slot, spell save DC, spell attack bonus, and the spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. When cast, the spell is no longer stored in the stone, freeing up space.

**Strength (pale blue).** Whilst active, your Strength score is increased by 2, up to a maximum of 20.

**Sustenance (clear).** You don’t need food or drink when this is activated. This does not affect any drug addiction you may have.



Sub-Skin Plating – 180 000 K

*Armor (plate), legendary (needs attunement)*

You have resistance to nonmagical attacks, and you can use an action to harden the plates, making you immune to nonmagical attacks for up to 10 minutes. This ability can only be used once per day.

Telepathy Chip – 120 000 K

*Wonderous item, uncommon (requires attunement)*

You are able to cast the *detect thoughts* spell (spell DC 13). As long as you concentrate on the spell, you can use a bonus action to send a telepathic message.

While focusing on a creature with *detect thougt*s, you can cast the *suggestion* spell (save DC 13). Once used, the *suggestion* property cannot be used until the next dawn.

Thigh Implants – 40 000 K

*Wonderous item, rare (needs attunement)*

As a bonus action, oy can activate the servos in your thighs, doubling your movement speed, and creatures that makes an AOO against you have disadvantage on the attack roll. You can use a bonus action to turn of the servos again.

You can only use the servos up to a total of 10 minutes every day, due to the strain on the body.

Truesight Brain Implant – 320 000 K

*Wonderous item, rare (needs attunement)*

Has 3 charges. As an action, you can expend 1 charge and for the next 10 minutes, you have truesight in 120 ft around you. You redain 1d3 charges daily at dawn.

