



SABER

3D20

A LIGHTWEIGHT SABER THAT INCINERATES
ENEMIES IT HITS.

1 **CHAIN BLADE**

2D20

DEALS DAMAGE IN SWEEPING ATTACKS IN
A 60' CONE, UP TO 35FT.
ALTERNATIVELY, YOU MAY WRAP A CREATURE
IN THE CHAINS TEMPORARILY HALTING THEIR
TURNS. THEY MUST MAKE DEXTERITY
SAVING THROWS TO RESIST AND ESCAPE. SMALL
CREATURES THAT ARE CHAINED CAN BE DRAGGED.

5 **HAMMER**

4D20

A MASSIVE HAMMER THAT CAN DEAL
MAJOR DAMAGE TO SINGLE TARGETS.
TARGETS HIT MAY BE KNOCKED OVER, AND PUSHED
UP TO SOFT.

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DRAGON WINGS (P)

YOU CAN GENERATE OR DEGENERATE A PAIR OF DRAGON WINGS. WINGS ALLOW YOU TO FLY AND USE A SPECIAL DASH ACTION. ON YOUR MOVE, REPLACE ALL OF YOUR MOVEMENT TO QUICKLY DASH UP TO 150FT QUICKLY.



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SELF MEND (P)

HEAL UP TO 15HP ON THE START OF YOUR TURN, CONSUMING THE SAME AMOUNT OF MANA FOR HP. IF YOU REACH 0 HP BUT STILL HAVE MANA, YOU WILL BE UNCONSCIOUS UNTIL YOU CAN HEAL.



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SOUL EATER (P)

YOU DO NOT REGENERATE MANA. WHEN A CREATURE DIES WITHIN 15FT OF YOU, REGENERATE HALF OF THEIR MAX HEALTH AS MANA.



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WEAPON SWAP (P)

USE A BONUS ACTION TO SWAP YOUR WEAPON TO YOUR SABER, HAMMER, OR CHAIN BLADE.



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HELLBEAM (100)

CAST A HEAVY BEAM OF ENERGY THAT DAMAGES ENEMIES IN A 15FT WIDE BEAM THAT CAN TRAVEL UP TO 75FT. ALL ENEMIES HIT ARE INCINERATED.

6D20



3/2

•FOCUS

THE BEAM CAN NOW TRAVEL UP TO 125FT.

•INSIGHT

ENEMIES IN THE OUTER 25FT BEAM ARE HIT FOR 2D20 DAMAGE.

•MOTION

SWEEP THE BEAM, DEALING DAMAGE IN A CONE INSTEAD.

FALLEN SUN (S)

BECOME A MINIATURE STAR AND DEAL MAJOR DAMAGE TO ENEMIES WITHIN 25FT OF YOU. ENEMIES WITHIN 150FT OF YOU INCINERATE.

8D20



3/2