

**Player
Custom
Classes**

Stormweaver (Healing Storm Aspect) – Complete Level 1-20 Class Guide

Class Identity: The Stormweaver is the Hybrid (d10 Hit Die) class of the Elemental Prism, channeling raw elemental fury through restorative gales. Customized for Hayden as a healing monk: WIS-primary for spellcasting/healing (DC/Attack = 8 + Prof + WIS mod), DEX for unarmed strikes/AC/mobility. Priormoral Star-Fallen Boon: Stats (WIS 22/+6, DEX 20/+5, CON 16/+3, STR 14/+2, INT 14/+2, CHA 12/+1); Double Strain Capacity ($2 \times (\text{CON mod} + \text{level})$); innate resistance to Fiendish effects.

Proficiencies: Light/medium armor, shields, simple/martial weapons; **Saves:** CON, WIS; **Skills:** Acrobatics, Medicine, Perception, Religion, Survival.

AC: Unarmored Defense ($10 + \text{DEX} + \text{WIS mods}$).

Spellcasting: WIS-based; Full Elemental list + healing staples (*Healing Word, Cure Wounds, Mass Healing Word, Revivify, Heal, Mass Heal, Heroes' Feast*). Rituals free (10 min, no Strain). Cantrips unlimited; Resonance +1d6 in elemental terrains (storms, fire, ice, earth).

Unarmed Progression (Monk-inspired): 1d6 (Lv1-4), 1d8 (Lv5-10), 1d10 (Lv11-16), 1d12 (Lv17+).

Playstyle: Mobile healer-DPS-tank. Heal constantly, punch with elemental fury, control battlefields with winds.

Core Progression Table

Level	Strain Max (Double, CON+3)	At-W ill	Once/Tur n	Once/Re st	Key Features
1	16		1st	—	Prism Affinity; Regenerative Vitality (1d6/turn)
2	20		—	—	Resonance Mastery; Unarmored Movement (+10 ft.)
3	24		2nd	4th	Healing Storm Aspect; Elemental Infused Strikes (1d6)
4	28		—	—	ASI; Step of the Wind

5	32	3rd	5th	—	Extra Attack; Healing Surge (5d6 pool)
6	36	—	—	—	Healing Aura (allies 1d6/turn)
7	40	—	—	7th	Prism Echo (+1d6 punch/heal)
8	44	—	—	—	ASI; Patient Defense
9	48	—	6th	—	Resonance Surge (crit 19-20)
10	52	—	—	—	Prism Mastery (ignore Strain 1/day)
11	56	—	—	—	Storm Mend (10d6 reaction); Unarmed 1d10
12	60	—	—	—	ASI
13	64	—	—	8th	Greater Echo (AoE splash)
14	68	—	—	—	Vital Gale (fly, ×2 range)
15	72	—	—	—	Prism Overdrive (2 spells/turn)
16	76	—	—	—	ASI; Deflect Missiles; Unarmed 1d12
17	80	—	—	9th	Prism Ascendant (<i>Storm of Vengeance</i>)
18	84	—	—	—	Eternal Tempest (permanent aura)
19	88	—	—	—	ASI
20	92	—	—	—	Prism Eternal (unlimited 9th 1/day)

Strain Scaling Notes: With CON 16 (+3), doubles to massive pools (e.g., Lv20=92 Strain – endless casting).

Detailed Level Features

Level 1: Foundations of the Gale

- Prism Affinity: 2 cantrips (*Gust*, *Healing Touch* – reskin *Spare the Dying* as wind revival).
- Regenerative Vitality (Passive Capstone Scaling): Heal 1d6 HP at start of your turn (always on). Scales: +1d6 every 5 levels (Lv5-9:1d6; Lv10-14:2d6; Lv15-19:3d6; Lv20:4d6). Revives at 1 HP if downed. "Priormoral winds defy death."

Level 2: Winds Awaken

- Resonance Mastery: +1d6 to spells, healing, punches in elemental terrain (e.g., storms double healing).
- Unarmored Movement: +10 ft. speed (unarmored); scales +10 ft./3 levels (Lv20: +50 ft. total 90 ft.).

Level 3: Healing Storm Aspect + Elemental Infused Strikes

- Healing Storm Aspect (Subclass): Healing spells +1d6 Resonance; Bonus Action *Cure Wounds* (1st) 3/short rest. 4 sub-options (Healing primary: Fire regen, Ice slow-heal, Storm mobile, Earth tank).
- Elemental Infused Strikes: Unarmed 1d6 + DEX (scales: 1d8 Lv5, 1d10 Lv11, 1d12 Lv17). Once/turn: +2d6 elemental (Fire ignite DC17, Ice slow, Storm push/prone, Earth terrain). Martial Arts: Bonus unarmed after Attack action.

Level 4: Flow of Battle

- ASI: Standard.
- Step of the Wind: Bonus Dash/Disengage; infuse *Gust* (push 15 ft., no opp. attacks).

Level 5: Surge of Power

- Extra Attack: 2 attacks/action.
- Healing Surge (Channel Divinity equiv.): 3/short rest – 5d6 + WIS pool (30 ft. wind/touch, split allies).

Level 6: Aura of Renewal

- Healing Aura: Bonus action – Allies in 10 ft. gain your Regenerative Vitality (1d6/turn, 1 min).

Level 7: Prism Echo

- Prism Echo: Punches/healing +1d6 elemental in Resonance; Echoes reflect off allies (chain +1d6 to nearest).

Level 8: Defensive Gale

- ASI.

- **Patient Defense:** Bonus Dodge + extra 1d6 self-heal.

Level 9: Surging Resonance

- **Resonance Surge:** Infusions crit 19-20; healing pierces resistance/immunity (half).

Level 10: Mastery of Strain

- **Prism Mastery:** Ignore Strain 1/day (cast without limit).

Level 11: Storm Mend

- **Storm Mend:** Reaction – Dying ally within 60 ft. heals 10d6 + WIS; teleport to you (1/short rest).
- **Unarmed:** 1d10.

Level 12: Refinement

- ASI.

Level 13: Greater Echo

- **Greater Echo:** Punches AoE splash 1d6 elemental (15 ft.); Aura mass-heals 3 targets.

Level 14: Vital Gale

- **Vital Gale:** Fly = walk speed (hover in Resonance); healing range ×2 (120 ft.).

Level 15: Overdrive

- **Prism Overdrive:** 2 spells/turn; bonus unarmed free.

Level 16: Deflection

- ASI.
- **Deflect Missiles:** Reaction reduce ranged/elemental by 1d10 + DEX + level; redirect punch.
- **Unarmed:** 1d12.

Level 17: Ascendant Storm

- **Prism Ascendant:** *Storm of Vengeance* (9th) 1/rest, no Strain.

Level 18: Eternal Tempest (Capstone)

- **Eternal Tempest:** Permanent 30 ft. Aura (2d6/turn allies); Regenerative 4d6; immune disease/poison/exhaustion.

Level 19: Pinnacle

- ASI.

Level 20: Prism Eternal

- **Prism Eternal:** Unlimited 9th-level Elemental 1/day; Party-wide half-Regen; "Command tempests – heal worlds or shatter realms."

Epic Boons (Lv19+ ASIs): Boon of Storm (immune lightning/cold, +2 Speed); Boon of Vitality (double healing output).

Forgebinder (Necroforge Aspect) – Complete Level 1-20 Class Guide

Class Identity: Forgebinder is a customized Spellblade (Arcane Hybrid, d10 Hit Die) with Necrolyte Infusion (Shadow Pure Caster overlay) – a dual-Prism master of soulmetal crafting and necromantic artifacts. All spells (Arcane + Shadow) are INT-based (Attack +Prof+INT mod, DC 8+Prof+INT mod). Forge raw metals into weapons, armor, and thralls; bind souls for undead constructs. Priormoral Star-Fallen Boon: Stats (STR 22/+6, INT 20/+5, CON 16/+3, DEX 14/+2, WIS 14/+2, CHA 12/+1); Double Strain (2 × (CON mod + level)).

Proficiencies: Light/medium armor, shields, martial weapons, smith's tools, thieves' tools; **Saves:** STR, INT; **Skills:** Arcana, Athletics, History, Investigation, Smith's Tools. **AC:** 18+ (Medium + Shield + INT mod).

Spellcasting: INT-based; Full Arcane (creation/force/illusion) + Shadow (deception/necromancy/darkness) lists (e.g., *Fabricate, Animate Dead, Create Undead, Wall of Force, Finger of Death*). Rituals free. Resonance +1d6 near ley lines/darkness.

Core Theme: Forge soulbound armies mid-battle; STR-smash with necro-artifacts. "Souls fuel the forge – metals claim the eternal."

Core Progression Table (Expanded with Artificer Features)

Level	Strain Max (Double, CON+3)	At-W ill	Once/Tur n	Once/Re st	Key Features
1	16		1st	—	— Prism Affinity; Soulmetal Forge (30 units)
2	20	—	—	—	Resonance Mastery; Soul Harvest (1/turn)
3	24		2nd	4th	— Necroforge Aspect; Artifact Crafting (magic items)
4	28	—	—	—	ASI; Thrall Command (max INT mod + level)
5	32		3rd	5th	— Extra Attack; Daily Refresh (+3 units/day)
6	36	—	—	—	Soulbound Golem (CR5 summon); Infusion Surge

7	40	—	—	7th	Prism Echo (+1d6 necro/force); Metal Recall
8	44	—	—	—	ASI; Alloy Mastery (+1d6 necro)
9	48	—	6th	—	Resonance Surge (crit 19-20); Soul Battery
10	52	—	—	—	Prism Mastery (ignore Strain); Daily Refresh (+4u)
11	56	—	—	—	Legion Forge (mass thralls); Ectoplasmic Armor
12	60	—	—	—	ASI; Thrall Command (double max)
13	64	—	—	8th	Greater Echo (AoE thralls); Forge Ward
14	68	—	—	—	Soul Arsenal (multi-wield); Necro-Alloy
15	72	—	—	—	Prism Overdrive; Daily Refresh (+5u)
16	76	—	—	—	ASI; Phantom Forge
17	80	—	—	9th	Prism Ascendant (<i>Create Undead</i> capstone)
18	84	—	—	—	Eternal Forge (immortal thralls)
19	88	—	—	—	ASI; Soul Nexus
20	92	—	—	—	Prism Eternal (unlimited army)

Detailed Level Features (Expanded Artificer Depth)

Level 1: Prism Affinity + Soulmetal Forge

- **Prism Affinity:** 2 cantrips/Prism (*Mending Arcane, Chill Touch Shadow – INT-based*).

- **Soulmetal Forge (Core):** Touch metal → unlock (iron/steel/adamantine/mithral/shadowsteel). Pool: 30 units (1 lb/unit). **Bonus Action:** Shape 1 unit into weapon/armor/tool (*Fabricate* equiv., no Strain). Carry weight ignored for own metals.

Level 2: Resonance Mastery + Soul Harvest

- **Resonance Mastery:** +1d6 to Arcane/Shadow spells near ley lines/darkness.
- **Soul Harvest:** On kill → Harvest soul (DC15 INT Arcana check, 1/turn). Souls = thrall fuel (1 soul/unit power).

Level 3: Necroforge Aspect + Artifact Crafting

- **Necroforge Aspect (Subclass):** Infuse artifacts with souls for necrotic traits (*Animate Dead* on constructs). Shadow spells deal extra necrotic.
- **Artifact Crafting:** 10 min + 5 units → Magic item (+1 weapon/armor = 5u; *Animate Objects* sword = 10u +1 soul). INT check (DC10 common, DC20 rare).

Level 4: ASI + Thrall Command

- **ASI.**
- **Thrall Command:** Control max thralls = INT mod + level (10 Lv5). **Bonus Action command** (attack/defend); 60 ft. range.

Level 5: Extra Attack + Daily Refresh

- **Extra Attack:** Attack twice.
- **Daily Refresh:** +3 units/Long Rest (+4 Lv10, +5 Lv15). Unused souls persist.

Level 6: Soulbound Golem + Infusion Surge

- **Soulbound Golem:** 1/short rest – Summon CR5 necro-construct (10u +3 souls): 100 HP, Multiattack (2d10+6 bludg +2d6 necro), undead immunities.
- **Infusion Surge:** Infused artifacts +1d8 necrotic (3/short rest).

Level 7: Prism Echo + Metal Recall

- **Prism Echo:** Artifacts/thralls +1d6 necrotic/force in Resonance.
- **Metal Recall:** Bonus Action – Retrieve/dissolve 5 units from destroyed items (60 ft.).

Level 8: ASI + Alloy Mastery

- **ASI.**
- **Alloy Mastery:** Create alloys (e.g., shadowsteel: +1d6 necro, ignore resistance); +10% unit efficiency.

Level 9: Resonance Surge + Soul Battery

- **Resonance Surge:** Thralls/artifacts crit 19-20; pierce immunities half.
- **Soul Battery:** Expend soul → Restore 2d6 Strain or recharge artifact spell.

Level 10: Prism Mastery + Daily Refresh

- **Prism Mastery:** Ignore Strain 1/day.
- **Daily Refresh:** +4 units.

Level 11: Legion Forge + Ectoplasmic Armor

- **Legion Forge:** 1 action – Mass-summon 5 thralls (20u +5 souls).
- **Ectoplasmic Armor:** AC +2 (soul ectoplasm); resist necrotic/psychic.

Level 12: ASI + Thrall Command

- **ASI.**
- **Thrall Command:** Max thralls ×2 (20 Lv12).

Level 13: Greater Echo + Forge Ward

- **Greater Echo:** Thralls gain AoE necro splash (15 ft.); mass command 10 thralls.
- **Forge Ward:** 30 ft. aura – Allies resist force/necrotic; thralls gain temp HP = level.

Level 14: Soul Arsenal + Necro-Alloy

- **Soul Arsenal:** Multi-wield 3 artifacts (no penalty); swap bonus action.
- **Necro-Alloy:** Alloys drain life (heals you 1d6/necro hit).

Level 15: Prism Overdrive + Daily Refresh

- **Prism Overdrive:** 2 spells/turn.
- **Daily Refresh:** +5 units.

Level 16: ASI + Phantom Forge

- **ASI.**
- **Phantom Forge:** Illusionary duplicates (3 artifacts appear real, *Major Image* + damage half).

Level 17: Prism Ascendant

- **Prism Ascendant:** *Create Undead* (9th-level, metal lich army) 1/rest, no Strain.

Level 18: Eternal Forge (Capstone)

- **Eternal Forge:** Unlimited units in darkness/ley lines; thralls immortal (revive 1/day, full HP).

Level 19: ASI + Soul Nexus

- **ASI.**
- **Soul Nexus:** Link thralls – Damage one splits to all (or heal); telepathic network 1 mile.

Level 20: Prism Eternal

- **Prism Eternal:** Unlimited artifacts 1/day; summon 50 thrall army; "Forge the eternal legion."

Equipment (Lv5 Start): Soulmetal Greatsword (+1, 2d6 necro), Thrall Gauntlet (summon), 30u pool, Soul Vial (store 5 souls).

Player 3: Abyssal Radiant (Divine-Fiendish Dual Prism Sorcadin) – Updated d12 Hit Die & 3rd Attack at Lv11

Class Update: Hit Die changed to d12 (Martial Hybrid progression for ultimate tankiness).
Extra Attack Progression: Lv5 (2 attacks), Lv11 (3 attacks) – aligns with Fighter-style scaling for homebrew power. HP at Lv5: ~95 avg (12 + 6d12 +15).

Background: Star-Fallen Outworlder fusing Sorcerer raw magic with Paladin oaths – heaven's light + hell's chains. Smite near (melee Divine) / far (ranged Fiendish blasts); pull enemies into kill zones. Charisma Warrior/Caster: Divine (*Bless, Spirit Guardians*) + Fiendish (*Eldritch Blast-smite, Hex*). Playstyle: DPS-tank nova; pull → triple-smite → burst. "Judgment from above, damnation from below."

Core Stats:

Ability	Score	Modifier
CHA	22	+6
STR	20	+5
CON	16	+3
DEX	14	+2
INT	14	+2
WIS	12	+1

Prism Class: Radiant (Divine Hybrid, d12 Hit Die, CHA Primary) w/ Pactbinder Infusion (Fiendish overlay).

- Proficiencies: Heavy armor, shields, martial weapons; WIS/CHA saves.
- AC: 21 (Plate + Shield).
- Speed: 30 ft.
- Strain: Double (16 Lv5).
- Spellcasting: CHA-based (Attack +8, DC 16 Lv5); Full Divine + Fiendish lists.

Core Progression Table (d12 Hit Die)

Level	Strain Max	At-Wi	Once/Tur	Once/Re	Key Features
I	(Double)	II	n	st	

1	16	1st	—	—	Prism Affinity; Abyssal Smite (2d8 rad/necro)
2	20	—	—	—	Resonance Mastery; Hellbind Chains (pull 30 ft.)
3	24	2nd	4th	—	Abyssal Radiant Aspect; Lay on Hands
4	28	—	—	—	ASI; Divine/Fiendish Aura
5	32	3rd	5th	—	Extra Attack (2); Ranged Smite
6	36	—	—	—	Smite Surge (+1d8)
7	40	—	—	7th	Prism Echo (chain smites)
8	44	—	—	—	ASI; Improved Smite (+1d8 melee)
9	48	—	6th	—	Resonance Surge (crit 19-20)
10	52	—	—	—	Prism Mastery; Abyssal Pull (60 ft. multi)
11	56	—	—	—	Extra Attack (3); Aura of Conquest
12	60	—	—	—	ASI
13	64	—	—	8th	Greater Echo (AoE nova)
14	68	—	—	—	Fiendish Vigor (temp HP)
15	72	—	—	—	Prism Overdrive (2 smites/turn)
16	76	—	—	—	ASI
17	80	—	—	9th	Prism Ascendant (<i>Divine Word + Power Word Kill</i>)
18	84	—	—	—	Eternal Smite (unlimited low slots)
19	88	—	—	—	ASI
20	92	—	—	—	Prism Eternal (infinite smites)

Detailed Level Features (Expanded Sorcadin Power)

Level 1: Prism Affinity + Abyssal Smite

- **Prism Affinity:** 2 cantrips/Prism (*Sacred Flame, Eldritch Blast – CHA*).
- **Abyssal Smite:** Hit → Expend slot: 2d8 radiant + 1d8 necrotic (slot level d8s, max 5d8 ea.; +2d8 vs fiends/undead). Melee/ranged.

Level 2: Resonance Mastery + Hellbind Chains

- **Resonance Mastery:** +1d6 smites/spells in holy/hellish sites.
- **Hellbind Chains:** Bonus – Pull target 60 ft. (STR save DC16); or self to target.

Level 3: Abyssal Radiant Aspect + Lay on Hands

- **Abyssal Radiant Aspect:** Smites heal self 1d8/slot; spells +CHA damage.
- **Lay on Hands:** 5×level pool (heal/curse).

Level 4: ASI + Divine/Fiendish Aura

- **ASI.**
- **Aura:** 10 ft. allies +CHA saves vs. charm/fear/poison.

Level 5: Extra Attack (2) + Ranged Smite

- **Extra Attack:** 2 attacks.
- **Ranged Smite:** *Eldritch Blast* beams smite individually.

Level 6: Smite Surge

- **Smite Surge:** All smites +1d8 rad/necro (stacks).

Level 7: Prism Echo

- **Prism Echo:** Smites chain nearest foe (+1d6 rad/necro).

Level 8: ASI + Improved Smite

- **ASI.**
- **Improved Smite:** +1d8 radiant auto melee hits (stacks).

Level 9: Resonance Surge

- **Resonance Surge:** Smites crit 19-20; ignore resistance.

Level 10: Prism Mastery + Abyssal Pull

- **Prism Mastery:** Ignore Strain 1/day.
- **Abyssal Pull:** 60 ft. multi-pull (3 targets).

Level 11: Extra Attack (3) + Aura of Conquest

- **Extra Attack:** 3 attacks (Fighter-inspired scaling).
- **Aura of Conquest:** 30 ft. – Foes frightened on smite hit (CHA save).

Level 12: ASI

- ASI.

Level 13: Greater Echo

- **Greater Echo:** Smite 15 ft. AoE burst.

Level 14: Fiendish Vigor

- **Fiendish Vigor:** Temp HP = smite dice rolled.

Level 15: Prism Overdrive

- **Prism Overdrive:** 2 smites/turn.

Level 16: ASI

- ASI.

Level 17: Prism Ascendant

- **Prism Ascendant:** *Divine Word* + *Power Word Kill* 1/rest.

Level 18: Eternal Smite

- **Eternal Smite:** Unlimited 1st-3rd slots for smites.

Level 19: ASI

- ASI.

Level 20: Prism Eternal

- **Prism Eternal:** Infinite smites 1/day (9th slot); auras 60 ft.

Equipment (Lv5): Abyssal Greatsword (+1 rad/necro), Hellplate (AC21), Smite Amulet (+1 slot).

Player 4: Voidweaver (Quad-Prism Ultimate Caster) – Arcane, Elemental, Shadow, Fiendish

Background: As the pinnacle Star-Fallen Outworlder marked by Priormoral defiance, Voidweaver (name TBD, e.g., "Elyndor the Riftborn") is the ultimate glass cannon caster – a pure arcane savant wielding four Prisms in cataclysmic synergy. He sacrifices HP for Strain (spend HP to gain extra Strain, risking death for godlike output). INT/WIS

Dual-Casting: Arcane/Elemental (INT), Shadow/Fiendish (WIS). Playstyle: Nova blaster; obliterate battlefields with *Wish-Meteor Swarm-Power Word Kill* combos, but fragile (low HP, no armor). "Reality frays at my whisper – universes bend, or I shatter."

Core Stats (Heightened Priormoral Boon):

Ability	Score	Modifier
INT	22	+6 (Arcane/Elemental Spells)
WIS	20	+5 (Shadow/Fiendish Spells)
CON	16	+3
DEX	14	+2
STR	12	+1
CHA	14	+2

Prism Class: Arcanist (Arcane Pure Caster, d8 Hit Die) w/ Quad-Prism Infusion (Elemental/Shadow/Fiendish overlays).

- **Proficiencies:** Light armor, daggers, quarterstaffs, INT/WIS saves; Arcana, History, Investigation, Religion.
- **HP:** Fragile glass cannon – Lv1: $8 + \text{CON}$; avg ~37 HP at Lv5, ~150 at Lv20 (d8 avg 4.5 + CON/level).
- **AC:** 12 (No armor; Mage Armor ritual for 13 + DEX).
- **Speed:** 30 ft.
- **Initiative:** +2.
- **Strain:** Double Base ($2 \times (\text{CON mod} + \text{level}) = 16$ at Lv5, up to 46 at Lv20).
- **Spellcasting:** Dual Stat – INT (Arcane/Elemental: Attack +9, DC 17 Lv5); WIS (Shadow/Fiendish: Attack +8, DC 16). **Full Access:** All spells from 4 Prisms (e.g.,

Wish, Meteor Swarm, Power Word Kill, Chain Lightning). Rituals free; Resonance +1d6 in ley/terrain/dark/hellish.

HP-for-Strain Sacrifice (Core Mechanic – Glass Cannon Risk)

- **Void Sacrifice:** Bonus Action – Spend 1d8 HP (no minimum) → Gain equal Strain (max overstrain = HP spent). Can't drop below 1 HP. Revives via spells only. "Burn flesh for mana – power absolute."
- **Ovoid:** Overstrain via Sacrifice deals double psychic damage (2d6/level excess) but +1d6 spell damage.

Full Level 1-20 Progression

Level	Strain Max (Double)	At-Wi I	Once/Tur II	Once/Re st	Key Features
1	8		1st	—	Quad-Prism Affinity (8 cantrips); Void Sacrifice
2	10		—	—	Resonance Mastery (+1d6 any); Spell Fusion (combine 2)
3	12		2nd	4th	Voidcaller Aspect; Ovoid Nova
4	14		—	—	ASl; Prism Weave (3 Prisms/turn)
5	16		3rd	5th	Cascade Casting (+1 spell/turn)
6	18		—	—	Aspect: Rift Portal (teleport spells)
7	20		—	—	Prism Echo (rebound spells)
8	22		—	—	ASl; Sacrifice Efficiency (1d10 HP=Strain)
9	24		—	6th	Resonance Surge (crit 18-20)
10	26		—	—	Prism Mastery (ignore Strain 3/day)
11	28		—	—	Aspect: Entropy Cascade (chain 4 spells)
12	30		—	—	ASl; Void Resilience (+temp HP)

13	32	—	—	8th	Greater Echo (AoE all Prisms)
14	34	—	—	—	Aspect: Reality Warp (modify spells)
15	36	—	—	—	Prism Overdrive (3 spells/turn)
16	38	—	—	—	ASI; Sacrifice Mastery (1d12, heal on kill)
17	40	—	—	9th	Prism Ascendant (quad capstones)
18	42	—	—	—	Aspect Capstone: Void Eclipse (anti-magic field)
19	44	—	—	—	ASI
20	46	—	—	—	Prism Eternal (unlimited 9th across Prisms)

Detailed Level Features (Ultimate Caster Power)

Level 1: Quad-Prism Affinity + Void Sacrifice

- **Quad-Prism Affinity:** 2 cantrips/Prism (8 total: *Mage Hand/Arcane, Fire Bolt/Elemental, Chill Touch/Shadow, Eldritch Blast/Fiendish* – INT/WIS).
- **Void Sacrifice:** Bonus – Spend 1d8 HP → Gain equal Strain (risky overstrain).

Level 2: Resonance Mastery + Spell Fusion

- **Resonance Mastery:** +1d6 any spell in ANY Prism terrain/ley/dark/hell.
- **Spell Fusion:** Combine 2 spells (1 action: *Fireball + Darkness = shadowed inferno*).

Level 3: Voidcaller Aspect + Overvoid Nova

- **Voidcaller Aspect (Subclass):** Spells from 4 Prisms; Sacrifice +1d6 damage.
- **Overvoid Nova:** Overstrain → AoE burst (10 ft., spell level d6 damage, all types).

Level 4: ASI + Prism Weave

- **ASI.**
- **Prism Weave:** Once/turn – Cast from 3 Prisms (e.g., Arcane force + Elemental AoE + Shadow fear).

Level 5: Cascade Casting

- Cascade Casting: +1 spell/turn (total 2 actions).

Level 6: Aspect – Rift Portal

- Rift Portal: Teleport spells 1/short (e.g., *Meteor Swarm* from enemy backline).

Level 7: Prism Echo

- Prism Echo: Spells rebound (hit 2nd target +1d6).

Level 8: ASI + Sacrifice Efficiency

- ASI.
- Sacrifice Efficiency: 1d10 HP = Strain; regain 1d6 HP on kill.

Level 9: Resonance Surge

- Resonance Surge: Spells crit 18-20; +pierce immunities.

Level 10: Prism Mastery

- Prism Mastery: Ignore Strain 3/day.

Level 11: Aspect – Entropy Cascade

- Entropy Cascade: Chain 4 spells (1 action, minor versions).

Level 12: ASI + Void Resilience

- ASI.
- Void Resilience: Sacrifice grants temp HP = Strain gained.

Level 13: Greater Echo

- Greater Echo: Mass spells (AoE all 4 Prisms).

Level 14: Aspect – Reality Warp

- Reality Warp: Modify spell (e.g., *Wish* + Elemental = prismatic).

Level 15: Prism Overdrive

- Prism Overdrive: 3 spells/turn.

Level 16: ASI + Sacrifice Mastery

- ASI.
- Sacrifice Mastery: 1d12 HP=Strain; heal full on enemy kill.

Level 17: Prism Ascendant

- **Prism Ascendant:** Quad capstones (*Wish, Meteor Swarm, Power Word Kill, Chain Lightning*) 1/rest.

Level 18: Aspect Capstone – Void Eclipse

- **Void Eclipse:** 60 ft. anti-magic field (1/day); enemies can't cast.

Level 19: ASI

- ASI.

Level 20: Prism Eternal

- **Prism Eternal:** Unlimited 9th-level from all 4 Prisms 1/day; Sacrifice free (HP regen).

Equipment (Lv5): Void Robes (AC13 Mage Armor), Prism Orb (+1 DC), Strain Crystal (store 5 Strain).

Player 5: Chronarch (Solar Prism Time Wizard) – Ultimate Master of Time, Gravity, Fate

Background: The capstone Star-Fallen Outworlder, Chronarch ("Aetheris the Weaver") wields the Solar Prism as the supreme arbiter of time, gravity, and fate. With complete mastery, he speeds/slows at will, rewinds doom, crushes with singularities, and weaves destinies. INT-primary spells (logic of causality), DEX for precision/teleport. **Playstyle:** Omnipotent controller; speed self/allies, slow foes, gravity-pull armies, fate-reroll crises. Standard d8 HP keeps tension. "Threads of eternity unravel at my touch – haste for heroes, stagnation for the damned."

Core Stats (Heightened Priomoral Boon):

Ability	Score	Modifier
INT	22	+6 (Spells/Time/Gravity/Fate)
DEX	20	+5 (AC/Initiative/Precision/Teleports)
CON	16	+3
WIS	14	+2
CHA	14	+2
STR	12	+1

Prism Class: Chronomancer (Solar Pure Caster, d8 Hit Die, INT Primary).

- Proficiencies: Light armor, daggers/quarterstaffs; INT/DEX saves; Arcana, History, Investigation, Perception.
- HP: Standard caster (~45 Lv5; ~170 Lv20).
- AC: 15 (Mage Armor + DEX).
- Speed: 30 ft. (scales massively).
- Initiative: +5 (+DEX; fate bonuses).
- Strain: Double (16 Lv5 → 46 Lv20).
- Spellcasting: INT-based (Attack +9, DC 17 Lv5); Full Solar + expanded time/gravity/fate (*Haste, Slow, Time Stop, Reverse Gravity, Foresight, Banishment, Teleport, Wish-like capstones*). Rituals free; Resonance +1d6 skies/stars.

Chrono Points (Core Resource – Mastery Fuel)

- Pool: INT mod + level (11 Lv5 → 28 Lv20). Regain all short rest. Spend for abilities (at-will speed/slow; high-cost rewinds). "Fate's currency – spend wisely."

Full Level 1-20 Progression (Power-Packed Abilities)

Level	Strain Max (Double)	At-W ill	Once/Tur n	Once/Re st	Key Features
1	16	1st	—	—	Prism Affinity; Temporal Flux (speed/slow self at-will); Chrono Points (11)
2	20	—	—	—	Resonance Mastery; Chrono Step (teleport 60 ft.); Gravity Tug (pull 15 ft.)
3	24	2nd	4th	—	Chronarch Aspect; Fate Sight (reroll ally die)
4	28	—	—	—	ASI; Personal Haste/Slow (toggle speed ×2½)
5	32	3rd	5th	—	Time Dilation Field (slow aura 30 ft.); Gravitic Bind (immobilize)
6	36	—	—	—	Rewind Moment (undo 1 action); Fate Bend (force reroll)
7	40	—	—	7th	Prism Echo (repeat spell); Speed Burst (Dash ×3)
8	44	—	—	—	ASI; Gravity Crush (10d10 force line)
9	48	—	6th	—	Resonance Surge (crit 18-20); Temporal Shift (ally +initiative)
10	52	—	—	—	Prism Mastery; Fate Lock (enemy auto-fail save)
11	56	—	—	—	Time Loop (repeat turn); Singularity Pull (60 ft. multi-pull)
12	60	—	—	—	ASI; Personal Slow Immunity
13	64	—	—	8th	Greater Echo (mass haste/slow); Gravity Well (prone aura)

14	68	—	—	—	Causality Reverse (negate 1 damage event); Fate Prophecy (predict 1 min)
15	72	—	—	—	Prism Overdrive (3 spells/turn); Hyper-Speed (speed ×4, fly)
16	76	—	—	—	ASI; Event Horizon (black hole 20d10)
17	80	—	—	9th	Prism Ascendant (<i>Time Stop</i> enhanced); Destiny Rewrite (change 1 outcome)
18	84	—	—	—	Eternal Chronos (permanent haste aura); Paradox Field (foes repeat failed saves)
19	88	—	—	—	ASI
20	92	—	—	—	Prism Eternal (true <i>Time Stop</i> mastery)

Detailed Level Features (Expanded Power – Speed/Slow At-Will + More)

Level 1: Prism Affinity + Temporal Flux

- **Prism Affinity:** 2 Solar cantrips (*Guidance*, *Time Lash* – reskin *Ray of Frost* as slow).
- **Temporal Flux (At-Will Mastery):** Free toggle – Speed self/allies 10 ft. ×1.5 (no conc.); Slow self/foes 10 ft. ½ (DEX save ends). "Accelerate or stagnate – my whim."

Level 2: Resonance Mastery + Chrono Step + Gravity Tug

- **Resonance Mastery:** +1d6 Solar under skies/stars.
- **Chrono Step:** 1 CP – Bonus teleport 60 ft. (no opp. attacks).
- **Gravity Tug:** 2 CP – Pull 1 creature/object 15 ft. (STR save).

Level 3: Chronarch Aspect + Fate Sight

- **Chronarch Aspect:** Solar spells + time/gravity/fate rider effects (e.g., *Teleport* + slow).
- **Fate Sight:** 2 CP – Reroll 1 ally die (attack/save/check) – take better.

Level 4: ASI + Personal Haste/Slow

- ASI.
- Personal Haste/Slow: At-will toggle – Self speed ×2 or ½ (1 min, conc.); extend to 1 ally 3/short rest.

Level 5: Time Dilation Field + Gravitic Bind

- Time Dilation Field: 4 CP – 30 ft. aura: Foes half speed/-2 AC (1 min, conc.).
- Gravitic Bind: 3 CP – Immobilize 1 creature (STR save; paralyzed 1 turn).

Level 6: Rewind Moment + Fate Bend

- Rewind Moment: 5 CP – Undo 1 action (self/ally, last turn; 1/short rest).
- Fate Bend: 3 CP – Force 1 foe reroll (take worse).

Level 7: Prism Echo + Speed Burst

- Prism Echo: Echo last spell (half cost/effect).
- Speed Burst: 2 CP – Dash ×3 (ignores difficult terrain).

Level 8: ASI + Gravity Crush

- ASI.
- Gravity Crush: 4 CP – 60 ft. line 10d10 force (DEX half).

Level 9: Resonance Surge + Temporal Shift

- Resonance Surge: Spells crit 18-20.
- Temporal Shift: 3 CP – Ally +10 initiative (retroactive).

Level 10: Prism Mastery + Fate Lock

- Prism Mastery: Ignore Strain 1/day.
- Fate Lock: 4 CP – Foe auto-fails next save.

Level 11: Time Loop + Singularity Pull

- Time Loop: 6 CP – Repeat your last turn (1/short rest).
- Singularity Pull: 5 CP – 60 ft. multi-pull (5 targets, prone).

Level 12: ASI + Personal Slow Immunity

- ASI.
- Personal Slow Immunity: Immune to slow/haste effects (extend 1 ally/turn).

Level 13: Greater Echo + Gravity Well

- Greater Echo: Mass time spells (haste 5 allies/slow 5 foes).

- **Gravity Well:** 30 ft. aura – Foes prone on enter (STR save).

Level 14: Causality Reverse + Fate Prophecy

- **Causality Reverse:** 7 CP – Negate 1 damage event (last round).
- **Fate Prophecy:** 1 min precog (advantage insight checks).

Level 15: Prism Overdrive + Hyper-Speed

- **Prism Overdrive:** 3 spells/turn.
- **Hyper-Speed:** At-will – Self/ally speed ×4 + fly (hover).

Level 16: ASI + Event Horizon

- **ASI.**
- **Event Horizon:** 8 CP – 60 ft. black hole (pull + 20d10 force).

Level 17: Prism Ascendant

- **Prism Ascendant:** Enhanced *Time Stop* (1d4+2 turns, 1/rest).

Level 18: Eternal Chronos (Capstone)

- **Eternal Chronos:** Permanent 60 ft. haste aura (allies); immune aging/time effects.

Level 19: ASI

- **ASI.**

Level 20: Prism Eternal

- **Prism Eternal:** True *Time Stop* (unlimited 1/day, 1d4+4 turns); rewrite 1 event/day (fate ultimate).

Equipment (Lv5): Chrono Orb (+1 DC), Starweave Robes (AC +1), Fate Dice (reroll 1/day free).