

Gravity (Force)

You can manipulate the force of gravity, using it to augment your movements and manipulate the attacks of yourself or others. Up is what you make of it; life is a matter of perspective, and yours enables you to approach problems from any angle you choose. After all, gravity is a law all creatures must abide by—all that are below you, at least.

Heavyweight Manipulator

Starting at 1st level, you can use a reaction when you see a creature within 60 feet land a weapon or unarmed attack to either empower the blow or soften its impact. The attack either deals an additional 1d6 force damage, or you can roll 1d6 and subtract that value from the damage rolled. You can use this reaction a number of times equal to twice your Augmentation modifier (minimum 1, for a total of 2 uses at least), regaining all expended uses on a long rest. This scales to 2d6 at 5th level, 3d6 at 9th, 4d6 at 13th, and 6d6 at 17th.

Augmented Physicality

Additionally at 1st level, you can use your power to improve your physicality. Your movement speeds increase by 10 feet, as you can use your power to help propel you along. Also, you are treated as one size larger when determining your carrying capacity and the weight you can push, drag, and lift, as you can use your abilities to effectively halve the weight you are carrying.

A Matter of Perspective

Beginning at level 6, you gain a climbing speed equal to your movement speed, and you can move up, down, and across vertical surfaces and ceilings while leaving your hands free.

Additionally, your weapon and unarmed strikes deal an additional 1d6 force damage on a hit.

Denying Gravity

Starting at level 10, you have achieved acute control over the gravity around you. You gain a flying speed equal to your movement speed. Additionally, your reaction from Heavyweight Manipulator improves; you are no longer limited to a specific number of uses per long rest and can use it as a reaction on each of your turns.

Forced Propulsion

Also at 10th level, you can more easily manipulate the gravity around unattended objects and other creatures. Whenever you make an attack, you can attempt to move a creature or an unattended object within 60 feet up to 10 feet either before or after the attack; an unwilling creature can attempt a Strength saving throw to resist this effect.

You can also move a creature in this way as a reaction when you see another creature hit with an attack; when you use this feature in this way, the distance is decreased to only 5 feet. If you target the attacker and they fail their saving throw, the attack is moved the same distance as the attacker, potentially hitting a different creature instead if the attack roll would beat the AC of a creature in the new targeted position. You can use this as a reaction a number of times equal to your Augmentation modifier (minimum 1), regaining all expended uses on a long rest.

Gravity Well

Starting at level 15, you have mastered affecting gravity in a wider area. You can grant allies within 60 feet of you access to the movement types from your A Matter of Perspective and Denying Gravity features, with the movement speeds granted for each creature equal to their own movement speed; they retain these movement types as long as they remain within 60 feet of you and you are not incapacitated.

Additionally, once per turn, you can replace one of your attacks from when you take the Attack Action to create a powerful gravitational pull at a point within 60 feet. When you do so, unattended objects (weighing up to 15 times your Augmentation score) and enemies within 30 feet are pulled toward that point. Enemies within the area must make a Strength saving throw. On a fail, they take 4d8 force damage and are then pulled as close to the point as possible; on a success, they take only half damage and are not pulled. Unattended objects automatically fail this saving throw and are pulled towards the point. Creatures or objects that impact with another creature or object as a result of the pull take 2d8 force damage and deal that same amount of damage to whatever they impacted (a creature or object can only take damage from an impact once each time they are subjected to this effect).

Gravitational Anomaly

As a Bonus Action, you can output your gravitational powers at your maximum capabilities. For one minute, or until you are incapacitated (whichever comes first), you gain the following effects.

Intuitive Propulsion. You can use the reaction from your Forced Propulsion feature without expending a use of that feature or consuming your reaction. Once you have used this feature in this way, you cannot do so again until the start of your next turn.

Powerful Impulses. When you use your Forced Propulsion feature to move a creature, the range of the movement increases to 30 feet when used as part of one of your attacks and 15 feet when used as a reaction.

Gravitational Attraction. Your gravitational control helps guide your allies and repel your enemies. While they are within 60 feet of you, creatures of your choice gain a +1 to their AC and deal an additional 1d6 force damage whenever they hit with a weapon or unarmed attack. You may also designate enemies with this feature; enemies must roll 1d6 and subtract it from their total damage each time they hit with a weapon or unarmed attack as long as they are within 60 feet when they make their attack.

Counterweight. Creatures of your choice within 60 feet have advantage on saving throws against effects that would force them to move against their will and can only be moved half as far as normal when a creature or effect moves them against their will.

Time Dilation. As part of the Bonus Action to activate your gravitational anomaly, and as a Bonus Action on subsequent turns, you can precisely manipulate the gravity around another creature to such an extent that time warps around them. You can choose to either speed them up or slow them down. When you speed a creature up, they experience time more quickly than their surroundings; they gain the benefits described by the *Haste* spell, although you are not casting a spell and they cannot suffer the effects of the lethargy associated with that spell. If you slow a creature down, they must make a Strength saving throw or be subjected to the effects

listed in the *Slow* spell as their sense of time is slowed down; this effect is also not considered a spell effect, and you are not casting the spell. The effects of this time dilation last until the start of your next turn or until you are incapacitated, whichever comes first.

Once you have used this feature, you cannot do so again until you finish a long rest.