

# Electricity (Lightning)

You embody the speed and unpredictability of the lightning racing through your veins. With every move you make, lightning trails behind you, leaving your foes shocked and broken.

## Ride the Lightning

Starting at level 1, when you make a melee attack, you can move up to half your movement as part of the attack without expending any movement or provoking opportunity attacks; you cannot use this feature if you are grappling an enemy unless you release them. This movement can occur before or after your attack, or you can use some both before and after the attack. If you use your attack to grapple an enemy, your Ride the Lightning movement ends immediately after successfully grappling them. You cannot use this feature while you are wearing heavy armor or if you are encumbered.

## Short-Lived

Also starting at level 1, your attunement to electricity has left your body in a more fragile state than other Magni. Your maximum number of hit points is decreased by 1, and the number of hit points you gain for each level in this class is also decreased by 1.

Additionally, any movement speeds you have are increased by 10 feet.

## Piercing Shock

Starting at level 6, Ride the Lightning improves; when you use that feature, you briefly turn into a bolt of lightning as part of it. This allows you to move directly through an occupied space or cover—provided you can see the other side—or through the air, as though you had a flying speed; you cannot stop in an occupied space except briefly to make your attack. If you end your Ride the Lightning in the air, you remain there until the end of your turn or until you use your movement or a feature to move yourself back to the ground. When you use Ride the Lightning, creatures of your choice within 5 feet of the path you follow take 1d6 lightning damage; a creature can only take this damage once per attack.

## Revitalizing Blast

Additionally at 6th level, you can use an Action to channel electricity to pull a creature back from death. If the creature is making death saving throws, they are automatically stabilized and regain one hit point. If they have died within the last minute, you must make a DC 10 Medicine check to bring them back life, allowing them to regain one hit point; you may use your Augmentation modifier instead of Wisdom for this check, if you choose. If the creature was dead when you revive them in this way, they are incapacitated for one minute, at which point they reawaken. You can use this feature a number of times equal to your Augmentation modifier (minimum 1), regaining all expended uses on a long rest.

## Swift Strike

Beginning at level 10, when you take the Attack Action and are not wearing heavy armor, you can make an additional attack as a Bonus Action using an unarmed strike or a weapon that lacks the Heavy property.

Once per turn, you can replace one of your attacks with a bolt of lightning. The bolt strikes a target within 30 feet; the target and any creature within 10 feet of it must make a Dexterity saving throw. On a

fail, they take 8d4 lightning damage; on a success, they still take half damage. You can channel a bolt of lightning in this way a number of times equal to your Augmentation modifier (minimum 1), regaining all expended uses on a long rest. You regain one expended use on a short rest.

## Stormblood

Beginning at level 15, the raging power of lightning races through your blood. You can channel your lightning bolt from Swift Strike through your body, expending a use of it when you make a melee attack. On a hit, your attack deals an additional 8d4 lightning damage; on a miss, the target takes 4d4 lightning damage instead. Creatures other than you and your target who are within 10 feet of the path you take with Ride the Lightning must make a Dexterity saving throw or take 8d4 lightning damage; on a success, they only take half damage. Once you have used a lightning bolt in this way, you cannot do so again until the start of your next turn.

## Fury of the Storm

Also at 15th level, you embody the terrifying fury of the storm. You may use a Bonus Action to unleash the storm. For one minute, or until you die—whichever comes first—you gain the following effects.

**Storm Cloud.** As part of the Bonus Action to unleash the storm, or as a Bonus Action on a subsequent turn, you can emanate a thick storm cloud in a 30-foot radius around you. This cloud heavily obscures the area within, and lightning frequently jolts throughout. Creatures of your choice who start their turn in the cloud take 1d6 lightning damage; a creature can also take this damage the first time they enter the cloud on a turn, but a creature can only take damage from your cloud once per turn. You can see and sense any creature while they are at least partially within the cloud. The cloud remains in the area where you created it unless you use a Bonus Action on subsequent turns; when you do so, you can move it up to your movement speed.

**Stunning Shock.** Once per turn, when you deal lightning damage to a creature, you can force them to make a Constitution saving throw or be stunned. You can instead choose to use your Bonus Action to launch an electrical pulse from your body and throughout your storm cloud; any creature within 10 feet of you or the cloud—or within it—must make a Constitution saving throw or take 2d6 lightning damage and be stunned. A creature stunned by this feature in either way remains stunned for 1 minute; they may repeat the saving throw at the end of each of their turns, ending the effect on a success. Once while your storm is unleashed, when a creature fails their save against this feature and are stunned, you can force that creature to become paralyzed instead.

**Clinging Static.** Electricity clings to your body, shocking those who come into contact with you. Whenever you hit a creature with a melee attack, or when they hit you with one, the creature takes 1d4 lightning damage.

**Destructive Lightning.** You may use your lightning bolt from Swift Strike once per turn without expending a use of that feature—you may use it in its base form or to channel it into yourself when you do so. You may expend a use of that feature to channel or hurl a lightning bolt a second time on a turn. The area of the bolt's effect increases to 15 feet, and you can shape the bolt to avoid creatures of your choice, preventing them from taking damage from the blast.

***Light Speed.*** You can move up to your full movement speed when you use Ride the Lightning, instead of half.

Any benefits you have from this feature end as soon as this feature ends. Once you have unleashed the storm, you cannot do so again until you finish a long rest.