

RIFTS & ROBOTS

Andrew Eastland, Dmitry Akmal, & David Arabshahi
Originally published February 24th, 2023
Beta Version 1.10.0 published January 1st, 2026

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Intro to R&R

STORIES IN THE RIFTS

A Game of Imagination

A brave sorcerer climbs a mountain alongside his companion the dragon-tamer. At the summit, an oracle shares a prophecy of impending doom. The oracle joins them as they ride down the mountain in their minivan straight to the foretold assassin's studio apartment, hoping to thwart fate. They confront her, only to find that she's preoccupied with her insurance claim at the moment. It seems that one of her neighbors caused a lot of property damage when his prototype warp drive malfunctioned.

A version of this exact story, with all the same characters, was told in one of the first Rifts & Robots adventures. Whatever characters, monsters, settings, and scenarios you can imagine, the narrative flexibility of Rifts & Robots allows you to tell a dynamic story with them.

Rifts & Robots is a tabletop role-playing game designed to give Game Masters and players maximum freedom in building their own worlds and sharing their own legends in the Rifts. The Rifts are a vast multiverse that spans from high fantasy in the stronghold of the Whisperwood, to futuristic in the underbelly of Neo Xorgon, to utterly mundane by the water cooler at Big Company Incorporated. No matter how vivid, unique, offbeat, or downright ridiculous your world might be, Rifts & Robots provides a structure to your story and a sandbox to meet your needs without requiring you to tiptoe around established lore. Your imagination is the limit when it comes to creating settings and characters, just like it was always meant to be.

Of course, that's nice and all, but it doesn't make dipping your toes in the world of tabletop RPGs any easier. Rifts & Robots works to make these games fun and accessible by minimizing mechanical bloat and simplifying burdensome systems that tend to act as a barrier of entry for those not already familiar with TTRPGs. By that same token, R&R has refined the most core and beloved systems of the genre to provide a mechanically interesting experience for veterans.

No matter what crazy tale you're cooking up, or how much experience you have or want to have with tabletop games, Rifts & Robots lays out all the groundwork you'll need for your next adventure. We hope you enjoy engaging with the system as much as we enjoyed building it for you!

The Rifts

Any world that you choose to create or adventure in while playing Rifts & Robots exists as a fragment of the larger multiverse known as the Rifts. Each of these worlds exists as a "dimensional bubble" in the ether of the Rifts. The outer casing of these bubbles protects each dimension from the harsh conditions of the Rifts, which are not suitable for the survival of any creature. Even sending Poseidon himself into the Rifts would be the equivalent of flinging a guinea pig into deep space. For this reason, the vast majority of settings are isolated from the other dimensions floating through the Rifts, but your setting might be a part of an interdimensional network, allowing a story to take place across several distinct settings.

Needless to say, such interdimensional travel is dangerous, even with the use of powerful magic or advanced technology. Some dimensions may have leylines, or highways, between them, allowing characters to traverse between two bubbles with minimal Rift exposure. Otherwise,

interdimensional adventures will usually rely on vehicles designed to travel through the dimensional soup, using bubble-protected outposts as pit stops along their journeys.

Without any laws of reality to call their own, the Rifts are a chaotic no-man's land, brimming with a destructive nothingness known as Void. Void energy carries an unfathomable force of entropy that eats away at anything with structure, including every dimension and the creatures that come from them. An interdimensional adventurer understands the risks of traveling through the Rifts, as even well-constructed leylines and the sturdiest of dimensional bubbles are under constant assault from the Void. Just as gravity attracts and magnetism repels, Void deconstructs the very building blocks of all realities.

Faedes

Faedes are a unique race of monsters born from the Void. They exist to tear away at all reality and generally wreak havoc against everything that isn't Void. Faedes aren't mindless, however: they can be highly intelligent, crafty, and charming, allowing them to pursue long-term, roundabout goals in the name of greater destruction. Unless the GM says otherwise, you can assume that a Faede's unswerving objective is always to destroy. So long as a character exists, Faedes are a threat to them.

Because they are manifestations of Void itself, Faedes survive easily in the Rifts, and they aren't limited to invading dimensions tied to a greater network. This means that if your story has the need for a vicious foe, Faedes are always a valid option for your setting when it might not make sense to introduce another threat. Faedes are not native to any dimension, and they usually evaporate into a black mist when defeated, returning to the Void from whence they came.

Using This Book

This book is split into 5 chapters and some appendices, each of which covers one fundamental aspect of Rifts & Robots.

Chapter 1 is Playing the Game. If you don't have any experience with TTRPGs or are looking at R&R for the first time, start here. This chapter explains the game's flow, how to use game dice, the game's core mechanical assumptions, and the responsibilities for everyone at the table.

Chapter 2 is Characters. When you are ready to build your character, start from here. This chapter explains how to make a new character, how to determine your game statistics, and delves into the features you'll get and choices you'll make with each of R&R's classes and specializations. This section will often reference rules listed in other chapters of the book, so if you come across a term you don't recognize, use the search function to find the appropriate explanation.

Chapter 3 is Game Rules. This chapter goes in depth on the technical aspects of the majority of gameplay interactions in R&R. As a player, you won't need to know everything in this chapter, but some of its rules are fundamental to the game, especially the rules about ability checks and saving throws. If you're the Game Master, you'll want a decent understanding of these rules, but you don't need total knowledge of each section. The less frequently you need to reference back to this section during play, the more fun everyone will be having.

Chapter 4 is Combat. This chapter also covers game rules, but it centers on the interactions relevant to how battles work in the system. Morseo than Chapter 3, players are encouraged to look over this section, so they can effectively and efficiently take their turn in a fight. Game Masters will want to review the rules for rounds, turns, actions, and attacks carefully, so that they can keep the flow of battle moving even in the messiest melee.

Chapter 5 is Techniques. This chapter acts as a compilation of every spell, machina, and intuition in Rifts & Robots. If you are playing a character that uses one of these techniques, this section acts as your reference for those.

Ch. 1: Playing the Game

Every scenario in a game of Rifts & Robots, whether it be exploration, combat, or a social encounter, follows a simple format. The GM will describe a scene to the players - they might describe the setting of a scene, such as a room in a dungeon, or they might narrate the activity of characters who aren't controlled by the players, typically called monsters or NPCs (for "non-player characters"). The players, using the information the GM has just provided them, then decide what to do next. In short, the GM controls the world around the players, and the players control the main characters of the story being told.

The players might function as one entity ("the party takes the stairs", for instance), or they may each decide on a different course of action (one character checking for traps, another attempting to unlock the door, etc.). Regardless of how the players choose to act, the GM resolves the outcome of each choice as they see fit, describing the results of each player's actions. Oftentimes, the success or failure of an action will not be guaranteed; in these cases, the GM will often ask a player to roll a die. Succeeding on certain actions may be more or less likely, and specific players will usually be better or worse at attempting certain types of actions. For example, a burly berserker might have a higher chance of success at breaking down a door than they do picking its lock, while the opposite might be true for a lithe rogue.

Game Dice

Whenever the outcome of an event is uncertain, the GM will roll dice or have a player roll dice to determine how well the event goes. The most common die used in R&R is the 20-sided die, or d20, but other dice are used on occasion. A die's size is notated as such: "d#" where # corresponds to the number of faces. For example, a regular 6-sided die is referred to as a d6, and the previously mentioned 20-sided die a d20. Sometimes, you will see another number in front of the die notation: 3d6, 5d8, 10d4, or the like. The number in front of the die represents how many of those dice you roll, for which you add up the values. In the case of 3d6, the results 2, 3, and 5 come out to 10. Finally, you may see arithmetic following die notation, which means you add or subtract a flat number from the total result. In the case of the die notation "2d12 + 4", you would roll your die and add up the values (let's say 5 and 8, which equal 13), and then perform the arithmetic ($13 + 4 = 17$).

Rarely, the game will call for a d100 roll, also called percentile dice. The d100 is rolled by rolling d10 twice; the first one signifies the tens digit, and the second signifies the ones. For example, with a 5 on the tens die and an 8 on the singles die, your total result is 58 (if you are using a 2-digit d10, the equivalent roll would be a 50 and an 8). As another example, a 0 and a 4 would be a result of 4. If both the dice land on 0, that result is 100, not 0. Likewise, whenever you roll a d10 that isn't part of a percentile dice roll, the result is 10 when the die lands on 0.

Meet To Beat

In almost every scenario that you roll a die, you are attempting to roll a number equal to or higher than what the rules, or what the GM, have designated as a success. This is often referred to as a "DC" or "Difficulty Class". A roll's DC will change depending on how difficult the action is - searching an empty room for a light switch will probably have a lower DC than attempting to jump out of the way of a missile. To clarify, the DC for a task usually doesn't change depending on the

person attempting it, because each character has their own modifiers that alter the odds of success, and the GM has ways to make a roll more likely to fail or succeed.

Regardless, the general rule for these rolls is "meet to beat", which means that rolling the same value as the DC is considered a success.

Approaching Decimals

There will be times during your Rifts & Robots journey that you run into values that do not divide evenly into whole numbers. The game almost always relies on division by 2 or by 10 to keep the math simple and easy. While your math teachers may have taught you to round to the closer value, in this system, you will always round down. A 3.1, a 3.5, and a 3.9 are all reduced to 3, unless the rule for that division specifically notes that you should round up.

The Rule of Specificity

Throughout the pages of the book, you will find many rules that seem to contradict each other. Whenever this occurs, always use the more specific ruling. As seen above, all values should be rounded down - this is the most general ruling across all of the game. However, if a feature or technique in this book mentions rounding up for the purposes of a certain value, you should do so.

The Game Master's Goal

Despite what anything else in the book might say at any point, there is one rule that trumps all others - general or specific - and that is that your Game Master has the final say at all times. Some GMs may have house rules they want to play with, while others may have any number of reasons for ruling something differently than you would. However, at the end of the day, a healthy table needs trust between the GM and the players, to allow the GM to make the calls they deem necessary without constant squabbling the table.

Game Masters: the trust of your players is something you need to maintain. While everyone GMs differently, the goal should be the same: to run a game that is enjoyable for everyone at the table, including yourself. Rifts & Robots is not a competition between the players and the GM, so you ought to keep a cooperative spirit, not an antagonistic one. Make the expectations for your game clear at your table, and run your game in the interest of entertaining and delighting your players. Be clear and direct whenever you can about why something has succeeded or failed, and avoid moving the goalposts of success without good reason. When one of your players has a concern, take it seriously and communicate with the other members of your table. Rifts & Robots is inherently a social game, which means that for best results, everyone needs to be willing to communicate in a productive manner.

Ch. 2: Characters

CREATING A CHARACTER

Ability Scores

Ability scores represent a character's overall acuity for an entire category of tasks. There are six abilities relevant to each character: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. See the "Abilities" section to learn more about how your character can use their ability scores.

To generate a character's set of ability scores, roll 1d6 three times. Take the result of each and subtract 1, and record your three final values, between 0 and 5. Your six ability scores are equal to 10 plus each of the three numbers and 10 minus each of the three numbers. Afterwards, you add 4 to the lowest value. For example, if you roll a 1, a 4, and a 6, you record the values 0, 3, and 5. Your set of numbers is 10, 10, 7, 13, 5, and 15, but you increase the lowest value by 4, meaning your actual ability score array is 10, 10, 7, 13, 9, and 15. Then, you choose which of your character's six abilities should receive each of the scores, and afterwards, you add the ability score bonuses from your affinity, as explained in the next section. Lastly, you increase any two ability scores by 1 point, or any one ability score by 2 points. Your ability scores can't grow higher than 20.

Traits & Affinity

This game makes certain assumptions about every player character; namely, that your character's family is Humanoid, that their size is Medium, that they start with a maximum of 10 hit points, and that they have a base walking speed of 30 feet. If these traits are suitable for your character, adopt them. But your character could be anything: an automaton, an undead hamster, an ant, an animated pair of scissors, a dragon, or whatever else you can imagine. In these cases, your character might require special traits: game features that represent your character's unique status. Your character might have a trait that makes them Small instead of Medium, for instance, or a trait that allows them to breathe water, or maybe their family is Fiend.

Traits represent your character's natural faculties, not your special powers or the fruits of your training – that's what class and specialization features are for. Unlike other features, traits are *not* meant to make a character more powerful, so they often come with trade-offs. As a rule, if a trait makes you more capable in some respect, it should make you less capable in another. Because traits are made on a character-by-character basis, these rules won't list any traits. Work with your GM when you create your character to determine what traits (if any) are appropriate for them. Your GM must approve your trait before your character can have it.

In general, most characters will have only one special trait: their affinity. Every player character's affinity represents an alignment with the elemental forces of the Rifts. A character's affinity often affects their personality in some small way. For example, people with Water affinities tend to be more calm and thoughtful than most, whereas people with Electric affinities tend to be brimming with energy, even at inappropriate times. Your character's affinity provides bonuses to their ability scores and a resistance to another element's damage. Close encounters with extremely powerful magic can temporarily or permanently alter a person's affinity. If your affinity changes, you lose your resistance to the old affinity's resisted damage type and gain resistance to your new affinity's, but your ability scores don't change. Choose an affinity from the following list for your character:

- **Fire.** Strength +2, Charisma +2; resists Nature damage.
- **Water.** Intelligence +2, Wisdom +2; resists Fire damage.
- **Air.** Dexterity +2, Intelligence +2; resists Earth damage.
- **Earth.** Strength +2, Constitution +2; resists Electric damage.
- **Nature.** Constitution +2, Wisdom +2; resists Water damage.
- **Electric.** Dexterity +2, Charisma +2; resists Air damage.

The other elemental affinities only result from extraordinary circumstances, so you can't choose them when you create your character unless the GM explicitly permits it. The following list outlines the qualities of the more exotic affinities:

- **Metal.** Constitution +2, Strength +1, Dexterity +1; resists Light damage.
- **Arcane.** Intelligence +2, Wisdom +1, Charisma +1; resists Metal damage.
- **Light.** Wisdom +2, Strength +1, Intelligence +1; resists Dark damage.
- **Dark.** Charisma +2, Dexterity +1, Constitution +1; resists Arcane damage.
- **Astral.** Dexterity +2, Intelligence+1, Wisdom +1; resists Astral damage.
- **Void.** Strength +2, Constitution +1, Charisma +1; grants the Void family.*

**Player characters with Void affinity also have the Void family in addition to their other families. A unit of the Void family resists all damage except Void damage, which it is immune to. However, player characters with Void affinity can't restore HP by any means other than a long rest unless their current HP is 0 or an effect specifically can heal a unit of the Void family.*

The GM should usually also rule that the destructive and chaotic nature of Void energy makes a character attuned to Void universally violent, hostile, and unpredictable. GMs are advised not to allow players to make characters with the Void element without some discussion on how this character should be played differently than a usual player character. If a player character's element becomes Void, the GM should have a similar discussion with the player.

Class & Specialization

Player characters at 1st level and above always have a class. A character's class or classes reflect their special talents and capabilities. For example, the characters of the Machinist class are skilled with the use of advanced technology, whereas Shadowers are masters of stealthy techniques. Naturally, different classes depend on different ability scores, so choose your ability scores with your class in mind. When you make a character at first level or higher, choose a class for them. If you make a character without any levels, you choose their class when you gain your first level. The classes are outlined in the "Classes" section of this chapter.

Each character can take levels in up to two classes, and your character's total level is the sum of the levels they have in their classes. At first level, you only have one class, but you can have levels in up to two classes at higher levels. The maximum level for any given class is 10, and the maximum total level is 20.

A character that has 4 or more total levels across two different classes also gains a specialization, which reflects the emergent abilities that come from their combined training in each class. For example, a character trained as a Fighter and as a Mage becomes a Spellblade, allowing them to channel elemental energy into their weapons for devastating attacks.

Skills

This game features fourteen types of skills, which are each a general category of ability check. For example, the Athletics skill represents a character's ability to run, jump, climb, and

stretch, whereas the Ecology skill represents their knowledge of animals, plants, minerals, and the weather. The skills are listed in the “Ability Checks” section of the “Game Rules” chapter.

Choose three types of skills your character is proficient in, independent of their ability scores and class. When you make any of those types of skill check, add your proficiency bonus alongside your ability modifier.

Each class grants proficiency in a one type of skill check, and certain class features and specialization features also grant skill proficiencies. If a feature grants you a proficiency you already have, gain a different skill of your choice instead. Some features provide expertise, which doubles your proficiency bonus for a certain skill. If you already have that expertise, you can gain expertise in a skill you already have proficiency with, or you can gain proficiency in a skill you’re not already proficient with. If your GM allows, you can substitute any proficiency or expertise a feature grants with a different one that is better-suited to your character.

Equipment

Unless otherwise specified by the GM, all player characters come outfitted with a set of starting equipment. Furthermore, your character’s starting equipment includes a class item or pair of class items, given that you start with levels in a class or two classes respectively. The class items are listed in each class and their uses are explained in the “Tools” section of the “Game Rules” chapter. In addition to the usual equipment, you can talk to your GM about what other gear might be appropriate for your character.

There is a limit to the amount of gear you can carry. Usually, this isn’t a problem, but the GM is free to say that your character is carrying too much for them to reasonably bear the weight or fit it all on their person. Your starting equipment is as follows:

Weapons and Armor. When you create a character, you start with a set of light or heavy armor. You also have either a) two weapons, b) a weapon and a shield, or c) the Natural Weapons feature, which allows you to fight unarmed with deadly force. More detailed rules for weapons and armor can be found in the Equipment chapter, and the details for the Natural Weapons feature are outlined at the end of this section.

Your Armor Class (AC) represents how well your character avoids being wounded in battle. Without armor or a shield, your AC is $10 + \text{your Dexterity modifier}$. With light armor, your AC is $10 + \text{your Dexterity modifier} + \text{half your proficiency bonus}$, rounded up. With heavy armor, your AC is $14 + \text{your proficiency bonus}$, but it comes with drawbacks, especially for characters without high Strength scores. Namely, a character with a Strength score below 11 can’t even move in heavy armor. While you’re using one hand to hold a shield, your AC increases by 2, but, like heavy armor, you need a Strength score of 11 or higher to use one.

For each of your character’s weapons, determine its properties, its category, and your bonus to attack and damage rolls. For attacks with melee weapons, add your Strength modifier for attack and damage rolls. A weapon that has the nimble property, such as a rapier, can use your Dexterity modifier instead. For attacks with ranged weapons, add your Dexterity modifier to attack and damage rolls. A weapon with the launch property, such as a hand cannon, can use your Strength modifier instead. By default, you add your proficiency bonus to your attack rolls with weapons, but not to your damage rolls.

A character with the Natural Weapons feature has some inherent trait, such as fangs, claws, a tail, or simply superior physique, that aids them in combat. A character without Natural Weapons can still have such traits, but they don’t provide any special benefit without this feature. There are many ways for a character who travels the Rifts to develop this feature if they don’t have

it already, usually through the use of magic, technology, or intense training. If you have Natural Weapons, you receive the following benefits:

- Your unarmed attacks deal 1d6 damage if you attack using your Strength, or 1d4 if you attack using your Dexterity. If you wear a worn weapon, the damage die of your unarmed attacks and your attacks with your worn weapons increases by one size, to a maximum of 1d12. The die size increases only once, regardless of the number of weapons you wear.
- So long as you have an empty hand and you aren't holding a shield, your AC increases by 1.
- If you are grappling a unit, you can choose to deal 1d4 Neutral damage to it at the end of each of your turns.

Money. Your GM will award each character with an amount of currency to start. For most adventurers in the Rifts, it's appropriate to start with 20 cores. Cores are the most common currency throughout the Rifts because they're a ubiquitous source of energy across nearly all dimensions. If a player character is decidedly rich or poor, or if the adventure is set in a place where cores aren't used, the GM might provide a different amount or type of currency.

Bag. Every character starts with a bag that, explicitly speaking, contains nothing in particular. It is assumed to carry whatever essential resources your character uses frequently, such as food and water, and even things like ammunition, pens, paper, and batteries. The exact function of your bag is explained in the "Equipment" section of the book.

Level & Rank

As your character goes on adventures and overcomes challenges, they learn from their experiences, develop new techniques and hone their abilities. When the GM decides that a character has surmounted a substantial enough set of challenges, the GM can award that character with an increase in power. This process is called "leveling up", or "gaining a level". In order to gain a level, a character has to do something challenging for them. For this reason, certain tasks, like slaying a single monster, might be enough for a low-level adventurer to gain a level immediately, but a seasoned adventurer might gain nothing at all, growing no closer to the next level. Since a party of adventurers usually takes on every challenge together, they tend to gain levels at the same time, but this isn't always the case. Gaining a level grants the following benefits:

Ability Scores. Each time your character gains a level, including their first level, choose one of their ability scores and permanently increase it by 1. You can't increase an ability score above 20. If you're ever unsure as to whether your character has the appropriate ability scores for their level, take the sum of all six ability scores and compare it to the sum of $70 + \text{your total level}$. If you can't explain the difference between the numbers, add or subtract points until the numbers are equal.

Hit Points. A character starts with a certain number of hit points, usually 10. Each time you gain a level, including your first level, your maximum hit points increase. When you gain a level in a class, take the "Hit Points per Level" value shown in the class entry, add your Constitution modifier to the value, and add the total to your hit point maximum.

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have already attained. For example, if your 7th-level character has a Constitution score of 17, when they reach 8th level, they can increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 7, as if their Constitution modifier had always been +4.

Proficiency Bonus. Your character's proficiency bonus increases as you gain levels. Your proficiency bonus is equal to $2 + \text{a quarter of your total level, rounded down}$.

Class Features. When your character gains a level in a class, their class grants additional features, as detailed in the class description.

Specialization Features. If your character has a total of 4 or more levels in two classes, your GM can grant your first specialization rank. Ranks work very similarly to levels - your GM decides when your character ranks up, and each time your rank increases, you gain new specialization features. Many GMs opt to grant levels and ranks at the same time, resulting in a story-defining spike in power, but they can choose to grant one without the other. Your maximum specialization rank increases to 2 at 8th level, 3 at 12th level, 4 at 16th level, and 5 at 20th level. Your GM can't grant you ranks past your maximum.

Reinventing Yourself

Characters won't always grow in a straightforward and predictable fashion. Sometimes, a character will second-guess their decisions, or choose to focus on new talents over old ones. Each time you complete a long rest, you can choose to remove one spell, machina, or flourish you know, leaving a blank space in your list of techniques. This represents a temporary low point for your character, as their abilities diminish in this moment of uncertainty. The next time you complete a long rest, you can replace the lost technique with a new choice. This does allow you to replace lower-tiered spells and machina with higher-tier techniques, but cantrips can only be replaced by new cantrips, and gimmicks can only be replaced by new gimmicks.

Likewise, when you complete a long rest, you can also remove any of the following features:

- Your expertise or proficiency with any one skill
- Your selected weapon category for Favored Weapon, Double Up, or Triple Up
- One of your Invocations
- One of your Bionic Augments
- Your selected Favored Family
- One of your selections for Sage's Secrets
- Any number of your class levels. Note that if you lose enough class levels, your Rank will also decrease, and you may lose your specialization entirely. If you lose all of your levels in a class, you can select a completely different class the next time you gain a class level.

You can replace these features with new equivalent selections the same way you can with spells, machina, or flourishes, but it might take days, weeks, or months. You can only make the new selection when the GM allows you to. The GM might define a length of time it takes to change your choice, or they might offer you some challenge or obstacle to overcome before you can make the new selection. Either way, once the GM allows it, you don't need to wait until your next long rest: you instantly gain the new feature.

CLASSES

This section outlines the features and options for each of the six classes. A character's class represents the sum of their training, and all the powers that come with it. Each time a character gains a level, they choose which class to gain that level in, and they gain new features according to their level in that class.

Fighter

A gallant knight slashes her greatsword through hordes of the undead. Bullet shells cascade to the floor as the marksman unloads his clip into his target. The brawler wipes dirt and blood off of their knuckles, their opponents face down in the mud.

These adventurers are all Fighters - those who are highly skilled in combat and have mastered the use of weaponry. Gaining levels in the Fighter class will give you more opportunities and ways to attack, using your growing weapon loadout to achieve total control of the battlefield. A Fighter will eventually specialize as a Spellblade, Engineer, Dreadnaught, Paladin, or Swashbuckler.

Class Attributes

- **Hit Points per Level:** $5 + \text{your Constitution modifier}$
- **Proficiency:** Athletics. If you already have Athletics proficiency, choose any one skill.
- **Class Item:** As part of your training to become a Fighter, you receive a weapon or a shield.

Class Features

Level	Features
1st	Combatant, Favored Weapon
2nd	Action Surge, Athletics Expertise
3rd	Limit Breaker
4th	Double Up
5th	Extra Attack
6th	Fortify
7th	Triple Up
8th	Superior Surge
9th	Weapon Master
10th	Extra Attack II

Combatant. You dominate the space around you to guard your allies and punish your foes. You can make an opportunity attack when a unit enters your reach, rather than only when it exits.

Furthermore, you can use your reaction to make a weapon attack against a unit within 15 feet of you when it makes an attack against a unit other than you or forces a unit other than you to make a saving throw. If the target is within 5 feet of you, this attack has advantage.

Favored Weapon. You are particularly skilled at fighting with a certain kind of weapon, either because of extensive training or natural acumen. Choose one of the weapon types from the list below. Your attacks with that type of weapon score a critical hit on a roll of 19 or 20, and you receive one of the following specific benefits based on the type of the favored weapon:

- **Blunt:** You can use your blunt weapon to knock your foes around and bat objects away. When you win a melee contest to shove or steal from a unit while you have a blunt weapon in hand, you also deal Neutral damage equal to your Strength or Dexterity modifier to the unit you shoved or stole from.
- **Bodily:** You shift your weight as you fight to strike swiftly and propel yourself with each swing. As a special action on your turn, after you make a bodily weapon attack, you can follow up with an unarmed attack against the same target. You add your Fighter level, rather than your ability modifier, to the follow-up's damage roll. Furthermore, after every bodily weapon attack you make, you can move up to 10 feet in any direction, even if you're midair. This movement doesn't take away from your movement for the turn, it ignores difficult terrain, and it doesn't provoke opportunity attacks.
- **Bow:** Your bow attacks can pin a foe in place and strike staggering pressure points. Once per turn, when you make a successful bow attack against a unit, you can choose to deal half as much damage and reduce all of the target's movement speeds to 0 until the start of your next turn.
- **Broadblade:** You use your broadblade best with sudden, devastating slashes. When you make a successful broadblade attack as a reaction on another unit's turn, you can choose to take the maximum result of the weapon's damage die instead of rolling. For example, if the damage die is 1d12, you would calculate the attack's damage as if you had rolled a 12. For a critical hit, instead of rolling 2d12, you would take a result of 24.
- **Chain:** As a bonus action on your turn, you can attempt to grapple a unit with a chain weapon you are holding. This grapple uses the weapon's melee attack reach if it is longer than your own reach. When you grapple this way, it fills the same hand used to hold the weapon, your speed isn't halved, and the grappled unit takes 1d4 Neutral damage at the end of each of your turns. The grapple ends when you stop holding the chain or make an attack with it. If you move away from the unit, you drag the unit with you, and it maintains the distance it had from you when you started moving away from it.
- **Firearm:** You use the instant trigger-firing power of your weapon as an asset in and of itself. Being within 5 feet of a hostile unit doesn't impose disadvantage on your firearm attack rolls. Furthermore, the first time you make a firearm attack against a target within 5 feet of you each turn, that attack deals additional damage equal to your proficiency bonus if it hits.
- **Hookblade:** Your hookblade attacks cleave mercilessly through enemy defenses. Your hookblade attacks ignore damage reduction from resistance unless the target's family is Void. Furthermore, the first time you make a successful hookblade attack at advantage on a turn, that attack deals additional damage equal to your proficiency bonus if it hits.
- **Polearm:** You can use the leverage of your polearm to push your foes around. Once per turn, when you make a successful polearm attack against a unit, you can push that unit 10 feet in any direction immediately after the attack. If you shove a unit upwards this way, it doesn't take falling damage as it lands unless it falls more than 10 feet. You can't shove a unit this way if it is more than two sizes larger than you.

- **Projectile:** You know how to throw your weapons with extreme precision, aiming for the eyes, hands, or elsewhere to impede oncoming attacks. Once per turn, when you make a successful projectile weapon attack against a unit, you can impose disadvantage on the first attack the unit makes before the start of your next turn.
- **Shortblade:** You use shortblades with lethal precision. Your attacks with shortblades score a critical hit on a roll of 16, 17, 18, 19, or 20.
- **Slimblade:** Once on each of your turns, immediately before you make a melee slimblade attack, you can lunge as part of the attack, even if you're midair. When you lunge, you move in a straight line, at least 5 feet long and up to 15 feet. This movement doesn't take away from your movement this turn, it ignores difficult terrain, and it doesn't provoke opportunity attacks. A target is within your reach for this attack so long as it would have been within your reach at any point during the lunge. This attack adds your proficiency bonus to the damage roll if it hits.
- **Exotic:** Your odd choice of weapon takes enemies off-guard. When you make an exotic weapon attack against a unit for the first time in an encounter, you gain advantage on that attack. You can't use this benefit against that same unit again until the unit completes a short or long rest.

Action Surge. Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

Athletics Expertise. By 2nd level, you have become a master athlete. Your proficiency bonus is doubled for any Athletics check you make.

Limit Breaker. At 3rd level, you train to push your body past its physical limits for phenomenal feats of might and agility. You gain the Natural Weapons feature if you didn't already have it. Furthermore, when you make a Strength, Dexterity, or Constitution check, you can choose to add twice your Fighter level to the check's result. You can't increase an initiative roll or concentration check with this feature. You can wait until after you roll the d20 before deciding to add this bonus, but you must decide before the GM says whether the roll succeeds or fails. A check you enhance this way ignores any penalty from exhaustion, and it doesn't result in a critical failure even when you roll a 1. Once you use this feature 3 times, you can't use it again until you complete a long rest.

Double Up. When you reach 4th level, you have achieved superior prowess with your favored weapon and equal ability with another kind of weapon. Choose one of the weapon types other than the type you picked for the Favored Weapon feature. You gain the benefits of Favored Weapon for the type you choose. Additionally, you gain a second specific benefit for the weapon you chose for Favored Weapon and the weapon you chose for this feature, as shown on the list below:

- **Blunt:** Once per turn when you make a successful blunt weapon attack, you can choose to deal no damage and force the target to succeed on a Resilience saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier) or be stunned until the end of its next turn.
- **Bodily:** When a unit makes a ranged weapon attack against you, you can use your reaction to deflect the attack. Choose a unit or object within 30 feet of you: that unit is now the target of the attack, regardless of the attacker's distance from its new target. Alternatively, you can choose simply to make the ranged attack fail.

- **Bow:** Your bow attacks ignore partial cover. Furthermore, when you make a bow attack, you can choose to deal half the attack's damage to every unit in a straight line between you and the target whose AC is less than or equal to the result of the attack roll.
- **Broadblade:** You can lean into the force of your swings to grant yourself advantage on every broadblade attack you make this turn. When you choose to do this, other units have advantage on attacks made against you until the start of your next turn.
- **Chain:** Once per turn, when you make a successful melee chain weapon attack against a unit, you can attempt to trip the target. If you do so, the target must succeed on a Reflex saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$) or fall prone. A unit that falls prone this way can't stand up until the start of its next turn.
- **Firearm:** You're always prepared to pull the trigger at a moment's notice. Immediately after you roll initiative to begin combat but before the first unit takes its turn, you can make a single firearm attack against a unit or object you can see. The attack adds twice your Fighter level to the attack and damage rolls.
- **Hookblade:** When you make a hookblade attack, you can choose to deal half the attack's damage to every unit other than you within 10 feet of the target whose AC is less than or equal to the result of the attack roll.
- **Polearm:** Once on each of your turns, while you're holding a polearm, you can spend 15 feet of movement to leap up to 15 feet upwards, even if you're midair. This movement doesn't provoke opportunity attacks. When you fall this way, you can move 5 feet forward for every 5 feet you fall without expending any additional movement, and you don't take damage from the fall unless you fall more than 60 feet. Furthermore, whenever you make a melee polearm attack immediately after you land from a fall, your attack deals 1d6 additional Neutral damage for every 10 feet you fall, to a maximum of 3d6.
- **Projectile:** You've mastered the use of your thrown weapons in close-quarters combat. Being within 5 feet of a hostile unit doesn't impose disadvantage on your projectile attack rolls. Furthermore, when you make a projectile weapon attack against a unit more than 5 feet away from you, you can choose to deal half the attack's damage to any number of units you choose within 5 feet of you whose AC is less than or equal to the result of the attack roll.
- **Shortblade:** Once per turn when you make a successful shortblade attack, you can choose to deal no damage and force the target to succeed on a Resilience saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$) or become wounded. The wounded unit loses hit points equal to a tenth of its maximum hit points at the start of each of its turns, either for 10 minutes or until another effect restores hit points to the unit.
- **Slimblade:** Your swordsmanship makes you an excellent duelist. After a unit you can see within 15 feet of you makes an attack against you, you may use your reaction to make a slimblade attack against the attacker. Additionally, you can choose to lunge when you use your reaction to make a melee slimblade attack on another unit's turn, moving and dealing additional damage as usual.
- **Exotic:** When you make a successful exotic weapon attack against a unit, it becomes fixated on you until the end of its next turn or until you attack another unit.

Extra Attack. Starting at 5th level, you can attack twice, instead of once, when you take the Attack action on your turn. This increases to three attacks at 10th level.

Fortify. Starting at 6th level, you effortlessly block blows from nearby opponents. When a unit you can see within 15 feet of you hits you with an attack, you can subtract half your Fighter level from the damage you take.

Triple Up. When you reach 7th level, you have completely mastered the use of three types of weapons. Choose one of the weapon types other than the types you picked for the Favored Weapon or Double Up features. You gain the benefits of Favored Weapon and Double Up for the type you choose. Additionally, you gain a third specific benefit for the weapon you chose for Favored Weapon, the weapon you chose for Double Up, and the weapon you chose for this feature, as shown on the list below:

- **Blunt:** As an action, you can smash the ground with a blunt weapon, causing the ground to shake. When you take this action, choose a point on the ground you can see within 15 feet of you. Every unit within 10 feet of that point must make a Resilience saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failed save, a unit takes 4d10 Earth damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.
- **Bodily:** As an action, you can focus and release your raw spiritual energy to make a special ranged bodily weapon attack with a range of 150 feet and an attack bonus equal to your Fighter level + your proficiency bonus. On a hit, the target takes Arcane damage equal to 3d12 + your Fighter level.
- **Bow:** As an action, you can fire a volley of arrows from a bow you have on hand. You can make a single attack with that particular broadblade against any units you choose within 10 feet of a point you can see within the weapon's range. Each of these attacks adds your Fighter level to the damage. If your bow is one-handed, and you have a one-handed ranged weapon in your other hand, you can also make an offhand attack with that weapon against each unit you attack with the volley. The offhand attacks receive no special benefit.
- **Broadblade:** As an action, you can whirl in a massive spiral with a broadblade you have on hand. You can make a single attack with that particular broadblade against any units you choose within 15 feet of you. Each of these attacks adds your Fighter level to the damage. If your broadblade is one-handed, and you have a one-handed melee weapon in your other hand, you can also make an offhand attack with that weapon against each unit you attack with the whirl. The offhand attacks receive no special benefit.
- **Chain:** Your technical skill with chains allows you to fling your foes around with each attack. Each time you make a successful melee chain weapon attack, you may catch the target on your chain and move it in a straight line to an unoccupied space within the weapon's melee reach as part of this attack. This movement can provoke opportunity attacks from units other than you, but it can't cause fall damage unless the target falls more than 60 feet. You can't move a unit or object that is two or more sizes larger than you.
- **Firearm:** You can unload six shots in rapid-fire succession. As an action on your turn, you can make six attacks with one particular firearm instead of your usual number of attacks. If the firearm is one-handed and you have a one-handed weapon in your other hand, you can make an offhand attack with that weapon after each of the six attacks you make with the firearm. After you make all of these attacks, you can't make any weapon attacks until you use an action to steady yourself and reload your firearm.
- **Hookblade:** You can focus an overwhelming amount of energy along the edge of a hookblade and release it as a destructive wave. You can use your action to make a sweeping motion with a hookblade, sending out a shockwave. The shockwave fills in a line up to 60 feet long and 10 feet wide that originates from a point within 10 feet of you. Every unit caught in the shockwave must succeed on a Reflex saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). A unit takes 5d10 Electric damage on a failed save, or half as much on a success.

- **Polearm:** As an action, you can whirl a polearm with magnificent speed to cause a cyclone, creating a 25-foot cone of wind in front of you. Every unit within the cone must succeed on a Resilience saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). Huge or larger units automatically succeed the save. On a failed save, a unit takes 4d10 Air damage and is pushed 15 feet in a straight line directly away from you. On a successful save, it takes half as much damage and isn't pushed. After you take this action, you launch up to 15 feet into the air. This movement doesn't provoke opportunity attacks. Carried by the wind, you fall slowly, so you take no falling damage when you land at the end of your turn. As a special action before the end of your turn, you can dive downwards, making a polearm attack against a target within your reach as you land.
- **Projectile:** As an action, you can let loose a storm of projectiles in a 15-foot radius sphere centered on you. Every unit you choose within the sphere must make a Reflex save (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failed save, a unit takes 4d10 Neutral damage and is slowed until the start of your next turn. On a successful save, it takes half as much damage and isn't slowed.
- **Shortblade:** You have learned to exploit your foes in their moments of weakness. A successful shortblade attack you make against a target that is wounded by the shortblade Double Up benefit or is suffering from the blinded, charmed, fixated, paralyzed, poisoned, sick, restrained, or unconscious conditions scores a critical hit. You can't score more than one critical hit on the same unit this way in a round.
- **Slimblade:** Your swift mastery over slimblades allows you to unleash a flurry of slashes in the blink of an eye. When you make a slimblade attack using your reaction, you can make an additional attack with the same slimblade against the same target. Both attacks can be lunging attacks.
- **Exotic:** Once per turn, when you make a successful exotic weapon attack, you can invite up to five other units to cheer you on. In order to cheer, a unit must be able to see or hear you, and you must be able to comprehend its message. A unit can't cheer if it's incapacitated. It doesn't take a unit's reaction to cheer. For every unit who chooses to cheer, your attack deals 5 additional Neutral damage.

Superior Surge. Starting at 8th level, you can use Action Surge up to twice, rather than only once, before you must complete a short or long rest. You may choose to use them both on the same turn. Furthermore, each time you use your Action Surge, you regain hit points equal to your Fighter level + your Constitution modifier.

Weapon Master. When you reach 9th level, you achieve a complete mastery for fighting with any kind of weapon. You gain the benefits of the Favored Weapon feature for every weapon type. This does not include the benefits of the Double Up and Triple Up features. Furthermore, your weapon attacks deal bonus damage equal to half the maximum value of the weapon's damage die. For example, a weapon with a d6 damage die adds 3 to every damage roll, and a weapon with a d12 damage die adds 6 to every damage roll.

Mage

An elderly witch summons a tiny fire elemental to illuminate her lantern. A musclebound psychic slams a challenger into the wall using telekinesis. An ambitious youth vows a pact to the great ice dragon to borrow his terrifying power.

These adventurers are all Mages - those who harness the fierce and volatile powers of magic. Gaining levels in the Mage class will increase your mastery over the elements, allowing you to let loose with grandiose spells in bursts of power that put all others to shame. A Mage can eventually specialize as a Spellblade, Spellslinger, Lich, Mystic, or Summoner.

Class Attributes

- **Hit Points per Level:** $3 + \text{your Constitution modifier}$
- **Proficiency:** Arcana. If you already have Arcana proficiency, choose any one skill.
- **Class Item:** As part of your training to become a Mage, you receive a spellbook.

Class Features

Level	Features	Cantrips	Spell Slots	Slot Tier
1st	Spellcasting, Copy Spells	2	1	1
2nd	Invocations, Arcana Expertise	2	2	1
3rd	Spellcasting II	3	2	2
4th	Extra Invocation	3	2	2
5th	Spellcasting III	3	3	3
6th	Extra Invocation	4	3	3
7th	Spellcasting IV	4	3	4
8th	Extra Invocation	4	4	4
9th	Spellcasting V	5	4	5
10th	Arcane Conduit	5	4	5

Spellcasting. As a student of arcane magic, you understand how to read elemental glyphs and runes, and you can use that knowledge to unleash powerful magical effects.

- **Cantrips.** Your innate magical ability allows you to cast certain weaker spells that require effectively no energy to cast, allowing you to cast them as many times as you like without any sort of drawback. You know two cantrips of your choice from the spell list, and you learn more as you gain Mage levels according to the Mage table.
- **Casting Spells.** The Mage table shows how many spell slots you have to cast your spells. The table also shows what tier your slots are; all of your spell slots are the same tier. To cast one of your spells of 1st tier or higher, you must expend a spell slot. For example, when you

are 5th level, you have three 3rd-tier spell slots. To cast a 1st-tier spell, you must spend one of those slots, but you cast it as a 3rd-tier spell. You regain all expended spell slots when you finish a short or long rest.

- **Elemental Boon.** You are most effective when you cast elemental magic that matches your affinity. Every spell has an element named in its description. When you cast a cantrip of your affinity's element, you add your Intelligence modifier to the damage roll. When you spend a spell slot to cast a spell of your affinity's element, roll 1d6 when you spend the slot. On a 6, you cast the spell as usual, but you don't lose the slot.
- **Spells Known.** At 1st level, you know two 1st-tier spells of your choice from the spell list, and you learn an additional spell each time you gain a Mage level. If you don't have a spellbook when you gain a level, you must wait until you have a spellbook to learn any new spells. A spell you learn must be of a tier no higher than what's shown in the table's Slot Tier column for your level. When you reach 5th level, for example, you learn a new spell, which can be 1st, 2nd, or 3rd tier. Additionally, when you gain a level in this class, you can choose one of the spells you learned with this feature and replace it with another spell from the spell list, which also must be of a tier for which you have spell slots.
- **Spellcasting Ability.** By default, Intelligence is your spellcasting ability, so your spells become more potent when your Intelligence is higher. Your Spell Attack Modifier is your proficiency bonus + your Intelligence modifier. Your Spell DC is $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$.
- **Alternative Ability.** Not every Mage uses their intellect alone to master the ways of magic. Some rely on a deep awareness of magical forces, a spiritual connection to them, or an innate reserve of magical power. At the GM's discretion, certain Mages might use Wisdom or Charisma instead of Intelligence as their spellcasting ability. If you think this is appropriate for your Mage, explain the reasons to your GM. If a Mage's spellcasting ability is Wisdom or Charisma, they use that ability score or modifier instead of their Intelligence score or modifier whenever it applies to a Mage class feature, specialization feature, or spell. GMs are advised not to allow a character who takes levels in both Mage and Wanderer to use Wisdom as their spellcasting ability, and not to allow a character who takes levels in both Mage and Hustler to use Charisma as their spellcasting ability. A character who takes levels in both Mage and Machinist, however, is fully allowed to use Intelligence as their spellcasting ability.

Copy Spells. You have a method to adopt the power of unfamiliar, eldritch magic you might encounter. When you find a written spell of 1st tier or higher, you can learn how to cast that magic if it is of a spell tier you can cast and if you can spare the time to study and practice it. You can learn a spell this way even if it isn't on the spell list.

This process takes a number of short rests equal to twice the spell's tier and costs a number of cores equal to the spell's tier times twenty. The cost represents materials you expend as you experiment with the spell to master it. You do not need to devote all of your time to this process; it will be assumed that you work on it in your spare time. If you complete a long rest during this process, you accomplish the same amount of work as two short rests. You can only spend any given rest studying a single spell, even if you have multiple spells available to learn. You must have your spellbook on your person while you study the new spell; if you don't have one, you can't use a rest to make progress on the spell.

Once you have spent this time and money, you learn the spell, and you can cast the spell just like any of your other spells. You can't memorize more than ten additional spells from this feature – once you have learned ten, you must forget one each time you want to gain a new spell through this feature.

Invocations. In your study of hidden lore, you have unearthed arcane invocations, fragments of forbidden knowledge that permanently imbue you with an abiding magical ability. At 2nd level, you gain two invocations of your choice. Your invocation options are detailed at the end of the class description.

You gain one additional invocation at 4th level, another at 6th level, and a third additional invocation at 8th level, for a total of five invocations. You cannot take a given invocation more than once. If an invocation has prerequisites, you must meet them to learn it. The level prerequisites refer to your level as a Mage.

Arcana Expertise. By 2nd level, you have collected a wealth of knowledge over all things magical. Your proficiency bonus is doubled for any Arcana check you make.

Arcane Conduit. At 10th level, as a bonus action, you can channel a chosen element other than Astral through your body, becoming a pure elemental being. When you enter this state, your affinity changes to match that element if it didn't already, and you gain the following benefits in this state:

- You become immune to Neutral damage.
- Every spell you cast converts to your chosen element.
- A unit that starts its turn within 10 feet of you takes 10 damage of your chosen element.

This state lasts for 10 minutes. It ends early if you fall unconscious or end it willingly on your turn. After your state ends, you can't enter it again until you complete a long rest.

Invocations

Arcane Armor. You have enchanted your own body with a thin forcefield that wards off attacks. Your AC permanently increases by 2.

Deep Thinker. (*Requires a spell that you can concentrate on.*) You have a charm set to steady your mind and achieve unparalleled focus. You have advantage on Constitution checks made to maintain concentration.

Elemental Eyes. You gain the ability to see magical energy around you as if it were colored smoke. Every cloud you see is distinctly colored to match one of the elements: Fire, Water, Air, Earth, Nature, Electric, Metal, Arcane, Light, Dark, and Astral. When spells are cast or magic items are used, they leave traces of their magic lingering, obviously visible to you, and sometimes you can even follow the trail to its source. If a unit or object carries a strong amount of magical energy, you notice it as an aura that emanates from the unit or object. This vision also provides you blindsight, allowing you to see elemental energy clinging to nearby surfaces, units, and objects, even if they would be invisible or otherwise obscured, out to a radius of 15 feet.

Harbinger. You gain the ability to haunt your foes with an injurious curse. As a bonus action, you can mark a unit you can see within 90 feet of you. The target has disadvantage on attack rolls against you, and your attacks against it deal an extra 1d8 Arcane damage. The curse requires your concentration, so you can't concentrate on a technique while you maintain the curse. The curse's effect ends when you mark another target, after an hour, or when you lose your concentration.

Magic Tricks. You learn how to weave the basics of magic into certain mundane activities. You gain proficiency in three skills of your choice.

Expanding Enchantments. (*Requires a spell that makes a spell attack.*) You learn how to hone the energy released when you cast magic to allow it to reach farther than usual. When you make a spell attack, the attack's range is doubled. This applies to ranged and melee spell attacks alike. If the attack had a range of "touch", its range becomes twice your reach, and it no longer requires that you touch the target. Furthermore, your spell attacks ignore partial cover.

Leyline Drifter. You use the surging fields of magic all around you to propel yourself forward. You gain a hovering speed of 40 feet, and all of your other movement speeds increase by 10 feet. Furthermore, you can add your Intelligence modifier to your initiative rolls.

Reactive Casting. (*Requires a spell that targets a unit.*) You have learned a unique way of casting spells in a flash. Right after a unit moves within your reach, or right before a unit moves outside your reach, you can use your reaction to cast a spell. The spell must have a casting time of 1 action or 1 bonus action, and it must allow you to target a unit. You can only target the unit that moved.

Revitalize. You can drain energy from the foes you fell. When you reduce a unit to 0 hit points, you gain temporary hit points equal to your Mage level + Intelligence modifier + your proficiency bonus, with a minimum of 1 temporary hit point.

Rift Delver. You have enchanted your bones and tissues to resist the various dangers of the Rifts. You no longer need to breathe, and you suffer no ill effects from being in extreme conditions, such

as undersea pressure, intense radiation, extreme temperature, or even the vacuum of space. This invocation does not provide you any special resistance to any kind of damage, and it does not protect you from the harmful effects of Void.

Sorcerous Transfusion. (*Requires the Sorcerous Shot cantrip.*) You've learned to harness the volatile Arcane power of Sorcerous Shot. Your Sorcerous Shot attacks score a critical hit on a roll of 19 or 20. When you cast Sorcerous Shot, you can choose to destroy an object you touch of Small or smaller size that isn't being worn, carried, or attached to another object, and that object's essence enhances the spell. At the GM's discretion, certain objects may not be used to cast Sorcerous Shot in this way. The GM determines the amount of essence stored in that object: negligible, low, medium, high, or overwhelming. The amount of essence influences this particular casting of Sorcerous Shot.

- **Negligible or greater:** The object you use instantly becomes colorless dust, drained of elemental energy.
- **Low or greater:** Sorcerous Shot's damage element changes to suit the object's essence, as determined by your GM. The spell remains an Arcane spell even though its damage changes. For example, a gemstone might change Sorcerous Shot's damage from Arcane to Earth. If the object's essence is Arcane, roll Sorcerous Shot's damage twice and use the higher result.
- **Medium or greater:** Sorcerous Shot deals 1d12 extra damage of its element.
- **High or greater:** Sorcerous Shot causes a particular detriment to a unit it hits, depending on the element, as follows:

Fire: Disadvantage on Strength checks and Resilience saves for 10 minutes.
Water: Disadvantage on Intelligence checks and Resolve saves for 10 minutes.
Air: Disadvantage on Dexterity checks and Reflex saves for 10 minutes.
Earth: Disadvantage on Constitution checks and Resilience saves for 10 minutes.
Nature: Disadvantage on Wisdom checks and Reflex saves for 10 minutes.
Electric: Disadvantage on Charisma checks and Resolve saves for 10 minutes.
Arcane: Unable to speak or cast magic for 10 minutes.
Metal: Armor Class is reduced by 5 for 10 minutes.
Light: Blinded for 1 round.
Dark: Half of the HP lost to Sorcerous Shot is restored to the attacker.
Astral: Disadvantage on all checks and saves for 10 minutes.

- **Overwhelming:** You cast Sorcerous Shot two additional times with the same action.

If you attempt to use an object with Void essence, the effect is entirely the GM's discretion.

Telepathy. You have mastered the use of magic to project messages into other units' minds. You can send telepathic messages to any unit or set of units you are aware of within a one mile radius of you. A unit hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. If the unit cannot understand the language of your message, it cannot comprehend your message. Communicating this way requires only that you be conscious.

Telekinesis. You manipulate rudimentary magical forces in order to move objects. As an action, you can move an object within 30 feet of you up to 30 feet in any direction, provided the object weighs less than 50 pounds, and it isn't being worn or carried by a unit. You can also use this force to take the Use an Object action in order to pull levers, open doors, and like. If you use this ability to hit a unit with an object, make a ranged spell attack. On a hit, the GM decides the attack's damage die, which should typically add no positive modifier. Furthermore, you can use your Intelligence

modifier instead of your Strength modifier for a Strength check that involves the application of force, such as lifting heavy objects or bursting through gates.

Adversity. (*Requires level 4+.*) You have found a technique that allows you to harness the magical energy released when you are harmed. When you fall to 0 hit points, regain one spent spell slot. If you have all of your spell slots already, you automatically regain the next slot you spend. You can't regain another spell slot this way until you complete a long rest.

Alchemist's Touch. (*Requires level 4+.*) You can channel magic from your body to alter the composition and structure of matter. When you touch an object that wasn't created by a spell, machina, or intuition, you can convert any or all of its materials, such as wood, canvas, steel, or water, into any other material, such as diamond, gold, clay, or acid. You cannot change an object's state of matter this way; solids must remain at least mostly solid and liquids must remain at least mostly liquid. For every 5 minutes you spend transmuting an object, you can transform up to 1 cubic foot of material. Alternatively, as an action, you can change the composition of an entire object of Small or smaller size, such as the blade of a sword. You cannot alter an object being worn or carried by an unwilling unit. When you convert an object to a material that might harm you (such as lava), you don't suffer the material's harmful effects while you perform the transmutation. After you have converted an object this way, it begins slowly reverting to its original state, completely returning to normal after an hour. If an object's shape has changed as a result of your alteration, it keeps its new shape once it reverts. For example, if you convert a square of fabric into glass and shatter it, the object will revert to several scraps of fabric.

Cast Resort. (*Requires level 4+.*) You find a way to push your last reserves of magical energy just a bit further than before. When you spend your last remaining spell slot, you cast the spell as if the slot were one tier higher than it is.

Desperation. (*Requires level 4+.*) You can spend your own life force to maximize the power of your magic. When you deal damage with a spell of 1st tier or higher, you can choose to take the maximum result of the spell's damage dice instead of rolling them. (For example, if the damage die is 4d12, you would calculate the spell's damage as if you had rolled a 48. For a critical hit, instead of rolling 8d12, you would take a result of 96.) When you use this invocation, you lose HP equal to ten times the tier of slot used to cast the spell. You can't use this invocation if you don't have enough HP to spend.

Mutability. (*Requires level 4+.*) Your whole physical form has become ephemeral, easily shaped by magic. You can alter any of your physical features at will, including your voice. You cannot change your size or make yourself appear like you aren't Humanoid with this ability. If you change your features with the intent to stop someone from recognizing you, they must succeed on a Wisdom (Insight) check with a DC equal to your Spell DC to recognize you. You also gain the Natural Weapons feature, since you can sculpt your physique to make yourself more dangerous.

Teleportation. (*Requires level 4+.*) You can use magic to travel between spaces instantly. As a bonus action on your turn, you can teleport up to 15 feet to an unoccupied space you can see. If you spend 10 minutes concentrating, you can teleport to any location that you can see. Even if you can't see the location, you can teleport to it if you have been there before so long as the location is in this dimension. Units that touch you when you finish concentrating teleport with you.

Elemental Attunement. (*Requires level 6+.*) You have performed a ritual that unlocks latent elemental power within you. You gain complete immunity to damage of your affinity's element.

Fractal Casting. (*Requires level 6+.*) You can create a small pocket of excess magical energy to make your spells affect a unit outside its usual area. When you spend a spell slot to cast a spell with an effect time of instant that immediately forces two or more units to make a saving throw, choose one additional unit you can see within 90 feet of one the affected units. That unit must also make a saving throw against the spell's effect, but it has advantage on the save.

Space Evader. (*Requires level 6+.*) You can momentarily bend space to disorient opponents who attack you. As a reaction when a unit you can see targets you with a melee attack, you can force the target to make a Resolve saving throw against your spell save DC. If it fails, you can force the unit to target any unit within the attack's reach other than you or itself, or simply cause the attack to fail.

Transposition. (*Requires level 6+.*) You can use your spells to form a magical link that warps you and the target of your magic. Once on each of your turns, when you deal damage to a unit with a spell you cast, you can force that target to make a Resolve saving throw. If the unit fails, you and the unit you chose immediately teleport to trade locations with one another.

Retry Charm. (*Requires level 6+.*) Over the course of a long rest, you can conjure a Tiny trinket, such as a necklace, a gemstone, a crown, a wand, or the like. The object has 1 hit point and an AC equal to your Spell DC. When you're reduced to 0 hit points, you automatically vanish, reform at the location of the object, and restore 1 hit point, destroying the object. If the object is broken or in another dimension, nothing happens. You can make a new charm when you take a long rest, which causes the previous charm to disintegrate into arcane energy.

Machinist

A tinkerer sits in their workshop, adjusting the gears in a clock. A mechanic slides out from under a car, beads of sweat and grease rolling from her forehead. A cranky old physics professor blasts through a reinforced door with his powerful laser.

These adventurers are all Machinists - those who use technology to find a solution to any problem. Gaining levels the Machinist class allows you to amass an extensive catalog of techniques and devices that grows ever more diverse and powerful, providing you a unique answer to every situation. A Machinist will eventually specialize as an Engineer, Spellslinger, Puppeteer, Apothecary, or Aviator.

Class Attributes

- **Hit Points per Level:** $4 + \text{your Constitution modifier}$
- **Proficiency:** Technology. If you already have Technology proficiency, choose any one skill.
- **Class Item:** As part of your training to become a Machinist, you receive a toolkit.

Class Features

Level	Features	Gimmicks	Energy Slots
1st	Machination, Reverse Engineer	2	2/0/0/0/0
2nd	Analytical, Technology Expertise	2	3/0/0/0/0
3rd	Machination II	3	4/1/0/0/0
4th	Bionic Augment	3	4/2/0/0/0
5th	Machination III	3	4/3/1/0/0
6th	Living Battery	4	4/3/2/0/0
7th	Machination IV	4	4/3/3/1/0
8th	Overclock	4	4/3/3/2/0
9th	Machination V	5	4/3/3/3/1
10th	Masterpiece	5	4/3/3/3/2

Machination. You have expertise in using machines and techniques related to machines to serve your purposes. These techniques are called machina. In order to perform machina, you spend your energy to employ a reserve of materials and mechanical parts you keep with you at all times.

- **Gimmicks.** You have memorized certain basic machina that require effectively no energy or resources to execute, allowing you to use them as many times as you like without any sort of drawback. You know two gimmicks of your choice from the machina list, and you learn more as you gain Machinist levels according to the Machinist table.

- **Casting Machina.** The Machinist table shows how many energy slots you have to use machina of 1st tier or higher. To cast one of these machina, you must expend an energy slot of the machina's tier or higher. You regain all expended spell slots when you finish a long rest. When you finish a short rest, you can choose expended energy slots to recover. The energy slots can have a combined tier that is less than or equal to half your Machinist level, rounded up. For example, if you're a 3rd-level Machinist, you can recover up to two tiers' worth of energy slots. You can recover either a 2nd-tier energy slot or two 1st-tier energy slots.
- **Machina Known.** At 1st level, you know three 1st-tier machina of your choice from the machina list, and you learn two additional machina each time you gain a Machinist level. A machina you learn must be of a tier for which you have energy slots. When you reach 5th level, for example, you learn two new machina, which can each be 1st, 2nd, or 3rd tier, independent of the other. Additionally, when you gain a level in this class, you can choose one of the machina you know and replace it with another machina from the machina list, which also must be of a tier for which you have energy slots.
- **Machination Ability.** Intelligence is your machination ability for your machina, so you use your Intelligence whenever a machina refers to your machination ability. Your Machina Attack Modifier is your proficiency bonus + your Intelligence modifier. Your Machina DC is 8 + your proficiency bonus + your Intelligence modifier.

Reverse Engineer. When you thoroughly study a device, you can learn how to make it yourself. If the device was made with a machina that is a higher tier than you can use, you are unable to learn how it was made. Learning how to make a certain device might also teach you how to use a related machina of 1st tier or higher that you didn't already know, at your GM's discretion.

This process takes a number of short rests equal to twice the tier of the machina used to make this device and costs a number of cores equal to the tier of the machina used to make this device times twenty. If it was made without the use of a machina, your GM decides the amount of time and money necessary. The cost represents materials you expend as you dismantle and reconstruct parts of the device, make small-scale models and prototypes, and the like. You do not need to devote all of your time to this process; it will be assumed that you work on it in your spare time. If you complete a long rest during this process, you accomplish the same amount of work as two short rests. You can only spend any given rest studying a single device, even if you have multiple schematics available to study.

Once you have spent this time and money, you have made the fully-functioning device and you can make it again during any long rest by spending half the number of cores you had spent the first time. If this process teaches you a machina, you can cast that machina just like any of your other machina. You can't memorize more than ten additional machina from this feature – once you have learned ten, you must forget one each time you gain a new machina through this feature.

Analytical. Your sharp wit helps you stay focused and leads you to optimize the tasks that you practice the most. You add your Intelligence to Constitution checks you make to maintain concentration. You also add half your Intelligence modifier (rounded up) to any skill check you make with proficiency, even if that check already adds your Intelligence modifier.

Technology Expertise. By 2nd level, you have developed an encyclopedic knowledge of physics, chemistry, programming, and all things mechanical. Your proficiency bonus is doubled for any Technology check you make.

Bionic Augment. When you reach 4th level, you complete your work on special equipment designed to permanently improve your capabilities. You receive two benefits you choose from the following list. You can't choose the same augment twice.

- **Analytic Shield.** You integrate a scanning device somewhere on your body that can maintain a semipermeable shield around your body. Over the course of a short or long rest, you can scan your surroundings out to a 10-mile radius to detect the kinds of elements present. When you do this, the GM determines which elements your scanner detects and lists three elements. The GM will choose the elements most prominent in your surroundings, which is usually determined by the environment, but your scan might reveal elemental signatures from especially powerful beings or objects. After hearing this, you can choose to gain resistance to any two damage types other than Neutral, Astral, or Void until you complete a short or long rest. You can make this choice independent of any element the GM lists.
- **Custom Synapses.** You rewire your brain to enhance and hone your physical and mental capabilities. Choose any two skills that you don't already have expertise with. You gain proficiency in the skills you choose. If you were already proficient in a chosen skill, or if you choose the same skill twice, you gain expertise in that skill instead.
- **Full Metal Arm.** You reinforce or replace one or both your arms with intricately-designed metal parts, increasing your offensive and defensive capabilities. Your AC increases by 1, you gain the Natural Weapons feature, and you can increase your reach by 5 feet whenever you choose. This extra reach allows you to make melee attacks, grapple, shove, steal, use objects, and deliver effects with a range of "touch" 5 feet further away than you otherwise would be able.
- **Hyper Optics.** You implant a lens that helps you see past any kind of visual impairment, either covering or replacing one of your eyes. You gain darksight out to a range of 300 feet. Furthermore, you can see in lightly obscured conditions as if nothing impeded your vision, and in heavily obscured conditions as if they were only lightly obscured. You also gain proficiency and expertise in Observation.
- **Immune System.** You integrate a network of machines that act as auxiliary support for your organs. You add your Machinist level to your maximum hit points, you add your Intelligence modifier to your Resilience saves, and you are immune to the poisoned and sick conditions.
- **Living Multitool.** You integrate a set of gadgets into your body that you can use hands-free at all times. These gadgets can serve the purpose of any normal toolkit, lockpick, or medicine pouch. You no longer have to fulfill the tool components of any machina you cast. Furthermore, immediately before you regain any energy slots on a short rest, you regain your two lowest-tier spent energy slots.
- **Lock-On Mechanism.** You outfit an eye with an advanced device that can track a moving target with laser precision.
- **Steel Stride.** You replace or reinforce one or both of your legs with mechanical valves, allowing you to run and jump with incredible power. Your walking speed increases by 15 feet. If you take the Dash action, you can move through difficult terrain without using any extra movement until the end of your turn. Furthermore, you don't have to spend any movement to stand up from being prone, and you don't take any falling damage unless you fall more than 90 feet. Lastly, your long jump distance becomes 30 feet, and your high jump distance becomes 15 feet, with or without a running start.

Living Battery. When you reach 6th level, you can draw on the reserves of electric energy coursing through your augments to perform certain actions. You have a number of charge dice equal to half your Machinist level, which are d12s. You can use them for all of the following:

- **Electrify.** After you roll to make a weapon or machina attack, but before you know whether it hits or misses, you can roll one of your charge dice as part of the attack. If you do so, you add the number rolled to both the attack and damage of your attack. The extra damage is Electric damage. The d12 is one of the attack's damage dice, so you roll it again if you score a critical hit. The charge die is spent even if the attack misses.
- **Recover.** As a bonus action on your turn, you can roll one of your charge dice and restore your own HP equal to the number rolled + your Machinist level.
- **Discharge.** As a reaction when you take damage, you can roll one of your charge dice. When you do so, you can force every unit within 10 feet of you to roll a Reflex saving throw against your Machina DC. On a success, a unit takes Electric damage equal to the number you rolled + your Machinist level. On a failure, a unit takes twice as much Electric damage
- **Energize.** As an action on your turn, you can roll one of your charge dice to regain an energy slot. On a roll of 3 or lower, you can regain an energy slot of 1st tier. On a roll of 4 or higher, you can regain an energy slot of 2nd tier or lower. On a roll of 8 or higher, you can regain an energy slot of third tier or lower. On a roll of 12, you can regain an energy slot of fourth tier or lower.

Once a charge die is rolled, it is lost. You can regain a single lost charge die by spending 10 minutes hooked into a constant external source of electricity. You regain all lost charge dice when you complete a long rest.

Overclock. Starting at 8th level, you can send a surge of energy pulsing through your bionic augments to move and think with extraordinary speed. As a special action at the start of your turn, you can send your mind and body into a frenzy. Until the frenzy ends, all of your speeds double, your AC increases by 3, you add a +3 bonus to all saving throws, and you gain an additional action on each of your turns which you can only use to cast a machina with a casting time of action or bonus action. You must have an available unused energy slot to cast a machina this way, but it doesn't spend your energy slot to cast it.

You must continually spend your energy to maintain the frenzy's power. At the end of each of your turns, you lose 10 hit points, and if you didn't spend any charge dice since the end of your last turn, you automatically lose one charge die. If you don't have any charge dice to lose or if you run out of hit points, you shut down: the frenzied state ends, and you lose hit points equal to 5 times your Machinist level. After you take this damage, you are paralyzed for 10 minutes as your bionic augments take time to reboot. This paralysis can't end early by any means, but you can speak while paralyzed this way.

Masterpiece. At 10th level, you have completed a true mechanical marvel of your very own design. Choose one of the following options:

- **Augment Expansion.** A set of cybernetic enhancements you make to your own body. You gain two additional augments from the Bionic Augment feature, and your maximum number of charge dice increases by two. Unlike the other masterpiece options, this masterpiece is integrated into you; it isn't an object that can be taken or destroyed without serious, permanent harm to you.
- **Extension Gear.** A piece of equipment, such as a helmet, a coat, or a glove with a machina integrated into it. Choose one machina you know from the following list: Crusher,

Metacarpal Menagerie, or Rotary Augment. As a free action while you wear the gear, you can cast the machina on yourself at 5th tier without expending an energy slot. When you cast the machina this way, it lasts until you choose to end it or until the gear is removed. Otherwise, the machina doesn't end, even if some other effect would usually end it.

- **Machinator.** A device that can cast certain machina repeatedly. Choose up to 3 machina you know of 1st or 2nd tier. While you have this object, you can cast each of these machina at 2nd tier as often as you like without expending an energy slot. You can't select any machina that restores hit points to a unit or that allows you to cast another machina through it.
- **Omega Weapon.** A one-handed melee weapon with the Reach and Finesse properties. You choose the weapon's category when you create it. Like other weapons, it deals Neutral damage, but its damage die is 2d8. If you create a version of the weapon that lacks the Reach or Finesse property, its damage die is still 2d8. You can also throw the weapon up to 60 feet away from you to make ranged attacks with it. After you complete the attack, the weapon instantly warps back into your hand unless you choose to leave it there. Once per turn, when you make a successful attack with the weapon, you can choose to warp to an unoccupied space within 5 feet of the target.
- **Super Armor.** A set of armor which you wear as a substitute for light or heavy armor. This armor offers equal protection to heavy armor, so your base AC is equal to $14 + \text{your proficiency bonus}$ while you wear it, but unlike heavy armor, this armor doesn't impose disadvantage on your Stealth checks, and you don't suffer any penalties based on your Strength score. While you wear the armor, you are immune to the stunned condition, you subtract 5 from all damage you take, and you gain a flying speed of 15 feet. If you already had a flying speed, it increases by 15 feet while you wear the armor.
- **Wayward Wagon.** An all-terrain vehicle with a "walking", swimming, and flying speed of 150 feet. The vehicle can easily withstand extreme pressure, temperature, and other environmental hazards. A unit inside the vehicle has full cover. The vehicle itself can be as large as Huge or as small as Tiny, and you can adjust its size as an action on your turn. The vehicle's weight increases and decreases along with its size, and the vehicle weighs only 1 pound when it is Tiny. The space inside the vehicle remains constant; it has an inner volume of 500 cubic feet, and it has eight seats, each of which can accommodate a unit Large or smaller in size.
- **Custom Masterpiece.** Come up with an idea for a machine or device similar in power to the other options on this list. It might have one or several functions, and it can be a kind of augment, an item you can carry, a vehicle, a stationary machine, or something else. Work with your GM when creating the item. Your GM must approve it, and your GM has the final say as to the exact function and use of your masterpiece.

Unless otherwise stated, your masterpiece is an object with an AC of 25, 100 hit points, and an immunity to damage from sources other than spells, machina, and intuitions. You choose the size of your masterpiece, but it must be Gargantuan or smaller. Over the course of a long rest, you can create another masterpiece identical to your first, but the materials cost 500 cores. Nobody else can use your masterpiece without extensive instruction from you.

Shadower

An assassin silently eliminates their mark amongst the hustle and bustle of a market, slipping by without a trace. A ninja takes cover in the shadows, stalking the thugs who razed his

town. A cloaked figure throws her hood back by the light of the moon, smirking as she clutches the gemstone she stole.

These adventurers are all Shadowers - those who embrace the dark to become silent, swift, and deadly. Gaining levels in the Shadower class will empower your opportunistic tendencies, using the powers of the unseen to sneak, steal, and infiltrate the defenses of those foolish enough to make an enemy of you. A Shadower will eventually specialize as a Dreadnaught, Lich, Puppeteer, Fallen, or Gambler.

Class Attributes

- **Hit Points per Level:** 3 + your Constitution modifier
- **Proficiency:** Stealth. If you already have Stealth proficiency, choose any one skill.
- **Class Item:** As part of your training to become a Shadower, you receive a lockpick.

Class Features

Level	Features	Cheap Shot	Kleptomancy Slots	Slot Tier
1st	Cheap Shot, Cunning Action	1d6	0	0
2nd	Shadow Meld, Stealth Expertise	1d6	0	0
3rd	Kleptomancy	2d6	1	1
4th	Assassinate	2d6	1	1
5th	Fleeting Shadow	3d6	1	2
6th	Kleptomancy II	3d6	2	2
7th	Twisted Prowess	4d6	2	3
8th	Shade Possession	4d6	2	3
9th	Kleptomancy III	5d6	3	4
10th	Engulfing Nightmare	5d6	3	4

Cheat Shot. You know how to exploit your targets' weaknesses when you strike. Once per turn, you can deal an extra 1d6 Dark damage to one unit you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Cheap Shot column of the Shadower Table.

Cunning Action. You move with almost supernatural agility. You can Dash, Disengage, or Hide as a bonus action. You can also attempt to steal an object as a bonus action.

Shadow Meld. Starting at 2nd level, you can turn your body into darkness and assimilate with the shadows. As a bonus action on your turn, you can turn yourself and all of the objects you are wearing or carrying into shadow and meld into the shadow cast by a unit or object you touch. The unit or object must not emit light and it must be Small or larger in size. If a unit or object moves while you are melded onto it, you move with it. If you were grappling or otherwise carrying a unit when you entered your meld, the unit is left behind as you vanish into the shadows alone.

When you meld this way, you lose your corporeal form; instead, you occupy a 1-square-foot region on the surface where the shadow is cast. While you are melded, you have darksight out to a radius of 120 feet, allowing you to see in darkness as if it were brightly lit. You can use your walking speed to slide yourself along the surfaces of units and objects, and you can pass from one unit or object to another so long as the two are touching. You can't slide into or across an illuminated surface; in general, most areas are dark enough even in a well-lit space, but the GM can determine that a region is too brightly illuminated for you to slide across. As you move, you can slip through openings as narrow as one hundredth of an inch. Difficult terrain doesn't impede your movement, and gravity doesn't pull you downwards. The only actions available to you in this state are the Dash and Search actions.

You can partially exit the meld to make parts of your body corporeal, using them normally, without ending the meld. You can speak, cast a spell, machina, or intuition, or take any standard action, but you can only use half of your body (the top half, bottom half, right half, or left half) to accomplish the task. Afterwards, you automatically meld back into shadow at the end of your turn. If you aren't able to do so, the meld ends. If you make an attack or force a unit to make a saving throw, your meld ends.

In this form, you move silently and cause almost no visual disturbance, so a unit won't detect you unless it has some special feature that would allow it to notice you. A unit that has no special senses can only detect you if it uses its action to Search for you and it succeeds on a Wisdom (Observation) check with a DC equal to $10 + \text{twice your proficiency bonus}$.

If a unit or object takes damage at the point on its surface you are melded into, you also take the damage. If you take damage while you are melded, or if something illuminates the region you occupy, your meld immediately ends. Otherwise, you remain melded for up to 10 minutes or until you exit as a free action. When you exit the shadow, you exit from the region you were occupying when you left the shadow.

Once you use this feature a number of times equal to $2 + \text{half your Shadower level}$, you must complete a short rest before you can use it again.

Stealth Expertise. By 2nd level, you master the art of being undetected. Your proficiency bonus is doubled for any Stealth check you make.

Kleptomancy. At 3rd level, you begin to use the magical technique key for your shadow melding to interact more directly with the arcane.

- **Spell Thief.** You can peer into the minds of spellcasters and steal what they know. As a bonus action on your turn, or as part of an action you use to Search, you can learn which of the other units you see know spells, if any. This applies to monster magic, to spells cast through a Mage's Spellcasting feature, and to spells cast through another Shadower's Kleptomancy feature. You can also choose one of those units: the GM lists all of the spells that unit knows. Afterwards, you can choose one spell from that list and learn its exact effects, which the GM provides.
- **Learning Spells.** When you learn the effect of a spell, if the spell's minimum tier is low enough for you to cast with your Kleptomancy slots, you can memorize the spell, instantly learning how to cast a version of it with your own dark magic. At 3rd level, you can only

remember one spell at a time this way. At 6th level, you can keep up to two spells at once, and at 9th level, you can keep up to three. If you already know the maximum number of spells you are able to keep this way, you must forget one of the spells you know when you choose to learn a new one.

- **Casting Spells.** To cast one of the spells you learn through kleptomancy, you must expend a kleptomancy slot. At 3rd level, your slots are 1st-tier, meaning you cast a spell as if you were a Mage expending a 1st-tier spell slot. Your slots become 2nd-tier at 5th level, 3rd-tier at 7th level, and 4th-tier at 9th. For example, when you are a 7th level Shadower, you have two 3rd-tier kleptomancy slots. To cast a 1st-tier spell you know, you must spend one of those slots, but you cast it as a 3rd-tier spell. When you cast a spell with this feature, its element is Dark instead of its original element, and any damage it deals is Dark damage. You regain all expended kleptomancy slots when you finish a short or long rest.
- **Kleptomancy Ability.** Your kleptomancy ability is either Intelligence, Wisdom, or Charisma, whichever is highest. You use this ability score and modifier whenever a spell refers to your Intelligence score or modifier. Your Kleptomancy Attack Modifier is your proficiency bonus + your chosen modifier. Your Kleptomancy DC is $8 + \text{your proficiency bonus} + \text{your chosen modifier}$.

Assassinate. Starting at 4th level, you master the art of getting the jump on your foes. You have advantage on attack rolls against a unit that hasn't yet taken a turn in the encounter. Furthermore, you automatically score a critical hit when you attack a unit that is surprised or a unit that has not yet seen you in that encounter.

Fleeting Shadow. When you reach 5th level, you have learned how to slip into the shadows for an instant to dodge attacks. When a unit you can see hits you with an attack, you can use your reaction to roll 1d4; on a 4, the attack misses instead. After the attack hits or misses, you can move up to 15 feet. This movement ignores difficult terrain and doesn't provoke opportunity attacks.

Twisted Prowess. Starting at 7th level, you can use your guile and focus to make the most of your best opportunities. When you have advantage, you take the highest of three d20s, rather than only two. Furthermore, once per long rest, when you have advantage, you can add the results of the two lower dice as a bonus to the check, attack roll, or saving throw to the highest die.

Shade Possession. At 8th level, as a bonus action when you occupy a unit's shadow with your Shadow Meld feature, you can attempt to seize control of its body. When you do so, the unit must succeed on a Resolve saving throw against your Kleptomancy DC or be possessed by you. Whether or not the unit succeeds on the save, it feels that you tried to possess it.

On each of your turns while you possess this unit, you can take actions, bonus actions, and reactions as usual, but you use the possessed unit's body instead of your own. You use its Strength, Dexterity, Constitution, and speed, but your own Intelligence, Wisdom, Charisma, and proficiency bonus whenever they apply. The possessed unit can speak for itself, but its voice will sound strained. As a free action, you can force the possessed unit to say anything you like, speaking fluently in its own voice.

The possessed unit is always stunned, but it can still move half its speed on each of its turns. It repeats the saving throw against possession at the end of each of its turns. The possession ends when the unit succeeds on the save, takes Light damage, falls to 0 hit points, or its shadow is illuminated. You can also exit its shadow willingly on your turn by ending the meld. When the possession ends, you are expelled from the unit's shadow into the nearest unoccupied space. If the space is not in shadow, your shadow meld ends.

Engulfing Nightmare. At 10th level, you gain incredible mastery of your movement through the shadows. Each time you enter a shadow meld, you can force any number of units within 10 feet of you to make a Resolve saving throw. On a failed save, a unit is absorbed into the same shadow that you meld into, but it can't move through the shadow at all, even if it has the Shadow Meld feature. The unit becomes incapacitated until the start of your next turn, at which point the unit is forced out of the shadow to the same space it occupied when it failed the save. As it is ejected from the shadow, it takes 2d10 Dark damage and falls prone.

Furthermore, when you exit your shadow meld, you can choose to appear at any unoccupied space you can see, rather than from the region you were occupying. You can't choose a space that is brightly illuminated.

Wanderer

A druid rests her palm on a tree, sensing the woes of the forest and its creatures. A hunter rides his ATV through the outback, tracking their quarry as he closes in for the kill. A down-on-their-luck rapper listens to the heart of the city, trying to find the perfect sound.

These adventurers are all Wanderers - those who use worldly experience to enhance their connection to the natural. Leveling up the Wanderer class will cement you as the supportive backbone of a team, using your knowledge and metaphysical energy to create an advantage when the going gets tough. A Wanderer will eventually specialize as a Paladin, Mystic, Apothecary, Fallen, or Bard.

Class Attributes

- **Hit Points per Level:** 4 + your Constitution modifier
- **Proficiency:** Survival. If you already have Survival proficiency, choose any one skill.
- **Class Item:** As part of your training to become a Wanderer, you get a medicine pouch.

Class Features

Level	Features	Guidance	Intuition Slots
1st	Guidance, Healing Hands	d8	0/0/0
2nd	Favored Family, Survival Expertise	d8	0/0/0
3rd	Intuition	d8	2/0/0
4th	Sage's Secrets	d10	3/0/0
5th	Warding Aura	d10	4/0/0
6th	Intuition II	d10	4/1/0
7th	Geomancy	d12	4/2/0
8th	Wicked Aura	d12	4/3/0
9th	Intuition III	d12	4/3/1
10th	Familial Form	d12	4/3/2

Guidance. You can use your knowledge and sway over your surroundings to direct yourself and your allies and to misdirect your enemies. You have a number of Guidance dice equal to your Wisdom modifier, with a minimum of one, which you can use for all of the following:

- **Aid.** As a bonus action on your turn, you can spend a Guidance die and choose one unit you can see within 60 feet of you. Once within the next 10 minutes, when that unit makes an ability check, attack roll, or saving throw, it can choose to roll your Guidance die and add the result to the d20 roll. The unit can wait until after it rolls the d20 before deciding to use

the Guidance die, but it must decide before the GM says whether the roll succeeds or fails. If it does not use the die before 10 minutes have passed, you regain the lost Guidance die.

- **Hinder.** When a unit that you can see within 60 feet of you succeeds on an ability check, attack roll, or saving throw, you can use your reaction to roll a Guidance die, subtracting the number rolled from the unit's roll and potentially turning a success into a failure. If multiple units hinder the same roll, subtract only the highest number. For example, if you use this feature to reduce an attack roll and your Guidance die rolls a 5, and another Wanderer does the same but rolls an 8, the attack roll suffers a -8 penalty, not a -5 or a -13.
- **Empower.** Once per turn, after you make an attack roll, you can roll one of your Guidance dice, adding the number rolled to the attack roll and potentially turning a failure into a success. You can wait until after you roll the d20 before deciding to use the die, but you must decide before the GM says whether the attack succeeds or fails. If the attack hits, it deals additional Light damage equal to three times your Wanderer level.

Once a Guidance die is rolled or spent, it is lost. By default, you have a maximum of two Guidance dice. If your Wisdom modifier is positive, your maximum increases by half your Wisdom modifier, rounded up. To start, each of your Guidance dice are d8s. When you reach 4th level in this class, your Guidance dice become d10s, and at 7th level, they become d12s. You regain your spent dice when you finish a short or long rest.

Healing Hands. With a mixture of minor magic and mundane medicines, you can tend to injuries in an instant. To determine the number of healing points you have, multiply your Wisdom score by your Wanderer level. As an action, you can touch a unit and spend a number of healing points up to the full amount you possess to restore that number of hit points to the unit.

Furthermore, as part of the same action you use to heal a unit with Healing Hands, you can also give that unit one of your Guidance dice as per the Guidance feature's Aid option without taking a bonus action.

Favored Family. Starting at 2nd level, you have formed a kindred connection to a certain family of units, giving you special familiarity and ability when interacting with them. Choose one of the following families: Aquatic, Beast, Fiend, Machine, Material, Mineral, Mythic, Plant, or Spirit.

You have advantage on all Arcana, Culture, Ecology, Observation, Survival, and Technology checks regarding your favored family. You also have advantage on all contests made against units of your favored family, as well as all Deception, Finesse, Insight, Intimidation, Persuasion, and Stealth checks made against units of your chosen family.

You have a keen understanding of how your chosen family fights, and you can even turn their strengths against them. Any attack roll you make against a unit of your chosen family has advantage. Furthermore, when you deal damage to a unit of your chosen family, you treat its resistances to damage types other than Neutral as weaknesses.

Survival Expertise. By 2nd level, your awareness of your environment is extraordinary. Your proficiency bonus is doubled for any Survival check you make.

Intuition. Starting at 3rd level, you have used your wealth of knowledge and attunement to the world around you to channel the powers of living things into a variety of effects.

- **Preparing and Using Intuitions.** The Wanderer table shows how many intuition slots you have to use intuitions. To use one of these intuitions, you must expend one intuition slot of the intuition's tier or higher. You prepare the list of intuitions that are available for you to use. To do so, choose a number of intuitions equal to your Wanderer level. The intuitions

must be of a tier for which you have intuition slots. For example, if you're a 7th-level Wanderer, you have four 1st-tier and two 2nd-tier intuition slots. You can prepare a list of up to seven intuitions of 1st- or 2nd-tier in any combination. If you prepare a 1st-tier intuition, you can cast it using a 1st-tier or a 2nd-tier slot. Using an intuition doesn't remove it from your list of prepared intuitions. You regain all expended intuition slots when you finish a long rest, and you can change your list of prepared intuitions on a short or long rest by meditating closely on the new intuitions.

- **Intuition Ability.** Wisdom is your intuition ability, so you use your Wisdom whenever an intuition refers to your intuition ability. Your Intuition Attack Modifier is your proficiency bonus + your Wisdom modifier. Your Intuition DC is $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$.

Sage's Secrets. When you reach 4th level, you thoroughly understand the force behind your Intuitions, granting you additional abilities. You receive two benefits you choose from the following list. You can't choose the same benefit twice.

- **Familiar.** You form a mystic connection to a creature from a neighboring dimension. This unit is called a familiar, and it serves you as a loyal companion. Work with your GM to determine your familiar's appearance, personality, and the like.

Your familiar's family is your favored family. It has 1 hit point, its AC is 20, it always succeeds on saving throws, and it is immune to all damage except Neutral and Void. Its size is Tiny. It has a walking, burrowing, climbing, floating, and swimming speed of 30 feet. All of its ability scores are 15. Your familiar is proficient in Observation, Stealth, and Survival, and its proficiency bonus is equal to yours. Its level is equal to your Wanderer level. A familiar doesn't receive any benefit from using tools to complete checks.

While your familiar is within 1 mile of you, you can communicate with it telepathically, allowing you to communicate with your familiar with total fluency. Otherwise, your familiar can't speak any language past simple gestures and sounds.

Your familiar can't die. When your familiar is reduced to 0 hit points, it disappears to its home dimension. Even if it does not fall to 0 hit points, you can order it to disappear whenever you choose. It reappears with all its hit points restored whenever you spend ten minutes to summon it again. Even if you don't summon it, your familiar reappears on its own after an hour unless you order it to wait longer.

Your familiar acts independently of you, but it always obeys your commands. In combat, it does not roll initiative and instead acts on your turn. Your familiar can't attack, but it can use its action to grapple, shove, or steal. Your familiar can grapple a unit up to two sizes larger than it, but it can't move itself or the grappled unit while it is grappling. Likewise, your familiar can shove a unit up to two sizes larger, but it can only move a unit 5 feet rather than the usual 10. It can still knock a unit prone as usual. If your familiar takes the Help action, it can't provide advantage to an ally, but it can still force disadvantage on an enemy. Your familiar can move and take other actions as usual.

- **Family Casting.** When you cast an intuition, you can tinge the technique with the essence of your favored family. After you cast the intuition, you cause a special effect on one unit you can see within 60 feet of you, even if it wasn't targeted or affected by the intuition itself. The special effect depends on your favored family, according to the list below:

Aquatic: You shove the unit up to 20 feet in a straight line in a direction you choose.

Beast: On the target's next turn, its speeds double, and its first successful attack deals $2d12$ additional Neutral damage.

Fiend: The target takes $2d12$ Dark damage.

Machine: The target gains an additional action on its next turn that it can only use to take the Defend, Disengage, Search, Treat, or Use an Object action.

Material: The target becomes invisible until the next time it tries to make an attack or cast a spell, machina, or intuition. If the target doesn't do any of these things, it stops being invisible at the start of your next turn.

Mineral: The target adds 5 to its AC and to any saving throw it rolls until the start of your next turn.

Mythic: The target becomes immune to Fire, Water, Air, Earth, Nature, and Electric damage until the start of your next turn.

Plant: The target heals 2d12 hit points.

Spirit: The target gains a warping speed of 15 feet until the start of your next turn.

- **Intuitive.** You can harness additional mystical energy whenever you take a moment to meditate. When you complete a short rest, you regain a single spent 1st- or 2nd-tier intuition slot.
- **Scry.** You attune to your environment so keenly and sensitively that you perceive the outside world as if it were part of the self. You have blindsight out to a range of 15 feet. When you take the Search action, you can also project your senses to any point within 30 feet of you, seeing, hearing, and smelling as if you stood in that spot in addition to where you're already standing.
- **Shapeshifter.** You can effortlessly assume the simplest forms of units in your favored family. Whenever you cast Shapeshift, you can cast it using a bonus action instead. Furthermore, you can cast Shapeshift as a 2nd-tier intuition as often as you like without spending an intuition slot, even if you don't have the intuition prepared. When you cast Shapeshift without spending a slot, you can only target yourself, and you must assume a form of 3rd level or lower. This form is also less powerful than usual: it has only 1 maximum hit point, and it starts with all its resources completely expended.

Warding Aura. Starting at 5th level, your inert power always serves to deliver you and your allies from harm. While you are conscious, every friendly unit within 15 feet of you, including yourself, gains a bonus to all saving throws equal to your Wisdom modifier, with a minimum of +1.

Geomancy. Starting at 7th level, whenever you deal damage, you can choose to imbue it with the mystical energy coursing through your environment. If you do so, all of the damage you deal becomes Light damage. When you see a unit deal damage, you can use your reaction to convert all of its damage to Light in the same way, but only if the unit is willing.

Alternatively, you can allow the power of your environment to change the damage from Light to another element. The GM determines what that element is. For example, in a marsh, the GM might decide that Water or Nature is most fitting, whereas in a city, the GM might decide on Metal or Dark. The GM can determine that the main environmental element is Light, in which case your damage element won't change. The GM might also offer two or three elements and let you decide which to use. You know what damage type the GM decides on before you choose whether to deal Light damage or allow the element to change.

Wicked Aura. Starting at 8th level, you can use a bonus action to invert the effect of your Warding Aura, wreaking misfortune on your foes. While your aura is inverted, you no longer provide a bonus to your allies; instead, every hostile unit within 15 feet of you suffers a penalty to all saving throws equal to your Wisdom modifier, with a minimum of -1. You can revert your Warding Aura to its usual effect using a bonus action.

Familial Form. At tenth level, you can use your bonus action to assume a monstrous form. The form you assume is based on your favored family, and your family changes to that family if it wasn't already. You choose your appearance in your familial form; it may differ each time you assume a new form, but it always somewhat resembles your normal form. You also choose your size in the form, which can be up to one size smaller or larger than your usual size.

Your form has the following effects, regardless of your favored family:

- Your Strength and Dexterity scores each increase by 4.
- You add your Wisdom modifier to checks made to maintain concentration.
- All the equipment you are wearing merges into your form. You can also choose to merge any number of objects you are carrying into your form.
- You can't benefit from armor or a shield, but your base unarmored AC becomes 25. You don't add your Dexterity modifier to your AC in this form.

You also gain a specific benefit based on your favored family, as shown on the list below.

- **Aquatic:** You gain a swimming speed of 60 feet and floating speed of 30 feet. You can breathe water and air. You gain control of a mystical current that flows through your Warding Aura. Each time a unit passes through a space in your Warding Aura, you can force that unit to treat that space as difficult terrain. Alternatively, you can allow the unit to pass through without spending any movement at all.
- **Beast:** Your walking speed increases by 30 feet, and you gain a climbing speed of 30 feet. When a unit passes through a space in your Warding Aura, you can use your reaction to unleash feral rage. Choose any number of units within 30 feet of you: you and each of those units can move up to 10 feet and make a single weapon attack against the unit that triggered your reaction. This attack doesn't use the attacker's reaction.
- **Fiend:** Once per turn, as a special action, you can warp up to 60 feet, but only to space adjacent to a unit that is hostile to you. At the start of each of your turns, every unit you choose within your Warding Aura becomes fixated on a single unit you can see until the start of your next turn. You can't fixate a unit on itself this way.
- **Machine:** Each time you take damage, you can choose to let loose a blast of energy. If you do, every unit within your Warding Aura takes 10 Electric or Metal damage. This doesn't take your reaction. Furthermore, ranged attacks against you have disadvantage.
- **Material:** As a special action on each of your turns, you create a decoy adjacent to you. You choose the decoy's appearance. If you already had a decoy, the old one is destroyed. The decoy is an object of your size with 25 HP and 25 AC, and your Warding Aura effect also applies to the area within 15 feet of your decoy. Every unit you choose within your Warding Aura is fixated on that decoy until it is destroyed. As a free action each time any unit targets you or the decoy for a check, attack, or technique, you can swap places with the decoy, changing the target of that effect. Even if the effect would target you and the decoy together, you can still swap with your decoy.
- **Mineral:** At the end of each of your turns, you can choose to become petrified until the start of your next turn. When you are petrified this way, you aren't incapacitated, and you remain aware of your surroundings, so you can still take reactions. If you take a reaction while petrified this way, the condition ends. You can also end the condition as a free action. As long as you are petrified, every unit within your Warding Aura has its speeds reduced to 0.
- **Mythic:** Once per turn, as a special action, you can warp up to 30 feet, but only to space adjacent to a willing unit. Each time a unit in your Warding Aura takes Fire, Water, Air, Earth, Nature, or Electric damage, you can choose to add 10 to the damage.

- **Plant:** You gain a burrowing speed of 30 feet. When a unit starts its turn within your Warding Aura, you can choose to make it sick until the start of its next turn.
- **Spirit:** You gain a floating speed of 30 feet. You can pass through units, objects, and difficult terrain without any sort of impediment to your movement. Each time you move, you can force every unit in your Warding Aura to move the same distance in the same direction. You can't force a unit upwards this way, and you can't force a unit through another unit or a solid object.

You revert back to your usual form after 10 minutes. You revert early if you fall unconscious or if you choose to revert as a free action on your turn. Once you use this feature, you can't use it again until you complete a long rest.

Hustler

A smooth-talking lawyer adjusts his tie as he pleads the jury to exonerate his client. A pirate queen commands her lackeys to board the neighboring vessel as she stands victoriously at the bow. A car salesperson slaps the roof of a minivan, confidently advertising his product's remarkable carrying capacity.

These adventurers are all Hustlers - those who employ style and a silver tongue to live their best lives. Gaining levels in the Hustler class will broaden your horizons as a quick learner and a people person, molding to match your situation and always exuding a flair of your own. A Hustler will eventually specialize as a Swashbuckler, Summoner, Aviator, Gambler, or Bard.

Class Attributes

- **Hit Points per Level:** 5 + your Constitution modifier
- **Proficiency:** Persuasion. If you already have Persuasion proficiency, choose any one skill.
- **Class Item:** Hustlers don't train in any particular way or follow a certain discipline. As part of the process you undergo to become a Hustler, you receive a weapon, a shield, a toolkit, a lockpick, or a medicine kit. If your other class offers you the same item you chose here, you can take another item from this list instead.

Class Features

Level	Features	Panache Points	Stylish Strike
1st	Stylish Strikes, Flourishes	2	+5
2nd	Social Butterfly, Persuasion Expertise	3	+5
3rd	Mimicry	4	+5
4th	Extra Flourishes	6	+10
5th	The Zone	7	+10
6th	Spotlight	8	+10
7th	Extra Flourishes	10	+15
8th	Skill Link	11	+15
9th	Audacity	12	+15
10th	Superior Zone	13	+15

Stylish Strikes. You know how to perform flashy attacks that exude your individuality. Before you make an attack, you can choose to take a -3 penalty to the attack roll. If the attack hits, you deal 5 additional damage of the same element as your affinity. The bonus damage increases to 10 at 4th level, and 15 at 7th level. After you make a successful stylish strike, you can't attempt another for the remainder of the turn.

Flourishes. You have mastered certain stylish techniques that you can use to get an edge over your enemies in a fight. You know three flourishes from the list at the end of the class description. You have a number of panache points based on your Hustler level as shown in the Panache Points column of the Hustler table, and you must spend one panache point every time you use a flourish. If you have no remaining panache points, you cannot use any flourishes. You can't perform the same flourish more than once in a round. You regain all spent panache points when you complete a short or long rest.

Some flourishes will call for units to make a saving throw. The DC for these saves is your Panache DC. Your Panache DC is $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$. No flourishes call for you to make attacks directly, but other Hustler features can. If a Hustler feature calls for you to make an attack that isn't a weapon attack, you use your Panache Attack Modifier, which is equal to your proficiency bonus + your Charisma modifier.

You gain two more flourishes when you reach 4th level in this class, and again when you reach 7th level, for a total of seven flourishes known. When you gain a level in this class, you can permanently replace any one of your flourishes with a different flourish.

Social Butterfly. Starting at 2nd level, your ability to understand and make yourself understood allows you to connect with anyone you meet. As long as a unit knows at least one language, you can communicate simple ideas back and forth with that unit, even if neither of you speak the same language. Your excellent communication skills also make you a master of teamwork, allowing you to take the Help action as a bonus action.

Persuasion Expertise. By 2nd level, your sheer appeal is undeniable. Your proficiency bonus is doubled for any Persuasion check you make.

Mimicry. Starting at 3rd level, you've learned how to borrow from other disciplines in order to mix up your own style. Choose one of the following benefits:

- You gain the Fighter's Favored Weapon feature, choosing one category of weapon to favor. When you reach 6th level as a Hustler, you also gain the Double Up benefit for the category you choose. If this option gives you a weapon benefit you already have from another feature, you don't gain that benefit twice.
- You gain one cantrip you don't know from the spell list. For this cantrip, your Mage level is considered to be one less than your Hustler level, and you use Charisma instead of Intelligence whenever it applies. If you choose a cantrip of the same element as your affinity, you can add your Charisma modifier to that cantrip's damage, just like a Mage can.
- You gain one gimmick you don't know from the machina list. For this gimmick, your Machinist level is considered to be one less than your Hustler level, and you use Charisma instead of Intelligence whenever it applies.
- You gain the Shadower's Cheap Shot feature, but it deals $1d6$ damage of your affinity's element instead of the usual Dark damage. If you already have the Cheap Shot feature, you deal this damage in addition to your usual amount of Dark damage. When you reach 6th level as a Hustler, the damage increases to $2d6$.
- You gain two Guidance dice, which are d8s. These can be used in all the ways that the Wanderer's Guidance feature describes. When you use these Guidance dice for the Empower option, the bonus damage is your affinity's element instead of the usual Light damage, and your Wanderer level is considered to be one less than your Hustler level. If you already have the Guidance feature, you have these dice in addition to your other Guidance

dice, but these dice are still d8s even if your other dice are larger. You lose any remaining dice when you complete a short rest. When you reach 6th level as a Hustler, you gain three Guidance dice instead of two, and these dice are d10s.

When you complete a short rest, you lose whichever benefit you chose, and you choose again. You can choose the same benefit as before or a new benefit.

The Zone. When you reach 5th level, you can use your overwhelming personality to bend your surroundings to suit you. As an action or bonus action on your turn, you can create a zone around you, brimming with the element of your affinity. The zone is a 30-foot-tall cylinder with a 15-foot radius centered on yourself. Within the zone, attacks that deal damage of your affinity's element have advantage, and attacks against units with this affinity have disadvantage. A unit other than you whose affinity does not match the zone's element treats the zone's area as difficult terrain.

If a unit begins to pass through the boundary of your zone, it must succeed on a Resilience saving throw against your Panache DC. On a failed save, the unit does not pass through, and it loses any remaining movement it had on that turn. Regardless of success or failure, the unit takes damage of the zone's element equal to your Hustler level + your Charisma modifier. A unit doesn't take damage or roll a saving throw when it makes an attack through the zone's boundary or when it teleports from one side to the other. You don't take damage when you exit your own zone.

Your zone lasts for 10 minutes or until you exit it. You can end your zone early as a free action on any of your turns. Once you have created a zone, you can't create another until you complete a short or long rest.

Spotlight. Starting at 6th level, as an action, you can start some kind of ruckus or performance to annoy or otherwise direct the attention of foes. Choose a willing unit within range. Every unit other than you or the target within 20 feet of the target who can see or hear you must succeed on a Resolve saving throw against your Panache DC. On a failed save, the unit becomes fixated on that target until the performance ends. Your performance ends when you are silenced or incapacitated, or when you voluntarily end it on your turn as a free action.

Skill Link. By 8th level, your practice in a host of other disciplines allows you to improvise and play off the moves you see. Immediately after a unit other than you takes an action, you can spend 2 panache points and use your reaction to take the same action. The action must be one of the standard actions listed in the "Actions in Combat" section or a spell, machina, or intuition with a casting time of "Action" or "Bonus Action". If the action calls for an ability score, proficiency bonus, or a similar value, you use your own relevant value instead of the original user's value. If the original user had some feature that alters the action (such as the Extra Attack feature's enhancement to the Attack action), you don't receive the feature, but your features still apply, even if the original user didn't have them. If the action includes a tool, weapon, or other such object, you don't gain the object necessary for the action; you must supply one of your own as a substitute.

If you cast a spell, machina, or intuition of 3rd tier or higher, you spend a number of panache points equal to the technique's slot tier instead of the usual 2 points. Casting a technique of 2nd tier or lower costs the usual 2 panache points. The technique originates from you, and you decide the target unit, object, or point within range. If the technique's range is "self", it affects you. If the technique requires concentration, you can maintain its effect so long as you concentrate on it, as usual. You use your Charisma score in place of Intelligence or Wisdom for this technique, you use Hustler level in place of any relevant class level, and you substitute your Panache Attack Modifier and your Panache DC for any other Attack Modifier or Technique DC.

Audacity. Starting at 9th level, you can call upon your reserves of style and grace to miraculously come out on top in the face of extreme danger. When you would take damage that reduces you to 0 hit points you can choose to spend five panache points to take no damage instead. If you have fewer than five panache points, you can spend all of them for the same effect, so long as you have at least one to spend. This feature doesn't use your reaction.

Superior Zone. At 10th level, you can create a zone as often as you like, and you choose its element each time you create one, but you can only have one zone active at a time. You can set the zone's radius as small as 5 feet or as large as 30 feet each time you create one, and it lasts up to an hour. At the start of each of your turns, every unit you choose within the zone takes damage of the zone's element equal to your Charisma modifier.

Flourishes

Advance. As a bonus action on your turn, you can give your allies the chance to get into a better position. Choose up to five units who can see or hear you. Each unit can move up to half its speed without provoking opportunity attacks. This doesn't use any unit's reaction.

Badger. When you hit a unit with an attack, you can harass it in order to drive it away. The target takes additional damage of your affinity's element equal to your Charisma modifier, and it must make a Resolve saving throw. On a failed save, you force the target to move up to its speed to a location of your choice, but you can't choose a location that would cause the unit to bring itself into direct harm, such as an open fire or a pool of acid.

Big Shot. Before you make an attack roll for a Stylish Strike, you can guarantee the attack's success. Make the attack roll as usual; the attack doesn't automatically fail on a 1, and it can still score a critical hit. The attack's additional damage from Stylish Strike is doubled, but you lose hit points equal to a quarter of the damage you deal with the attack.

Brace. As a single bonus action, you take the Defend and Disengage actions. You also gain temporary hit points equal to twice your Charisma modifier + twice your Hustler level. These hit points last for up to 10 minutes.

Broad Strokes. When you hit a unit with a melee weapon attack, you damage another unit with the same attack. Choose another unit within 5 feet of you or the original target. The second unit takes damage equal to the damage dealt by the original attack.

Challenge. As a bonus action, you taunt a unit who can see or hear you into attacking you. The target must make a Resolve saving throw. On a failed save, the unit takes damage of your affinity's element equal to your Hustler level + your Charisma modifier, and it becomes fixated on you until the end of your next turn. On a success, the unit takes half as much damage and isn't fixated.

Cheer. As a bonus action, you boost the morale of your allies. When you do so, choose up to five friendly units who can see or hear you. Those units gain temporary hit points equal to your Charisma modifier + your Hustler level. These hit points last for up to 10 minutes.

Debut. After you roll initiative, you add your Charisma modifier to your initiative roll, and you can take a single additional turn your first round. This additional turn comes 20 initiative counts before your first normal turn. On this turn, you can move, take a quick action, and take free actions as usual, but you can't take special actions, and you can only take one action or one bonus action.

Disarm. When you hit a unit with an attack, you attempt to disarm the target. The target takes additional damage of your affinity's element equal to your Charisma modifier, and it must make a Reflex saving throw. On a failed save, it drops a held or worn object you choose. The object falls to the ground. Regardless of whether the target fails the save, it has disadvantage on the next attack it makes before the start of your next turn.

Distract. As a bonus action, you distract a unit that can see or hear you, giving your allies an opening. Every unit other than you gains advantage on attacks against that unit until the start of your next turn.

Feint. As a bonus action, you can feint to force a unit who can see you to drop its guard. Your next attack against that unit has advantage, and you add your Charisma modifier to the attack roll.

Gut Check. You take the Search action as a bonus action. Afterwards, choose one unit you can see. The GM gives you a truthful idea of what that unit intends to do on its next turn. The unit isn't guaranteed to do what the GM describes, because the unit's intentions will change as its circumstances change. Until the start of your next turn, this information grants you advantage on saving throws against effects caused by the unit and imposes disadvantage on its attack rolls against you. Furthermore, as part of the same bonus action, you can Ready an action of your choice. You must use the readied action on the target unit's turn.

Lock 'n Load. Before you make a ranged weapon attack against a certain unit, you can choose to delay your attack against it, waiting for the perfect moment. This prevents you from making the attack immediately; instead, you can choose to make the attack after the target takes damage from a unit other than you or at the start of your next turn. This attack always has advantage, even if you would have disadvantage from another source, and it ignores partial cover. The attack still fails if the target is outside of your weapon's range, if it has total cover, or if you lose sight of it. On a hit, the attack deals additional damage of your affinity's element equal to twice your Charisma modifier.

Opening Act. As a bonus action, you can make way for an ally to attack. When you do so, choose a unit who can see or hear you. That unit can immediately move up to half its speed and take the Attack action. This doesn't use the unit's reaction. A unit that takes the Attack action this way doesn't benefit from the Extra Attack feature.

Riposte. As a reaction when a unit makes an attack against you, you add your Charisma modifier to your AC until the start of your next turn. If the attack misses, you can move up to your speed straight towards the unit and make a weapon attack as part of the same reaction. This movement doesn't provoke opportunity attacks. Add your Charisma modifier to the attack and damage rolls for this attack.

Shake it Off. When you take damage, you use your reaction to steel your nerves. Until the start of your next turn, each time you take damage less than or equal to your proficiency bonus + your total level, you take no damage instead. This may negate the damage that allowed you to use this flourish in the first place.

Showstopper. As an action, you can channel your charm into a unit who can see or hear you, leaving it starstruck and stupefied. The target must make a Resolve saving throw. On a failed save, the unit takes damage of your affinity's element equal to twice your Hustler level + twice your Charisma modifier, and it is stunned until the start of your next turn. On a successful save, the unit takes half as much damage and isn't stunned.

Terrify. When you hit a unit with an attack, you can attempt to scare it. The target must make a Resolve saving throw. On a failed save, the unit becomes frightened of you until the start of your next turn.

Trip. As a bonus action, you try to trick a unit that can see or hear you into falling over. The target must make a Reflex saving throw. On a failed save, the unit takes damage of your affinity's element equal to your Hustler level + your Charisma modifier, and it falls prone. On a successful save, the unit takes half as much damage and doesn't fall.

Tumble. You perform some gymnastic feat to travel unimpeded. As a single bonus action, you take the Dash and Disengage actions. Until the end of your turn, you can pass freely through another unit's space and through difficult terrain without suffering any negative effects or penalties to your movement. Furthermore, when you Dash this way, you gain a climbing speed equal to your walking speed, and you can jump up to three times higher than usual. If you were grappled, prone, or restrained, this flourish ends those conditions for you.

Wrangle. Immediately after you hit a unit with a melee attack on your turn, you can try to grapple or shove the target as part of the same action. Add your Hustler level and your Charisma modifier to your Strength (Athletics) checks for the resulting contests.

SPECIALIZATIONS

This section outlines the features for each of the fifteen specializations. A character's specialization combines the powers of their classes. If a character has at least one level in two different classes, and their overall level is 4 or higher, their maximum specialization rank is equal to a quarter of their overall level. Just like class levels, your GM decides when to award ranks, so your rank doesn't automatically increase as you gain levels. Unlike class levels, a character doesn't choose which specialization to gain ranks in. Instead, a character's specialization naturally arises from the pair of classes they choose, granting new features with each rank they gain.

Each of the possible class pairings, along with their corresponding specialization, are listed here for easy reference. The order of the classes does not change a character's specialization.

Spellblade

Class Combination

A Spellblade combines the powers of the **Fighter** and the **Mage** to infuse their weapons with elemental energy, always maintaining the upper hand.

Specialization Features

Rank	Features
1st	Essence Unleashed, Magical Mending
2nd	Arcane Aftermath
3rd	Dual Essence
4th	Battle Cast
5th	Overflowing Essence

Essence Unleashed. Your mastery over weapons and magic allow you to deliver flashes of elemental energy through your attacks.

- **Channel.** As a bonus action, or as a free action at the moment you action surge, you can channel an element of your choice into your body or into a weapon on your person. You must know at least one spell or cantrip of an element in order to channel that element, and the element can't be Void. The effect lasts for 10 minutes or until you choose to channel another element. While the effect lasts, each of your attacks with the chosen weapon (or each of your unarmed attacks if you channeled into your body) deals an additional 1d4 damage of the element you chose.
- **Unleash.** When you deal elemental damage with Channel, you can choose to deal 3d4 additional damage of the same element. Afterwards, you can't use Unleash again until you complete a short or long rest. When you deal this damage, you also cause the target of the attack to suffer an effect based on the element of the damage, as follows:

Element	Effect
Fire	Weapon attacks against the target are made at advantage until the start of your next turn.
Water	The target is slowed. The unit can attempt a Resolve save against your Spell DC at the end of each of its turns, ending the condition on a success.
Air	You shove the target up to 60 feet in a direction of your choice. A unit that is pushed into the air this way does not take falling damage when it hits the ground unless it falls at least 90 feet.
Earth	The target falls prone, and all of its speeds are reduced to 5 feet. The unit can attempt a Reflex save against your Spell DC at the end of each of its turns, ending the speed reduction on a success.
Nature	The target becomes sick. The unit can attempt a Resilience save against your Spell DC at the end of each of its turns, ending the condition on a success.
Electric	The target is incapacitated until the end of its next turn.
Metal	After the target takes damage from this attack, its maximum HP reduces to equal its current HP. The unit's HP remains reduced for the next hour. You can't reduce a unit's maximum HP below 1 this way.
Arcane	The target has disadvantage on all saving throws until the start of your next turn.
Light	The target is charmed by you for the next 10 minutes or until another unit uses its action to touch the target and make a successful Wisdom (Persuasion) check against your Spell DC to end the condition.
Dark	The target is frightened of you for the next 10 minutes or until another unit uses its action to touch the target and make a successful Wisdom (Persuasion) check against your Spell DC to end the condition.
Astral	The target gains a weakness to 1 element of your choice until the end of your next turn. If it would otherwise have resistance or immunity to the element, it loses that resistance or immunity while it has this weakness. If it already has a weakness to the element you chose, it ignores this effect.

Magical Mending. As a Spellblade, your combined mastery of elemental and martial arts allows you to rejuvenate your body as the energy of your spells courses through you. When you spend a spell slot to cast a spell, you regain hit points equal to five times the tier of slot consumed.

Arcane Aftermath. At 2nd rank, when you use your action to cast a spell of 1st tier or higher, you can channel the element of the spell you cast as part of the same action. Before the end of your turn, you can take the Attack action as a bonus action, regardless of whether you channeled the spell's element. When you take the Attack action this way, you don't benefit from the Extra Attack feature.

Dual Essence. At 3rd rank, when you use Essence Unleashed to channel elemental force into a weapon, you can channel an element a second time. The second channeled element can affect the

same weapon or a different one, and you choose the element for each channeling independently. If you begin to channel an element through the Arcane Aftermath feature, you can still channel twice, but both elements must match the spell you cast.

If you channel twice into the same weapon, the additional elemental damage does combine; for example, if you channel Dark and Light into a single hammer, each attack with the hammer deals an additional 1d4 Dark and 1d4 Light damage, and if you channel Metal twice into that hammer, each attack deals an additional 2d4 Metal damage.

Battle Cast. At 4th rank, when you take the Attack action on your turn, you can choose to cast a cantrip in place of one of your attacks.

Overflowing Essence. At 5th rank, you can use the Unleash option of Essence Unleashed up to twice before you complete a short or long rest. Furthermore, when you roll initiative and you're missing at least one use of the Unleash option, you regain one use of it.

Engineer

Class Combination

An Engineer combines the powers of the **Fighter** and the **Machinist** to develop an ultra-versatile superweapon fit for any combat scenario.

Specialization Features

Rank	Features
1st	Technosmith, Master Multitasker
2nd	Recombine
3rd	Optimize
4th	Security Protocol
5th	Perfect Weapon

Technosmith. When you become an Engineer, your technological prowess has led you to develop a new type of customizable weapon. When you complete a long rest, you can create a weapon with a special category: mechanical. When you create a new mechanical weapon, your previous mechanical weapon becomes useless scrap.

Mechanical weapons are distinct from other weapons on the grounds of their sheer complexity; these weapons will often have simple machines, motors, and even computerized parts built into them. On account of the weapon's meticulous design, only the designer can wield it effectively. If another unit tries to use your mechanical weapon without months of training from you, it treats the weapon as an improvised weapon, and it can't benefit from any of the special properties. For the purposes of the Favored Weapon, Double Up, and Triple Up features, your mechanical weapon belongs to all three of the weapon categories you chose for both ranged and melee attacks, even if those categories usually only apply to melee or ranged weapons.

Every mechanical weapon can make both melee and ranged attacks, so it has two different sets of properties: one set for its melee attacks, and one for its ranged attacks. When you create the weapon, you choose all of its melee and ranged properties and determine its damage die for each type of attack according to the typical rules. For example, your mechanical weapon might have the reach property as a melee weapon, and the launch and two-handed properties as a ranged weapon. In this case, when used for a melee attack, the weapon would require a single hand, its damage die would be 1d6, and its reach would be 10 feet; and when used for a ranged attack, the weapon would require both hands, its damage die would be 1d10, and its range would be [60/120]. If your weapon has the thrown property, you use its melee attributes when you throw it for a ranged attack.

Each time you create a mechanical weapon, you have a number of design points available equal to $1 + \text{your Machinist level}$, which you can spend to grant special properties to the weapon. You do not have to spend all of your points. The properties available for you to choose from are listed at the end of the specialization description.

Master Multitasker. You're adept at dividing your attention, allowing you to manage your machina even through the thick of a fight. You add your proficiency bonus to concentration checks, and you can perform machina that have a kinetic component even when you're grappled or restrained.

Recombine. At 2nd rank, you learn to quickly repair, replace, and re-tool your mechanical weapon. It no longer requires a long rest for you to make a new mechanical weapon; instead, you can create a new weapon in 10 minutes. The new mechanical weapon can have its own set of entirely new properties, just like a weapon you make on a long rest. Your old mechanical weapon is destroyed when you make a new one, as usual.

Optimize. At 3rd rank, immediately before you make an attack with your mechanical weapon, you can choose to deactivate any number of its special properties. You receive a bonus to that attack's hit bonus and damage roll equal to the total cost of the properties you lost. The weapon regains its lost properties when you cast a machina that has a casting time of an action or longer or when you complete a short or long rest.

Security Protocol. At 4th rank, when you deactivate at least one of your mechanical weapon's special properties for the purposes of Optimize, you also take half as much damage from weapon attacks until the start of your next turn.

Perfect Weapon. At 5th rank, you have achieved complete mastery over every possible fighting style, and you can completely reforge your weapon on a whim to suit your every move. As a bonus action on your turn, you can destroy your mechanical weapon and replace it with a new one. The new weapon regains any properties lost to the Optimize feature. You choose all of the new weapon's melee, ranged, and special properties at the moment you make it. Likewise, when you make this new weapon, you can permanently change which three weapon categories you chose for Favored Weapon, Double Up, and Triple Up as you shift your focus to a new fighting style. Your new weapon's form suits the three categories you chose. Once you use this feature, you can't use it again until you complete a short rest.

Weapon Properties

Cost	Name	Property
1	Lengthy	The weapon's melee attacks have 5 additional feet of reach.
1	Telescopic	The weapon's short and long range for ranged attacks doubles.
1	Voltaic	When you deal Neutral damage with the weapon, you can choose to deal the same amount of Electric damage instead.
1	Alloyed	When you deal Neutral damage with the weapon, you can choose to deal the same amount of Metal damage instead.
1	Photonic	When you deal Neutral damage with the weapon, you can choose to deal the same amount of Light damage instead.
1	Perilous	When you score a critical hit with the weapon, roll the damage dice one additional time and add it to the damage.

1	Destructive	Your attacks with the weapon deal twice as much damage to objects. If you use the weapon as part of an ability check made to destroy an object, you have advantage on the check.
1	Propelled	Once per turn, after you make an attack with the weapon, you can move up to 15 feet in any direction. This movement does not provoke opportunity attacks.
1	Turnabout	Once per turn, when you make a successful melee attack with the weapon against a unit the same size as you, you can trade places with the unit. When you do so, you take the Disengage action as part of the attack.
1	Versatile	When you make an attack with the weapon using a single hand and your other hand is free, you can choose to use two hands instead. If you do so, add +3 to the attack roll and increase the weapon's damage die two sizes.
1	Stabilized	As a bonus action when you have disadvantage on an attack you make with the weapon, you can ignore the disadvantage. Until the start of your next turn, your attacks with the weapon can't have advantage or disadvantage.
1	Tilling	When you take the Attack action on your turn, you can substitute an attack with this weapon to create a circular region of difficult terrain with a radius of up to 10 feet centered on a point on the ground within 15 feet of you. The terrain returns to normal after an hour.
1	Returning	As a bonus action while the weapon is within 150 feet of you, you can cause it to fly in a straight line towards you, falling such that it lands in your hands or stows itself somewhere on your person. Every unit within 5 feet of the line it travels takes Neutral damage equal to your level.
2	Extended	The weapon's melee attacks have 10 additional feet of reach.
2	Crushing	The weapon's attacks deal 1d8 additional Neutral damage to units of a smaller size category than you.
2	Toppling	The weapon's attacks deal 1d8 additional Neutral damage to units of a larger size category than you.
2	Menacing	Once per turn, you can deal an additional 1d10 Neutral damage to a unit you hit with the weapon if you have advantage on the attack roll.
2	Homing	You don't suffer disadvantage when you make an attack against an unseen target with the weapon. You still automatically miss the attack if you fail to aim in the target's direction.
2	Split	When you make a successful attack against a unit with the weapon, choose another unit within 5 feet of the target. That target takes Neutral damage equal to your Intelligence modifier.
2	Grasping	Instead of using a free hand, you can use the weapon itself to grapple a target. If you attempt to grapple with the weapon, add your Intelligence modifier to your Strength (Athletics) checks for the resulting contests. Furthermore, a unit you are grappling with the weapon takes Neutral damage equal to your Intelligence modifier at the start of each of its turns.

3	Armored	While you hold the weapon in at least one hand, your AC increases by 2.
3	Climbing	While you hold the weapon in at least one hand, you have a climbing speed of 30 feet.
3	Burrowing	While you hold the weapon in at least one hand, you have a burrowing speed of 20 feet.
3	Inciting	Once per turn, when you make a successful ranged attack with the weapon, you can choose one unit within 5 feet of the target other than you or the target. The unit you choose can use its reaction to make a weapon attack against the same target.
3	Silencing	Once per turn, when you make a successful attack with the weapon, you can render the target of the attack unable to speak or fulfill Vocal components of spells and intuitions until the end of its next turn.
4	Ironclad	While you hold the weapon in at least one hand, your AC increases by 3.
4	Risky	Up to twice per turn, if you make an attack with the weapon, you can choose to take a -5 penalty to the attack roll. If the attack hits, you deal 10 additional Neutral damage.
4	Bursting	When you take the Attack action on your turn, you can substitute an attack with this weapon to force every unit within 10 feet of you to make a Resilience saving throw against your Machina DC. A unit takes 3d6 Neutral damage on a failed save, or half as much on a success.
4	Reflective	When a unit within 30 feet of you hits you with a weapon or machina attack while you hold the weapon, you can use your reaction to reduce the attack's damage by an amount equal to your Intelligence modifier + your rank and deal the same amount of Neutral damage to the attacker.
5	Weakening	When you take the Attack action on your turn while you hold the weapon, you can substitute an attack to cause a unit within 15 of you to suffer disadvantage on the first saving throw it makes before the start of your next turn.
5	Blinding	As an action on your turn while you hold the weapon, you can force a unit within 15 feet of you to suffer the blinded condition until the end of its next turn.
5	Staggering	As an action on your turn while you hold the weapon, you can force a unit within 30 feet of you to make a Resolve saving throw against your Machina DC. On a failed save, the unit suffers the stunned condition until the end of its next turn.

Dreadnaught

Class Combination

A Dreadnaught combines the powers of the **Fighter** and the **Shadower** to overwhelm their foes with an army of darkness.

Specialization Features

Rank	Features
1st	Shadow Vassal, Menacing Presence
2nd	Thrall Recall
3rd	Lethal Legion
4th	Fatal Defense
5th	Endless Battalion

Shadow Vassal. By virtue of your indomitable power over the darkness, you can force shadows to bend to your will. As a bonus action on your turn, you can spend 5 of your hit points to create a thrall in an unoccupied space you can see within 15 feet of you.

You choose the appearance of your thrall each time you create one; it might be a perfect copy of yourself, it might take the form of an animal, like a bloodhound, or a monster of some sort, or it might even resemble one of your foes. The thrall is a shadowy silhouette that rises from the ground as an extension of your own shadow, obviously distinct from whatever it was made to resemble.

The thrall lasts until it falls to 0 hit points, until you dismiss it as a free action on your turn, until you summon another thrall, or until you fall to 0 hit points. If your thrall is ever more than 60 feet from you at the end of a turn, it is dismissed.

The thrall is a unit with no family and no weaknesses or resistances. It is the same size as you, and it occupies its space. The thrall's AC is equal to $15 + \text{your rank}$, it has 5 hit points, its speed is 30 feet, and it is immune to all conditions. It does not have ability scores; instead, when it makes an ability check or saving throw, it uses your modifier for the roll.

When the thrall makes an attack, it makes a melee weapon attack with a reach of 5 feet. Its attack modifier is equal to $\text{your rank} + \text{your proficiency bonus}$, and the attack deals Dark damage equal to $1d6 + \text{your rank}$. The thrall has the Cheap Shot feature, and its Cheap Shot deals an additional $1d6$ Dark damage.

Your thrall shares its turn with you. You can mentally command it to move up to its speed and take the Attack, Dash, Disengage, Help, Hide, Ready, or Use an Object actions. It can use its reaction on its own whenever it has the chance, but only if you permit it to do so. The thrall also has the Shadow Meld feature, which it can use as its bonus action as often as you choose on turns you issue a command. It remains melded until forced out or until you command it to stop. Because the thrall slips in and out of a shadowy state, other units can't make opportunity attacks against it. If you don't issue a command, the thrall takes the Defend action.

Menacing Presence. Your physique has blurred together with the shadowy force you use to create your thralls, providing you with superior stamina and an imposing aura. You gain proficiency and expertise in both Grit and Intimidation.

Thrall Recall. At 2nd rank, you can withdraw one of your summoned thralls as a bonus action on your turn, dismissing it. If there is at least one unit caught in the straight line between you and the thrall, you can force one of those units to take Dark damage equal to your level as you recall it. Afterwards, you regain a number of hit points equal to the withdrawn thrall's.

Lethal Legion. At 3rd rank, you can create up to two thralls instead of only one when you create a thrall, and you can maintain control of up to two thralls at once. Your thralls no longer disappear when you summon new ones; instead, when you summon a thrall that would exceed your limit, your oldest thrall disappears.

You must still spend 5 hit points separately for each thrall. They all share your initiative, and you command each one independently.

Fatal Defense. At 4th rank, when you use Fleeting Shadow while you have at least one thrall, you can choose to destroy any number of your thralls. If you took any damage from the attack, that damage is reduced by 5 for each thrall you destroyed. Furthermore, when one of your thralls is destroyed, you can have it violently explode into darkness. When you do so, a unit or object you choose within 15 feet of the thrall takes 2d8 Dark damage.

Endless Battalion. When you reach 5th rank, you can create up to three thralls at once, and you can maintain control of up to three. Furthermore, when you cast a spell with your Kleptomancy feature, you can summon up to three thralls as part of the same action without expending any hit points. When you create at least one thrall this way, all of your thralls deal twice as much damage until the end of your turn.

Paladin

Class Combination

A Paladin combines the powers of the **Fighter** and the **Wanderer** to protect their allies and mete out retribution to their foes.

Specialization Features

Rank	Features
1st	Aegis, Tenacity
2nd	Forbearance
3rd	Bastion
4th	Divine Terror
5th	Savior

Aegis. Your skill in battle combines with your mystical power, allowing you to draw in attacks aimed at your allies. As a reaction when another unit makes a successful attack against a unit you can see within 30 feet of you, you can force the attack to hit you instead, regardless of your distance from the attacker.

Each time you take damage from an attack you intercept this way, you gain Valor points equal to half the number of hit points you lost from the damage. Your maximum Valor is equal to 5 times your level. When you make a successful weapon attack, you can spend any number of Valor points to regain hit points and deal additional Light damage, both equal to the number of points you spent. You can use a bonus action to spend Valor points to regain an equal number of hit points. Your Valor points reset to 0 when you take a long rest.

Tenacity. You can push yourself past your limits to defend your allies. You have an extra reaction to use each round, but you can only use it to intercept an attack with Aegis.

Righteous Fury. At 2nd rank, you can release the power of Aegis far outside the bounds of one attack. When you use the Aegis to deal additional Light damage with a weapon attack, you can deal the same amount of Light damage to every unit you choose within 10 feet of the target.

Bastion. At 3rd rank, you can draw your foes' attention to spare your allies from harm's way. You can use your action to make every hostile unit within 15 feet fixated on you. When you take damage from a unit you fixate this way, you gain Valor equal to half the number of hit points you lost from the damage.

Divine Terror. At 4th rank, when you use your action to cast an intuition, you can force any one unit you can see to make a Resolve save against your Intuition DC or become frightened of you for the next 10 minutes.

Savior. At 5th rank, you gain the ability to bend the force of fate to draw all danger away from others and towards you. When a unit you can see makes a saving throw, you can use your reaction to make the saving throw yourself. When you do so, you make the save instead of every other unit that would otherwise make the save at that moment. No other unit can make the save, even if it wishes to. Every other unit proceeds unaffected, as if it never had to make the saving throw, but you receive the usual effects of succeeding or failing the saving throw. If you take any damage from the saving throw, you gain Valor equal to half the number of hit points you lost.

Swashbuckler

Class Combination

A Swashbuckler combines the powers of the **Fighter** and the **Hustler** to pile on victory after victory in an escalating display.

Specialization Features

Rank	Features
1st	Hype Train, Moxie
2nd	Tag Team
3rd	Escalate
4th	Home Turf
5th	Hype Rush

Hype Train. Your flashy moves and force of will allow you to become a conduit for the excitement in the air. Each of your successive successes further empowers you to continue a hot streak, but even a slight stumble will siphon away your powers of pomp.

As a special action on each of your turns, you can perform a Stunt. The available Stunts are listed at the end of this specialization. You can only perform a Stunt if your current Hype meets or exceeds the required Hype listed in the stunt's description. Each Stunt calls for a check, contest, or attack roll; each time you succeed on the roll described, you gain one additional Hype, up to a maximum of 20 Hype. If you fail a Stunt roll, however, you lose all your Hype. You also lose all your Hype when you complete a short or long rest.

If your Hype is 0 when you roll initiative or begin a Check Blitz, you can perform the Show Off stunt before any unit takes its turn. This unique use of Show Off doesn't stop you from performing a Stunt as usual on your first turn.

Moxie. Your utter confidence and durability allows you to shrug off danger with ease. When you gain this feature, choose one type of saving throw: Resilience, Reflex, or Resolve. From now on, you can add half your proficiency bonus to that type of save, rounded up.

Tag Team. At 2nd rank, you can harness your hype to help a teammate hit. As a free action when a unit you can see fails an attack roll, you can lose 2 Hype to make the attack succeed instead. You can't do this if your Hype is lower than 2, and you can't make your own attack succeed this way.

Escalate. At 3rd rank, whenever you gain exactly 1 Hype, gain 1 additional Hype.

Home Turf. At 4th rank, you lose 2 Hype, rather than all your Hype, if you fail a Stunt while you are inside your Zone.

Hype Rush. At 5th rank, you can call on the climactic release of Hype to make a frenetic flurry of attacks. After you make a successful attack with Finishing Blow, you can immediately make another attack against the same target with the same weapon as part of the same action. If the additional attack is successful, make another attack, and if that attack is successful, make another, and so on, until an attack misses, the target dies, or you choose to stop. These attacks can't benefit from advantage, you can't follow them with offhand attacks, and you can't add your ability modifier to the attack rolls.

Stunts

Show Off. [Required Hype: 0] Make a Charisma check to excite your audience, striking a pose, wisecracking with your foes, or otherwise demonstrating your bravado. Instead of gaining 1 Hype for this stunt, you gain Hype equal to one fifth the total result of the check, rounded down. This Stunt only results in failure if your total result is less than 5. You gain advantage on this check if you made a successful Stylish Strike earlier this turn, and you gain a +10 bonus if at least ten other units are invested in the outcome of your present challenge, either cheering you on or opposing you. You can only perform this Stunt during moments of intense exertion, namely during combat or during Check Blitzes.

Leap. [Required Hype: 1] Make a DC 15 Dexterity (Athletics) check to swing on a rope, slide down a railing, or somersault through the air. On a success, you launch yourself in a straight line to a point you can see within 30 feet of you. You don't provoke opportunity attacks when you move this way, and this doesn't count against your movement this turn.

Slam. [Required Hype: 1] Make a DC 15 Strength (Athletics) check to make the ground shake, knocking foes off their feet. On a success, every unit you choose within 10 feet must succeed on a Reflex save against your Panache DC or be knocked prone.

Tango. [Required Hype: 1] You beckon a foe to engage with you one-on-one. Choose a unit who can see or hear you, then make a Charisma (Persuasion) check contested by its Wisdom or Intelligence (Insight). If you win the contest, the loser becomes fixated on you until the start of your next turn. While the target is fixated on you this way, it can't willingly move away from you.

Rumble. [Required Hype: 2] You fight in some unexpected and reckless way, attempting to bite, headbutt, or suplex your foe. Choose a unit you can reach, then make a Strength or Constitution (Grit) check contested by its Constitution (Grit). If you win the contest, the target falls prone, and it takes Neutral damage equal to twice your Constitution modifier + twice your Rank. You take half as much Neutral damage.

Switcheroo. [Required Hype: 2] Choose a unit you can reach, then make a Dexterity or Charisma (Finesse) check contested by its Wisdom (Observation). If you win the contest, you can steal one item from the loser's grasp, but you must provide the loser with one of your own items to replace what was lost. The target doesn't realize that it lost an item – or that it has the new item – until after it takes an action or bonus action on its next turn.

Cannonball. [Required Hype: 3] Make a DC 20 Strength or Dexterity (Athletics) check. On a success, you gain 1 Hype as usual, and then you perform the Leap Stunt followed by the Stomp Stunt as part of the same action without making a check or gaining Hype for either one.

Confuse. **[Required Hype: 3]** You crack a joke, ask a question, or pull some other silly antic with the sole intent of wasting your foe's time. Choose a unit who can see or hear you, then make a Charisma (Deception) check contested by its Wisdom (Observation). If you win the contest, the loser becomes Slowed until the end of its next turn.

Threaten. **[Required Hype: 3]** You strike fear into a foe's heart with a menacing display. Choose a unit who can see or hear you, then make a Charisma (Intimidation) check contested by its Wisdom (Insight). If you win the contest, the loser becomes Frightened of you until the end of its next turn.

Wild Strike. **[Required Hype: 3]** You throw out an impossibly fast attack, hardly giving yourself the time to aim. Make a weapon attack. The attack must be a Stylish Strike, and it doesn't prevent you from making another Stylish Strike this turn. Missing the attack means failing the Stunt. You can still make an offhand attack after this weapon attack as usual.

Bright Idea. **[Required Hype: 4]** Make a DC 11 Intelligence or Wisdom check. On a success, you can select any flourish, even if you can't usually use that flourish. You gain the ability to use the chosen flourish this turn, and the first time you do so, you will not expend a panache point. You still have to use your action or bonus action as usual if the flourish requires it.

Finishing Blow. **[Required Hype: 5]** Make a single weapon attack against a unit of your choice. This attack has advantage, and it can't miss, even on a roll of 1. The attack deals additional damage of your affinity's element equal to triple your Hype. This attack's damage can't be reduced or mitigated by resistance or other features that reduce damage, but immunity still applies as usual. You lose all your Hype after you complete this stunt.

Spellslinger

Class Combination

A Spellslinger combines the powers of the **Mage** and the **Machinist** to maximize casting efficiency, alternating their spells, machina, and spellbombs.

Specialization Features

Rank	Features
1st	Alchemy, Quick Study
2nd	Spell Salvage
3rd	Interdisciplinary
4th	Arcane Battery
5th	Dynamic Designer

Alchemy. You have devised a process that blurs the line between magic and machina, blending spells in stasis and containing them in a handheld device. Each time you complete a long rest, you can create up to three spellbombs. For each spellbomb, pick two spells you know, which can be cantrips or higher tier spells. You can't select a spell with a minimum tier higher than your rank. You can use the same spell in different combinations, and you can choose the same combination multiple times, but you can't combine a spell with itself. When you create a new set of spellbombs, each spellbomb from your previous set loses its magical properties and becomes mundane scrap. As an action on your turn, you can throw one of your spellbombs to a point or unit within a number of feet from you equal to $20 + (10 \times \text{your Machinist level})$, where it detonates. Alternatively, if one of the spells in your spellbomb can be cast as a reaction, you can both throw and detonate that spellbomb as a reaction to the condition that would allow you to cast the spell, but you won't be able to take an action on your next turn.

When you detonate one of your spellbombs, both the spells inside are cast, originating at the point of the spellbomb's detonation. Alternatively, at the GM's discretion, the two spells may combine to create an entirely new effect, which can vary greatly depending on the nature of the spells combined. The GM and the player agree ahead of time whether each spellbomb contains two separate spells or a single hybrid spell. Examples of hybrid spells are outlined at the end of the specialization description.

In either case, a spell cast this way uses your own Mage level, Spell Attack Modifier, and Spell DC as appropriate, and it has no element for this casting of the spell. The spells are cast as if you had used a spell slot equal in tier to your rank. You have advantage on spell attacks made with your spellbombs, and units have disadvantage on saving throws made against the effects of your spellbombs.

The spells continue for their typical duration, and you must concentrate as usual on a spell cast from a spellbomb. If both of the spells created by the spellbomb require concentration, you concentrate on them together as if they were one spell. If you lose concentration on one, you lose concentration on both.

If a spell cast from your spellbomb has a range of "self", it targets you. If both spells have a range other than "self", they can only target a unit, object, or point that you hit with the bomb. If the spell creates an area of effect, such as a cylinder or sphere, the area of effect must center on the point where the bomb detonates.

Quick Study. Your advanced study in two vastly different fields has made you an incredibly productive learner. It takes you half as many rests and half as many cores, rounded up, to learn a new spell or machina through your Copy Spells and Reverse Engineer features.

Spell Salvage. At 2nd rank, you learn how to repair and reconfigure your spellbombs without compromising their integrity. As an action on your turn, you can change the arrangement of the spells in your unused spellbombs. For example, if you have three spellbombs, containing:

- Repel Water + Wandering Wisp
- Dispelling Wind + Entangling Web
- Earthquake + Snooze,

you can rearrange the spells to contain:

- Entangling Web + Repel Water
- Dispelling Wind + Snooze
- Earthquake + Wandering Wisp.

You still can't create a spellbomb with two of the same spell, and you can't introduce new spells this way; every spell must already be in a spellbomb that you have in your possession. Furthermore, when you complete a short rest, you can repair one of your used spellbombs, allowing you to use it a second time.

Interdisciplinary. At 3rd rank, when you cast a spell of 1st tier or higher, you can choose to spend an energy slot as well. When you do so, add the tier of the energy slot to your Spell DC and Spell Attack modifier for that casting of the spell. Alternatively, when you cast a machina of 1st tier or higher, you can choose to spend a spell slot as well. When you do so, add the tier of the spell slot to your Machina DC and Machina Attack modifier for that casting of the machina.

Arcane Battery. At 4th rank, each time you spend a spell slot, you regain a charge die. Furthermore, you can regain a single lost charge die by spending 10 minutes hooked into a constant external source of magical energy, rather than just electricity.

Dynamic Designer. At 5th rank, each time you spend an energy slot of 5th tier or higher to cast a machina, you can replace one of your used or unused spellbombs with an entirely new, unused spellbomb. You still can't have more than 3 spellbombs in total, used or unused. When you create the new spellbomb, choose two spells for the bomb, the same way you usually do for each bomb when you create a new set on a long rest. Since the new bomb replaces the old one, if you repair the bomb with Spell Salvage, it maintains the newer pair of spells you chose; it doesn't revert to the older pair of spells.

Example Spellbombs:

Flurry & Vortex (Minimum Rank: 1):

You whip up a localized hailstorm in a 10-foot radius sphere that lasts until the start of your next turn. A unit that enters the sphere for the first time on a turn or starts its turn there must make a Reflex saving throw. On a failed save, a unit takes 1d8 Water damage and 1d8 Air damage and has all of its speeds reduced to 0 until the start of its next turn.

If you are 2nd rank or higher, both the Water and Air damage increase by 1d8 for each rank past 1st.

Nightfall & Ashen Eye (Minimum Rank: 1) :

You cast Ashen Eye, but the sphere is made of gloomy smoke. Objects inside the affected region don't burst into flame; instead, every unit inside the affected region suffers disadvantage on Observation and Insight checks until the start of its next turn. The spell deals 2d8 Dark damage instead of its usual 1d10 Fire damage.

If you are 2nd rank or higher, the Dark damage increases by 2d8 for each rank past 1st.

Stoneskin & Melty Metal (Minimum Rank: 1):

This effect requires your concentration, and you can maintain it for up to an hour. The bomb coats a unit in a layer of liquid metal. Until the effect ends, the target's unarmored AC can't be lower than $7 + \text{your Spell DC}$. If the target was already wearing armor that provides a lower AC than this effect does, it does not have to take its armor off to be considered unarmored for the duration. The unit ignores all bonuses to its AC except for the bonus provided by a shield. For the duration, the unit has a resistance to Neutral damage, and its unarmed attacks deal 1d12 Metal damage. Furthermore, the unit receives three Melty Metal dice, which can be used identically to those described in the Melty Metal spell, but they do not increase the units AC, and they do not decrease the user's AC when spent. The effect does not end early when the unit spends all of its Melty Metal dice.

If you are 2nd rank or higher, the unit receives one additional Melty Metal die and the unit's AC increases by 1 for each rank past 1st.

Undertow & Blight (Minimum Rank: 2):

This effect requires your concentration, and you can maintain it for up to 10 minutes. You create a pool of toxic sludge at the point on the ground nearest to where the bomb detonates, 5 feet in diameter and 1 foot deep. Liquid tentacles extend 10 feet from the pool in all directions, turning the ground they can reach into difficult terrain.

When a unit enters the area of difficult terrain for the first time on a turn or starts its turn there, the unit must succeed on a Resilience saving throw or take 2d8 Water damage and be pulled into the pool. On a successful save, the unit takes half as much damage and isn't pulled. Each time a unit enters the pool for the first time on a turn or starts its turn there, it takes 1d8 Nature damage, and it must make a Resilience saving throw. On a failed save, the unit becomes poisoned (2 hit points) and sick until the effect ends.

If you are 3rd rank or higher, the Water damage increases by 2d8, the Nature damage increases by 1d8, and the poison damage increases by 1 for each rank past 2nd.

Holy Binding & Carbon Copy (Minimum Rank: 2):

You cast Carbon Copy, but the facsimile is made of hard light. The double has all of the same characteristics as the double made by Carbon Copy, except that its attacks deal Light damage instead of Earth damage, it has no weaknesses, and it resists only Neutral, Light, and Dark damage. Furthermore, it can use its action to cast the Holy Binding spell at 1st tier. It must concentrate on the spell, but it can cast the spell as often as you like.

If you are 3rd rank or higher, the copy's hit points increase by 10 and its attacks deal 1d8 additional Light damage for each rank past 2nd. Furthermore, if you are 4th rank or higher, the copy can cast Holy Binding at 2nd tier instead.

Invisibility & Sneaking Shadow (Minimum Rank: 2):

You cast Sneaking Shadow, but the shadow wavers and trembles with arcane energy. The spell functions mostly as normal, but at the end of each of your turns for the duration, a unit that touches a surface covered by the shadow you control takes 2d8 Arcane damage instead of 2d8 Dark damage. When it takes this damage, the unit fails to see any other unit until the start of its next turn, as if every other unit were invisible to it.

If you are 3rd rank or higher, the damage of the spell attack increases by 2d8 for each tier above 2nd, and the damage of the shadow increases by 1d8 for each rank past 2nd.

Lich

Class Combination

A Spellslinger combines the powers of the **Mage** and the **Shadower** to manipulate death itself, unburdened by pesky things like hit points.

Specialization Features

Rank	Features
1st	Unrelenting Malice, Whispered Incantations
2nd	Cursed Aura
3rd	Shade Resurrection
4th	Sharp Shadow
5th	Eldritch Well

Unrelenting Malice. A deep connection to the darkness has allowed your soul to detach from your body. In this Phantom State, your body falls to the ground, you manifest as a spectre that hovers over your body. You have no Strength, Dexterity, or Constitution score, so you can't interact with physical objects. While you're in Phantom State, you can't move any distance from your unconscious body, and neither you nor your body can take damage. Your unconscious body behaves as a typical object, and if it moves, you move with it. It is always stable because you are immortal, so you don't roll death saves. Unless some relevant feature specifies that it can affect Liches, nothing can force you or your body to take damage, sustain conditions, die, or otherwise come to harm while you're in your Phantom State.

- **Defying Death.** When you fall to 0 hit points, you enter your Phantom State. You remain in your Phantom State until your hit points are restored or until a unit takes the Treat action to resuscitate your body (no check required). If you spend more than 10 minutes in Phantom State, your spectre wanes, weakening your spells. Until you exit your Phantom State, all of your spell attacks have disadvantage, and units have advantage on saving throws against your spells. You still regain 1 hit point after an hour like any other stable unit with 0 hit points would.
- **Acting in Phantom State.** While you're in your phantom state, you can't take any of the typical actions. Instead, your action, bonus action, and reaction can only be used to cast spells, use the Kleptomancy feature, or act in ways explicitly described by a spell you cast. When you cast a spell in your phantom state, you don't have to fulfill Kinetic and Vocal components. When you fall to 0 hit points, you lose concentration, but you can concentrate on spells as usual once you're in Phantom State.
- **Phantom Slot.** You have a single Phantom Slot, which you can use instead of a spell slot or a kleptomancy slot. The slot's tier is equal to $1 + \text{your rank}$, and you regain it when you complete a short or long rest. When you spend your Phantom Slot, you enter your Phantom

State until the start of your next turn. You don't fall to 0 hit points or lose concentration when you enter Phantom State this way.

Whispered Incantations. You learn how to control the energy released by your spells to avoid unwanted noise. You can cast a spell that has a vocal component without revealing yourself from hiding or making other units aware that you are casting a spell. Note that you must still make a sound to cast these spells, but the sounds are no louder than the sounds you always make, such as with your breathing or heartbeat.

Cursed Aura. At 2nd rank, oppressive dark force begins to emit from your phantom. When you start your turn in Phantom State, you can choose to deal Dark damage equal to your level to any number of units you can see within 10 feet of you.

Shade Resurrection. At 3rd rank, whenever you exit your Phantom State, you can choose to Shadow Meld immediately into a surface within 10 feet of your body. This doesn't use your bonus action or expend a use of Shadow Meld.

Sharp Shadow. At 4th rank, when you use Fleeting Shadow and don't fall to 0 hit points, you can deal Dark damage to the attacker equal to your level.

Eldritch Well. At 5th rank, your kleptomancy slots become 5th-tier slots. Furthermore, if you know a spell through Kleptomancy, you can use Copy Spells to add the spell to your Mage spellbook as if you had a written spell. It still costs the same amount of cores and time as usual. The spell stays in your spellbook even if you choose to forget it for Kleptomancy.

Mystic

Class Combination

A Mystic combines the powers of the **Mage** and the **Wanderer** to become one with the arcane, extending their magical influence to those in need.

Specialization Features

Rank	Features
1st	Warden Orbital, Healing Flow
2nd	Guardian Orbital
3rd	Mote Might
4th	Runic Intuition
5th	Resurrection

Warden Orbital. When you become a Mystic, you discover how to use arcane techniques to wield a mote of pure magical energy. You might have conjured the mote after a revelation, received it as a divine gift from an otherworldly being, or harnessed it from the energy of a sacred place. By default, the mote orbits around you. As a bonus action, you can transfer the mote to a unit within 90 feet of you. While the mote orbits a unit, it provides the following benefits:

- The mote provides a ward against the elements. You can subtract half your proficiency bonus, rounded up, from any damage the unit takes of a type other than Neutral or Void.
- Once per turn, when the unit deals damage, you can spend one of your Guidance dice to infuse that damage with the mote's power, rolling the die and adding the roll's result + your Intelligence modifier to the damage dealt. When you do so, all of the attack's damage changes to an element you choose. In order to select an element for this effect, you must know at least one spell of that element.

When the mote orbits a unit other than you, it provides both of the above benefits, as well as the following additional effects:

- You always see and hear the unit, but not the unit's surroundings.
- You always know the unit's location relative to yours, including its exact distance from you.
- You can always target the unit with any spells and intuitions you cast so long as the technique's range is not "Self".

Healing Flow. Your mastery of magic improves your healing ability. You no longer need to touch a unit for the use of your Healing Hands feature. Instead, you can heal a unit you choose within 60 feet of you. Furthermore, when you spend a spell slot to cast a spell, you regain a number of spent healing points equal to your Wisdom modifier.

Guardian Orbital. At 2nd rank, your mote provides magical and mental fortitude to whomever it orbits. When the mote orbits a unit, you can provide that unit a +5 bonus to Resolve saves.

Mote Might. Starting at 3rd rank, when you infuse damage with your mote's power, add your Intelligence modifier twice, rather than only once, to the damage. Furthermore, the entire sum of the damage after infusion can't be reduced by resistance.

Runic Intuition. At 4th rank, choose an intuition each time you complete a long rest. You don't need to prepare the intuition for yourself. You inscribe your mote with a magical rune that stores the intuition; the intuition you choose remains stored in the mote, allowing you to cast it once through the mote without spending an intuition slot. If the intuition has a range of "Self", it affects the unit the mote is orbiting, and if it has a range of "Touch", it can affect a target within 10 feet of the unit the mote is orbiting. The intuition is cast as if you had spent your highest-tier intuition slot, so you can't choose a 3rd-tier intuition if you don't have any 3rd-tier intuition slots.

Resurrection. At 5th rank, when you or a unit you can see drops to 0 HP, you can choose to move your mote to that unit. This doesn't use your reaction. That unit and any number of units you choose within 30 feet of it each restore hit points equal to half their maximum hit points. Once you use this feature, you can't use it again until you complete a short or long rest.

Summoner

Class Combination

A Summoner combines the powers of the **Mage** and the **Hustler** to gain new allies, turning monsters and the tide of battle all at once.

Specialization Features

Rank	Features
1st	Soul Scout, Monstrologist
2nd	Swap Surge
3rd	Proxy Target
4th	Chosen Champion
5th	Soul Link

Soul Scout. When you become a Summoner, you learn how to cast an arcane charm that binds a monster's soul to your own to form an abiding partnership.

- **Scouting Allies.** As an action, you can try to form a bond with a unit within 30 feet of you. When you do so, you make a Charisma check contested by the other unit's Charisma check. The GM can impose advantage on either your check or the unit's, depending on the unit's opinion of you. The unit can choose to lose the contest if it wants to form the bond.

You can only bond with a unit if it has a Charisma score, its level isn't higher than yours, and its family isn't Humanoid or Void. You also can't bond with a unit that has already been bound by the Soul Scout feature. You also can't start the contest if the unit's current hit points are more than half its maximum. If you fail to start the contest, the GM tells you why you aren't able.

The other unit has a +10 bonus to the contest by default. If its current hit points are less than a quarter of its maximum, the bonus becomes +5. If the unit's current hit points are less than tenth of its maximum, it suffers a -5 penalty instead.

If the contest results in a tie, nothing happens. If the other unit wins the contest, it has advantage on its first attack against you on its next turn, and you can't attempt to scout that unit again until it completes a long rest. If you win the contest, the unit becomes an ally loyal to you and it instantly teleports to your domain.

- **Domain.** All of your allies reside in your personal pocket dimension, also called your "domain". You can keep a maximum of 2 allies in your domain, and the maximum increases to 3 at 3rd rank and to 4 at 5th rank. Your domain is unstable while you are under stress, so your allies can't rest in the domain unless you are also resting. If you scout an ally when you already have the maximum number, you must choose to sever your bond with one of them, releasing it from your domain. If your ally ever falls to 0 hit points or you die, the bond severs. When your bond with an ally severs, that ally warps to the place it was when you first formed the bond with it and ceases to be loyal to you.

- **Summoning Allies.** You can summon one ally to a space within 30 feet of you as a special action on your turn, and you can withdraw an ally to your domain as an action. You can only tend to one ally at a time, so you can't summon a new ally when you already have an ally outside of your domain. An ally can't take actions if you've returned another ally on that same turn.
- **Commanding Allies.** Your allies are friendly to you and they obey your commands. The GM determines the statistics for each of your allies and provides you with as much information about each ally as the GM sees fit. Whatever information the GM provides must be true.

In combat, the ally you have summoned takes its own turn on the same initiative as yours, and you can alternate the actions you take on your turn with the actions it takes on its turn in whatever order you see fit. It can move and take actions on its own, and it always obeys your commands. If you can't issue commands, your monster acts as it sees fit, but it remains loyal to you. Your allies can't use their Exalted or Eternal traits if they have any.

Your allies might also grow more powerful as you do. When you complete a long rest, if your current level is at least equal to the threshold level for one of your allies to evolve, you can have it evolve, increasing its level to match the threshold level.

Monstrologist. You're familiar with every kind of creature there is. You have advantage on checks made to inspect, study, or search for monsters. You also gain proficiency and expertise in Ecology.

Swap Surge. At 2nd rank, when you summon an ally from the pocket dimension, you can cause the space around it to surge with magical force. If you do so, every unit within 5 feet of the summoned ally must succeed on a Reflex saving throw against your Spell DC or take damage of your affinity's element equal to your level.

Proxy Target. At 3rd rank, as a reaction when a unit you can see makes a successful attack against you, you can trade places with your summoned ally. When you do so, you take half as much damage, but your ally takes the other half of the damage.

Chosen Champion. At 4th rank, your summoned ally can pass freely in and out of any zone you create. Furthermore, your summoned ally gains temporary hit points equal to twice your Charisma modifier when it starts or ends its turn inside your zone, and attacks made against it have disadvantage when it is inside your zone.

Soul Link. At 5th rank, you can use your Skill Link feature to copy your summoned ally's action, even if it isn't one of the standard actions. You don't spend any panache points when you use Skill Link to copy your summoned ally's action unless your ally is limited in its own use of the feature through resting or recharging.

Puppeteer

Class Combination

A Puppeteer combines the powers of the **Machinist** and the **Shadower** to focus on inanimate possession, putting their surroundings to good use.

Specialization Features

Rank	Features
1st	Umbral Pawns, Tinkerer
2nd	Umbral Renewal
3rd	Living Puppet
4th	Entanglement
5th	Puppet Master

Umbral Pawns. As you become a Puppeteer, you devise a technique that allows you to control objects using a string imbued with shadow magic. You can create a number of strings equal to your proficiency bonus each time you complete a long rest. Each time you make a new set of strings, any unused strings you already had lose their magical properties and become useless.

As an action on your turn, you can form a connection to up to three objects, spending one of your strings for each one. The strings become invisible and intangible when you use them. Each object you choose must be within 90 feet of you and have a size from Tiny to Large. You can't select an object that was created by a spell or machina that you didn't cast. The objects you choose become your pawns.

The pawns remain objects and do not become units. You can control all of them at once as a special action on your turn, which is separate from your action or bonus action. When you control the pawns, you can cause each one to float up to 15 feet in any direction you choose. Your pawns can't carry units or objects; if a unit or object is attached to the pawn when it moves, the pawn moves on without it. If a pawn is attached to a larger unit or object, you can't free the pawn with this movement. As part of the special action, you can choose one of the following options for each pawn you control:

- **Assist.** A unit you choose within 10 feet of the pawn receives the benefits of the Help action. The unit loses the benefits of the Help if it moves more than 10 feet away from the pawn.
- **Cover.** A unit you choose within 5 feet of the pawn that is smaller than the pawn receives total cover from ranged attacks until the start of your next turn. If the unit is the same size as the pawn, the pawn provides partial cover instead. The unit loses cover if it moves more than 10 feet away from the pawn.
- **Disrupt.** A unit you choose within 10 feet of the pawn must succeed on a Resolve save against your Machina DC or suffer disadvantage on the very next ability check, attack roll, or saving throw it makes before the end of your next turn. If the pawn is smaller than the target, the target has disadvantage on the save.

- **Impede.** A unit you choose within 5 feet of the pawn must succeed on a Resilience save against your Machina DC or have all of its speeds reduced to 0 until the start of your next turn.
- **Soar.** The pawn moves up to 30 feet. If the pawn is Tiny or Small, it can move up to 45 feet instead.
- **Slam.** A unit you choose within 5 feet of the pawn must succeed on a Reflex save against your Machina DC or take 2d6 Neutral damage. If the pawn is larger than the target, the target has disadvantage on the save.
- **Use.** You employ the pawn in some way appropriate to its normal use. For example, a door might open or shut, a vending machine might dispense a snack, and a cannon might fire. This option has no particular explicit function, and it varies greatly between pawns, so the GM determines its function in each case. The GM may decide an object has no function for this option.

Each pawn has an AC and maximum HP based on its size as noted in the table at the end of this feature. The GM can make exceptions to the statistics for a pawn according to its particular qualities. For example, a reinforced slab of concrete might have a higher AC than usual, a delicate glass vase might have fewer hit points than usual, and a vehicle might be able to move more than 15 feet at once.

You maintain control of a pawn for up to an hour, until you choose to end your control over it, until you move more than 300 feet away from it, until you are incapacitated, or until the pawn falls to 0 hit points (which usually destroys the object). When you are forced to lose control of a pawn, you lose 5 hit points as the magical string severs.

Size	AC	HP
Tiny	23	half your level
Small	17	your level
Medium	13	twice your level
Large	11	three times your level

Tinkerer. Working with your tools and strings has made you incredibly precise. Whenever you employ your lockpick or your toolkit for an ability check to modify, deactivate, or destroy an object, you have advantage on that check. You also gain proficiency and expertise in Finesse.

Umbral Renewal. At 2nd rank, you become particularly adept at recycling the magic and material you use to make your strings. When you complete a short rest, you regain half of your spent strings. The strings you already had do not lose their power.

Living Puppet. At 3rd rank, as an action on your turn, you can spend one of your strings to force a unit you can see within 90 feet of you to make a Resolve save against your Machina DC. On a failed save, the unit can't take reactions or bonus actions until the start of your next turn, and you decide when and how the unit uses its action on its next turn: you can choose any standard action, any of the special action options listed for Umbral Pawns, or any action you know the unit can take.

Entanglement. At 4th rank, when you use the Fleeting Shadow feature, you can choose to spend one of your strings. When you do so, the unit that made the attack must succeed on a Reflex save against your Machina DC or become Restrained until the end of its next turn.

Puppet Master. At 5th rank, as an action on your turn, you can move any number of units and objects you can see within 60 feet of you to any unoccupied space you can see within 60 feet of you. Each unit and object you move must be between Tiny and Huge in size. Once you use this feature, you can't use it again until you complete a long rest.

Apothecary

Class Combination

An Apothecary combines the powers of the **Machinist** and the **Wanderer** to add a dash of volatility to the natural sciences, concocting spurious solutions to dissolve all their problems.

Specialization Features

Rank	Features
1st	Wild Brew, Medic
2nd	Double Dose
3rd	Splash Hazard
4th	Paralytic Puncture
5th	Metamorphic Mutagen

Wild Brew. Each time you complete a long rest, you can concoct a number of elixirs equal to twice your rank. You choose the form of each elixir; it might be a drink, a pill, a powder, a spray, a type of food, or anything else, so long as your elixir is easily ingested or otherwise applied to a unit. When you complete a short rest, you make another batch of elixirs identical to the batch on your most recent long rest. When you make a new batch of elixirs, all of your old elixirs expire and become useless.

As a bonus action on its turn, a unit that holds one of your elixirs can consume it to receive its effects or administer it to a willing unit it can touch. As a bonus action, you can toss one of your elixirs to a unit within 30 feet of you. If the unit is unwilling, it can make a Reflex saving throw against your Machina DC. On a successful save, the elixir is wasted, but on a failed save, it sustains the effect of the elixir. Your elixirs are both chemical and magical, so they work identically well on organic and inorganic units alike.

You choose the effects of each elixir you concoct from the table below. Each effect has a corresponding value, where generally beneficial effects have positive values and generally detrimental effects have negative values. Certain effects can be chosen multiple times, as denoted by the "Max" column, meaning that you can add its value to the same elixir multiple times to compound its effect. No elixir you concoct can have more than three different effects. Multiple uses of the same effect don't count as different effects. Identical effects from two different elixirs don't combine while their durations overlap; for example, three different elixirs with the Pure Strength effect still only increase a unit's Strength score by 3, not by 9.

Your elixir's stability is determined by the total value of its effects. To start, only elixirs with a total value of 0 are stable for you, but the range of stable elixirs you can create expands by 1 in both directions each time your rank increases. At rank 2, for example, you can also create a stable elixir with a value of -1 or 1, and at rank 4, any value from -3 to 3 can be stable. If one of your elixirs has a value outside this range, it is unstable. Roll a d20 when the elixir takes effect. If the result of the roll is less than or equal to four times the value's distance from 0, the elixir has no effect. For

example, an elixir with a total value of 2 fails on a roll of 8 or lower, and an elixir with a total value of -3 fails on a roll of 12 or lower.

Medic. As an Apothecary, you understand both the magic and the science behind life, so tending to the wounded is effortless for you. As an action on your turn, you can use your medicine pouch to restore hit points equal to your Intelligence modifier to a unit you touch that has 0 hit points. As part of the same action, you can restore additional hit points to that unit with Healing Hands or have it ingest one of your Wild Brews.

Double Dose. At 2nd rank, when you use your bonus action to administer one of your elixirs to a willing unit, you can also use it on yourself. This still only uses one of your elixirs, and the elixir works for you even if the target avoids it. If the elixir is unstable, roll for the stability of the effect on each unit separately.

Splash Hazard. At 3rd rank, when you toss an elixir at a unit, you can choose to have the elixir splash towards another unit within 5 feet. As usual, if a unit is unwilling it can attempt a Reflex saving throw against your Machina DC to avoid the effects. If the elixir is unstable, roll for the stability of the effect on each unit separately.

Paralytic Puncture. At 4th rank, when you make a successful attack augmented by the Guidance feature's Empower option or the Living Battery feature's Electrify option and the result of the guidance die or charge die is 7 or higher, the target of the attack becomes paralyzed until the start of your next turn.

Metamorphic Mutagen. At 5th rank, each time you make a new batch of elixirs when you complete a short or long rest, you can make one mutagenic elixir in addition to the others. Each time you make a new mutagenic elixir, the old one expires and becomes useless.

You don't choose this elixir's effect; instead, when you use this elixir on a unit, it enters the Familial Form of your favored family for the next 10 minutes, even if it didn't have the Familial Form feature. If the unit was already in a Familial Form, the elixir has no effect, and if the unit enters a Familial Form by another means while under the effects of this elixir, the elixir's effect instantly ends.

Elixir Effects

Value	Name	Effect	Max
9	Revival	The first time the unit falls to 0 hit points in the next hour, it regains 10 hit points at the start of its next turn.	1
6	Regeneration	The unit regains 5 hit points at the end of each of its turns for the next 10 minutes.	1
5	Pure Strength	The unit's Strength score increases by 3 for the next hour.	1
5	Pure Dexterity	The unit's Dexterity score increases by 3 for the next hour.	1
5	Pure Wisdom	The unit's Wisdom score increases by 3 for the next hour.	1

4	Durability	The unit resists Neutral damage for the next hour. If the unit had a weakness to Neutral damage, it also loses the weakness. If the unit had a resistance or immunity to Neutral damage, nothing changes.	1
4	Might	The unit's Strength score increases by 2 for the next hour.	1
4	Agility	The unit's Dexterity score increases by 2 for the next hour.	1
4	Attention	The unit's Wisdom score increases by 2 for the next hour.	1
2	Levitation	The unit gains a hovering speed of 20 feet for the next 10 minutes.	1
2	Speed	All of the unit's movement speeds increase by 10 feet for the next hour.	2
2	Restoration	The unit recovers from one degree of exhaustion, and it can't begin to suffer from a new instance of the poisoned, paralyzed, or sick conditions for the next hour. This effect occurs after the Nausea and Venom effects if they are part of the same elixir.	1
2	Resistance	Choose an element when you make this elixir. The unit resists that element for the next hour. If the unit had a weakness to the element, it also loses the weakness. If the unit had a resistance or immunity to the element, nothing changes.	3
1	Healing	The unit regains 5 hit points.	5
-1	Toxin	The unit takes 5 Nature damage. This effect occurs last.	5
-2	Sluggishness	All of the unit's movement speeds are halved for the next hour.	1
-3	Sensitivity	All damage ignores the unit's resistances for the next hour.	1
-4	Weakness	The unit's Strength score decreases by 2 for the next hour.	1
-4	Clumsiness	The unit's Dexterity score decreases by 2 for the next hour.	1
-4	Drowsiness	The unit's Wisdom score decreases by 2 for the next hour.	1
-4	Fragility	When the unit ingests the elixir. Roll a d10. The unit gains a weakness to one type of damage for the next hour based on the result: 1 - Fire, 2 - Water, 3 - Air, 4 - Earth, 5 - Nature, 6 - Electric, 7 - Metal, 8 - Arcane, 9 - Light, 10 - Dark. If the unit had a resistance to the element, it also loses the resistance. If the unit had a weakness or immunity to that element, nothing changes. If you take this effect multiple times, roll a d10 for each time. If one die has the same result as a previous die, roll it again until you get a new result. This effect supersedes the Resistance and Durability effects if they are part of the same elixir.	3
-5	Lost Strength	The unit's Strength score decreases by 3 for the next hour.	1
-5	Lost Dexterity	The unit's Dexterity score decreases by 3 for the next hour.	1

-5	Lost Wisdom	The unit's Wisdom score decreases by 3 for the next hour.	1
-5	Nausea	The unit suffers the sick condition for the next hour.	1
-6	Venom	The unit suffers the poisoned condition for the next hour.	1
-7	Susceptibility	Choose one type of saving throw. The unit suffers disadvantage on that type of save for the next hour.	2
-8	Blurriness	The unit suffers the blinded condition for the next hour.	1

Example Elixirs

Example Elixir 1.

- Healing (3)
- Sensitivity

This elixir provides 15 points of healing at a relatively minor cost for most Humanoids, as they usually only have a single resistance.

Example Elixir 2.

- Healing (4)
- Resistance (2: Dark, Astral)
- Blurriness

This elixir would prove very useful against enemies who haven't taken any damage. The 20 points of healing are wasted, and you can choose to attack with elements other than Dark and Astral, but the blindness remains all the same. Alternatively, this could be useful for an ally who participates in combat without making attacks often. They regain 20 hit points and receive two resistances, dealing with the blindness more or less unimpeded.

Example Elixir 3.

- Resistance (3: Fire, Water, Electric)
- Regeneration
- Fragility (3)

This elixir is highly unpredictable, as the Fragility effect might inflict any three weaknesses. In general, this elixir poses a net benefit, providing up to 50 points of healing and balancing 3 new resistances with 3 new weaknesses. If you happen to roll a 2, a 3, and a 7, however, the Resistance effect has been totally nullified, and the recipient only has the Regeneration effect to curb the new weaknesses. Against a foe, this may be ideal. Used on an ally, this might be disastrous!

Aviator

Class Combination

An Aviator combines the powers of the **Machinist** and the **Hustler** to take to the skies, controlling an entirely new axis of the battlefield.

Specialization Features

Rank	Features
1st	Frequent Flier, Tactical Maneuvers
2nd	Daring Dive
3rd	Crash Course
4th	Zoning Permit
5th	Bomb Barrage

Frequent Flier. Your mechanical experience has allowed you to develop a tool that enables flight, letting you reach greater heights, most literally. When you become an Aviator, you gain a flying speed of 40 feet, which increases by 5 feet every time your rank increases. You don't provoke opportunity attacks when you move using your flying speed. Carrying weight or wearing heavy equipment never reduces your flying speed or maneuverability, and grappling a unit doesn't reduce your flying movement at all. If you wear heavy armor with insufficient Strength, the armor can still reduce your other speeds, but not this feature's flying speed.

Additionally, each time you spend an energy slot or panache point on your turn, you can fly a distance up to your flying speed in a straight line once before the end of your turn. If you spend multiple panache points or multiple energy slots, each one allows another burst of flight. These bursts of flight don't count against the usual movement you take on your turn.

Tactical Maneuvers. You employ your aerial agility to find new openings in your foes' defenses. While you're flying, when you make a weapon attack against a target that isn't willingly flying or floating, you can add your Intelligence modifier to the attack roll.

Daring Dive. Starting at 2nd rank, you can masterfully manipulate your momentum to make audacious attacks. Once per turn, when you make a successful attack against a unit within 10 feet of you, you can choose to deal additional damage of your affinity's element equal to twice your Charisma modifier.

Crash Course. At 3rd rank, when you use an energy slot or panache point to fly in a straight line with Frequent Flier, you can pass through any unit's space unimpeded. Each time you pass through a unit's space this way, you can force it to make a Resilience save against your Machina DC. On a failed save, you can shove the unit to an unoccupied space within 5 feet of the end of the straight line you flew.

Zoning Permit. At 4th rank, when you leave your Zone, it doesn't disappear. Instead, at the end of your turn, it reforms, centered on your new location. You can't do this more than once for any given Zone you create.

Bomb Barrage. At 5th rank, when you use an energy slot or panache point to fly in a straight line with Frequent Flier, you can choose to deal $5d4$ damage of your affinity's element to every unit along or beneath the straight line you flew.

Fallen

Class Combination

A Fallen combines the powers of the **Shadower** and the **Wanderer** to fuse conflicting energies, balancing the forces of light and darkness.

Specialization Features

Rank	Features
1st	Blood Rite, Aberrant Outset
2nd	Sacrifice
3rd	Absolution
4th	Penance
5th	Ritual Overflow

Blood Rite. When you become a Fallen, the light and dark energies you harness have come into a volatile and irreconcilable conflict. From now on, you have a Rite value that represents the balance of light and dark energy inside you. When the value is negative, dark energy overcomes you, and when the value is positive, light energy prevails. Your Rite starts at 0. The first time you deal at least 1 point of Light damage or restore a hit point to a unit other than you on a turn, your Rite increases by 1, to a maximum of 2. The first time you deal at least 1 point of Dark damage to a unit other than you on a turn, your Rite decreases by 1, to a minimum of -2. You receive an effect based on your stage of Rite according to the Rite table. You retain all the effects on the Rite scale that have a smaller magnitude than your current Rite value on the same side of 0. If you fall to 0 hit points or your Rite does not change at all for 10 minutes, your Rite becomes 0.

Rite	Effect
2	You gain a resistance to Light damage and a weakness to Dark damage. When you restore hit points to a unit using your own class or specialization features, you restore twice as many hit points to that unit.
1	When you deal at least 2 points of Dark damage to a unit with Cheap Shot, you regain a number of HP equal to half the Dark damage dealt by Cheap Shot. If you don't regain any HP this way, you can choose not to decrease your Rite, even though you dealt Dark damage.
0	—

-1	Instead of spending a guidance die, you can spend 5 hit points to use Guidance's Empower option for an attack. If you use Empower this way and also perform a Cheap Shot, the Cheap Shot deals Light damage instead of Dark damage.
-2	You gain a resistance to Dark damage and a weakness to Light damage. When you deal Dark damage to a unit by any means, you deal twice as much Dark damage to that unit.

Aberrant Outset. Your excess of mystic energy flares at times of strife, either invigorating you to act faster or flowing outward to harm your foes. After each unit has rolled initiative to commence an encounter, but before any unit takes its turn, the GM shows you the initiative of every unit you can see. In response, you can increase your initiative by a number up to your Wisdom modifier, or decrease it by a number up to twice your Wisdom modifier. If you choose to decrease your initiative, you can choose to deal an amount of either Light or Dark damage equal to the initiative decrease to one unit you can see. This damage changes your Rite like any other Light or Dark damage.

Sacrifice. At 2nd rank, you gain the ability to spend your own life force to sway the balance of your energies. When your rite increases or decreases by 1, you can extend the increase or decrease to 2, or you can negate the change entirely. If you take either option, you lose 5 hit points, either from your current HP or your Healing Hands pool.

Absolution. At 3rd rank, when your Rite isn't 0, you can use your bonus action to expel energy, restoring your Rite to 0. Before your rite changes, you can deal damage to any number of units within 10 feet of you equal to five times your rank. If your Rite was positive, the damage is Light, and if your Rite was negative, the damage is Dark. You can't negate this change with Sacrifice.

Penance. At 4th rank, when you spend a kleptomancy slot for a spell or an intuition slot for an intuition, you can choose to spend hit points instead, either from your current HP or your Healing Hands pool. You can spend 20 hit points as a substitute for a 1st-tier slot, 40 as a substitute for a 2nd-tier slot, or 60 as a substitute for a 3rd-tier slot.

Ritual Overflow. At 5th rank, when your Rite is 2, you gain an immunity to Dark damage, and when you deal damage to a unit, you can choose to force all of the damage it deals to become Light damage until the start of your next turn. When your Rite is -2, you gain an immunity to Light damage, and when you deal damage to a unit, you can choose to force all of the damage it deals to become Dark damage until the start of your next turn.

Gambler

Class Combination

A Gambler combines the powers of the **Shadower** and the **Hustler** to turn the tides with a little luck and a lot of cheating.

Specialization Features

Rank	Features
1st	Luck of the Draw, Poker Face
2nd	Aces High
3rd	Hold 'Em
4th	Run It Twice
5th	All In

Luck of the Draw. Each time you spend at least one panache point or enter a shadow meld, roll a d20. Add a card to your hand based on the number you roll according to the list at the end of the specialization description. If you already have the corresponding card in your hand, roll again until you receive a card you don't already have. You can keep up to 3 cards in your hand, and your hand size increases by 1 every time your rank increases, allowing you to keep up to 7 cards at 5th rank. When you add a new card to your hand while your hand is full, you are forced to discard the oldest card, which is the card that has been in your hand the longest. When you complete a short rest, you must discard the oldest card you can discard.

When you complete a long rest, you must discard the older half of the cards you can discard, rounded down. For example, if you had 5 cards in your hand, you would need to discard the oldest 2 at the end of your long rest. If your hand is empty or you only have one card in your hand, you don't discard any cards on a short or long rest.

Unless otherwise specified, you can activate a card in your hand as a bonus action on your turn. When you activate a card, you discard it from your hand immediately afterwards.

Poker Face. The magic in your cards allows you to mask your own intentions and see right through the intentions of others. You gain proficiency and expertise in both Insight and Deception.

Aces High. Starting at 2nd rank, you can fling your lost cards with lethal force. As a free action when a card leaves your hand, you can immediately make a ranged attack against a unit you can see within 30 feet of you. The attack uses your Panache Attack modifier. On a hit, the attack deals 2d6 damage of your affinity's element.

Hold 'Em. At 3rd rank, after you draw a card, you can lock one card other than the one you drew so long as you don't already have a locked card. Alternatively, you can unlock your locked card if you have one. A locked card can't be used while it is locked, but it also can't be discarded. If you would ever have to discard your locked card, discard the next oldest card instead.

Run It Twice. At 4th rank, you gain a discard slot that can contain one card at a time. Each time a card other than The Fool or The World leaves your hand, that card enters your discard slot. If you use Justice to give a unit a card, Justice enters your discard slot, but the card you give away does not. If there was already a card in the slot, the new card replaces the old one. When you roll to draw a card, and the result corresponds to a card you already have in your hand, you no longer have to roll again; instead, you can remove the card in your discard slot and put it into your hand.

All In. At 5th rank, as an action on your turn, you can activate every single card in your hand. You must activate all of your cards, and if a card can't be used, you simply discard it. Each card you lose this way allows you to make an attack with Aces High, as usual. Afterwards, you draw a card for each card you lost. Once you use this feature, you can't use it again until you complete a long rest.

Cards

1: The Fool. This card does not enter your hand when you draw it, and it activates automatically without using any action. You lose half your current hit points. Until you activate another card, every unit within 60 feet of you knows your exact location, and you treat every d20 roll of 11 or higher as a 10 whenever you make an ability check, attack roll, or saving throw.

2: The Magician. When you activate this card, choose a unit within 90 feet of you. The first time this unit deals damage of any element in the next hour, it can choose to double the damage dealt to one unit. If the effect deals multiple elements of damage simultaneously, this doubles all damage other than Neutral or Void.

3: The Mystic. You can only activate this card as a reaction when you have to make a saving throw. When you activate this card, you automatically succeed on the save.

4: The Monarch. While this card is in your hand, you have a +5 bonus to Culture, Persuasion, and Intimidation checks. When you activate this card, choose a unit within 30 feet of you who can hear you. Make a Charisma contest against the unit, and add your proficiency bonus to your check. If you win the contest, the unit becomes charmed by you, and it remains loyal to you for the next hour or until you harm it. As a bonus action on each of your turns while the unit is charmed, you can issue a telepathic command which the unit enthusiastically obeys, no matter what languages it speaks. If you issue a command that is nonsense to the unit, or one that would bring the unit into danger, the unit ignores the command. The unit attempts to follow your command to the best of its ability for up to 10 minutes before you need to issue a new command.

5: The Lovers. When you draw this card, choose a unit other than yourself that you can see. If the unit isn't willing, choose another unit. While this card is in your hand, you can communicate with this unit telepathically across any distance, and the unit can substitute your Charisma modifier for its own ability modifier for any ability check it makes. When you activate this card, you warp to the unoccupied space nearest to the unit.

6: The Chariot. While this card is in your hand, all of your movement speeds increase by 10 feet. When you activate this card, you become ephemeral for the remainder of your turn. While in this ephemeral state, your movement speeds double, you travel through difficult terrain at the usual speed, other units can't make opportunity attacks against you, and you can move through units and solid objects unimpeded. If you end your turn inside a unit or object, you are shunted out to the nearest unoccupied space.

7: Justice. You can't activate this card unless you have at least one other card in your hand. When you activate this card, choose a unit you can see after you lose this card. That unit learns which cards are in your hand and chooses one of them. You lose the chosen card, and the unit receives it. If the unit takes Wheel of Fortune or The Tower, the card disappears immediately. If the unit has the Luck of the Draw feature, the chosen card goes into its hand like any other card. The card

disappears when the unit activates it, receives another card this way, or completes a short or long rest.

8: The Hermit. You can't activate this card. While this card is in your hand, no unit can recall any memories it has of you. A unit that can't remember you treats you as a mysterious stranger, neither friendly nor hostile to you. If you harm a unit, it can choose to become hostile to you. While a unit considers you neither friendly nor hostile because of this card, it also can't target you with any attacks, abilities, or effects whatsoever, be them helpful or harmful.

9: Wheel of Fortune. Every time you draw a card while this card is in your hand, roll a d20. On an odd number, you lose 5 hit points. On an even number, you restore 5 hit points. You have a Fortune counter; each time you lose or gain hit points this way, the counter increases by 1. The counter resets to 0 when you complete a short or long rest or at the end of the turn you activate this card. When you activate this card, choose a unit you can see within 90 feet of you. You choose whether it loses or regains hit points equal to 5 times your Fortune counter.

10: Strength. When you draw this card, you gain temporary hit points equal to your level. While this card is in your hand, your AC increases by 2. As a reaction when a unit within 30 feet of you deals Neutral damage to a unit with a weapon attack, you can activate this card to double the Neutral damage dealt.

11: The Hanged Man. When you activate this card, choose a unit you can see within 90 feet of you. The unit rolls a d20 at the start of each of its turns. On an 11 or higher, it marks a success. On a 10 or lower, it marks a failure. If the unit succeeds twice, it regains hit points equal to ten times your level. If the unit fails twice, it loses hit points equal to ten times your level.

12: Temperance. While this card is in your hand, you regain 1d4 hit points every hour. When you activate this card, you lose 5 hit points and draw another card.

13: Death. When you activate this card, you lose hit points until you have only 1 remaining. Every unit within 15 feet of you takes Dark damage equal to the number of hit points you lost. If you fall to 0 hit points while this card is in your hand, every unit within 15 feet of you takes Dark damage equal to the number of hit points you lost to fall to 0.

14: The Devil. You can't activate this card. When you draw this card, a monster is summoned into existence that stalks you tirelessly. The monster always knows what direction to travel to reach you. This monster is invisible to every unit other than you, no matter what senses the unit has. If the monster is able to see you, your movement speed is halved and you have disadvantage on all ability checks. You are always frightened of the monster. If you complete a short or long rest while the monster watches you, you restore half as many hit points, and you gain a degree of exhaustion. The monster is a Medium unit of the Fiend family with a floating speed of 20 feet. It can't lose hit points and it is immune to all conditions. It has darkvision out to a range of 300 feet, and not even magical darkness impairs its sight whatsoever. It does not have ability scores, it does not have a proficiency bonus, it automatically succeeds on saving throws, and it doesn't make attacks. When it makes an ability check, it adds $5 + \text{twice your proficiency bonus}$ to the roll. This means its passive Observation is $15 + \text{twice your proficiency bonus}$. If the monster is more than 600 feet away from you, it can spend 10 minutes to teleport to a random location within 90 feet of you. When you discard this card, the monster dissolves into a mist, returning to its place of origin.

15: The Tower. You can't discard this card. If something forces you to discard this card, discard the next oldest card instead. You don't discard this card when you complete a short or long rest, even if it is the only card in your hand. While this card is in your hand, your maximum hand size increases by 1. Every time you draw a card while this card is in your hand, draw two cards instead. When you activate this card, discard your entire hand and draw cards until your hand is full.

16: The Stars. When you draw this card, every card in your hand becomes The Stars. When you activate this card, choose a point within 60 feet of you. A meteor falls to that point and bursts, and every unit within 10 feet of the point takes 1d10 Astral damage. The first time you activate this card on one of your turns, you can take an additional bonus action that turn.

17: The Moon. While this card is in your hand, you have advantage on Stealth checks, and your Cheap Shot deals an additional 1d6 damage. When you activate this card, the next attack you make within the next 10 minutes automatically scores a critical hit. When you score a critical hit this way, roll the damage dice one additional time and add it to the damage.

18: The Sun. While this card is in your hand, you have advantage on Persuasion checks, and your Stylish Strike deals 5 additional damage. When you activate this card, the next attack you make within the next 10 minutes automatically scores a critical hit. When you score a critical hit this way, you restore hit points equal to half the total damage you deal.

19: Judgement. While this card is in your hand, you resist Light and Dark damage. If you had a weakness to Light or Dark damage, you also lose the weakness while you have the card. When you activate this card, choose a unit within 90 feet of you and choose one of the following effects:

- The unit gains a weakness to Light damage for the next 10 minutes, and it takes 1d10 Light damage.
- The unit gains a resistance to Dark damage for the next 10 minutes, and it regains 2d10 hit points.

If you fall to 0 hit points while this card is in your hand, you automatically activate the card. When you activate the card this way, you regain 1d10 hit points, and every unit within 10 feet of you takes 1d10 Light damage.

20: The World. This card does not enter your hand when you draw it, and it activates automatically without using any action. You restore hit points equal to three times your level. For the next 10 minutes, you have truesight out to a range of 60 feet, and whenever you make an ability check, attack roll, or saving throw, you treat every d20 roll of 10 or lower as an 11.

Bard

Class Combination

A Bard combines the powers of the **Wanderer** and the **Hustler** to take center stage with a dash of charm and sprinkle of wit.

Specialization Features

Rank	Features
1st	Stage Presence, Storied
2nd	Smooth Operator
3rd	Duet
4th	Sphere of Influence
5th	Encore

Stage Presence. When you become a Bard, you learn to use your artistry and creativity to distort reality for a moment. At the start of your turn, you can broadcast your superior wit and style, starting a performance of some kind. This uses a special action which is separate from your action or bonus action. When you start the performance, every unit you choose who can see or hear you within 15 feet of you receives one of the following effects. You can include yourself, and you choose the effect for each unit.

- The unit takes damage of your affinity's element equal to your Charisma modifier times your rank.
- The unit gains advantage on the very next ability check, saving throw, or attack roll it makes.

Afterwards, you receive a number of temporary hit points equal to your Wisdom modifier times your rank. If that number is lower than 1, you receive 1 temporary hit point. These hit points last for 10 minutes or until they are lost. While you have these temporary hit points, you have a warping speed of 30 feet, and you don't suffer a penalty to your attack roll when you make a stylish strike. After you have used this feature three times, you can't use it again until you complete a long rest.

Storied. Your experience with so many arts and tales means that you know at least a little bit about almost everything. When you make an ability check that doesn't already add your proficiency bonus, you can add half your proficiency bonus, rounded up. This includes ability checks you usually can't be proficient in, such as a Dexterity check made to decide initiative or a Constitution check made to maintain concentration. You also gain proficiency and expertise in Culture.

Smooth Operator. Starting at 2nd rank, you can channel your supernatural appeal into your words and gestures. As a bonus action, you can spend a panache point or an intuition slot to

communicate with up to three units who can see or hear you and understand you. Each of the units must succeed on a Resolve save against your Panache DC or your Intuition DC, whichever is higher. On a failed save, a unit is charmed by you for the next 10 minutes or until you harm them. If you spend an Intuition slot, the units have disadvantage on the save. A unit that you have recently harmed or offended has advantage on the save.

Duet. At 3rd rank, when you gain temporary hit points from Stage Presence, you can also grant an equal number of temporary hit points to another unit you can see. The following benefits take effect until either you or the other unit loses the hit points:

- The chosen unit becomes charmed by you.
- The chosen unit gains a warping speed of 30 feet.
- When you make a successful attack, the chosen unit can use its reaction to warp to a point either within 5 feet of you or the target and make a weapon attack.
- When the chosen unit makes a successful attack, you can use your reaction to warp to a point either within 5 feet of the chosen unit or the target of the attack and make a weapon attack.

Sphere of Influence. At 4th rank, when a unit is charmed by you, it emanates an aura of your signature style in a 5-foot radius sphere centered on it. You decide whether the sphere's aura matches your affinity's element or the target's affinity's element. While the unit remains charmed, the sphere grants advantage on attacks of that element and disadvantage to attacks against units of that affinity the same way your Zone does, but it doesn't prevent passage, create difficult terrain, or deal damage like your Zone does. The sphere also counts as your Warding Aura for the purposes of Warding Aura and Wicked Aura.

Encore. At 5th rank, if you have at least 2 temporary hit points remaining from a use of your Stage Presence, and you take any amount of damage that would reduce your temporary hit points to 0, you can choose to reduce them to 1 instead and suffer no additional damage. Furthermore, when you roll initiative to begin combat and you don't have any uses of Stage Presence remaining, you regain one use of it.

Ch. 3: Game Rules

CHECKS AND SAVES

Ability Scores

The six abilities provide a quick description of every unit's physical and mental characteristics, each of which are explained later in this section:

- **Strength.** Measures fitness and physical power.
- **Dexterity.** Measures agility and precision.
- **Constitution.** Measures fortitude and endurance.
- **Intelligence.** Measures reasoning and memory.
- **Wisdom.** Measures sense and instinct.
- **Charisma.** Measures spirit and force of personality.

Ability scores define a character's assets and flaws alike. All of the most common interactions of the game rely on the ability scores: ability checks, saving throws, most class features, dealing damage, and the like. The introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

Scores and Modifiers

Each of a unit's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also measures a unit's training and competence in activities related to that ability.

A score of 10 is the normal Humanoid average, but adventurers and monsters tend to be a cut above average in most abilities. Ability scores range from 1 to 30, but Humanoids can't reach a score higher than 20 without some special exception. If some effect would raise a score past 30, even temporarily, the ability score stops at 30. Certain effects can also reduce a unit's ability scores; if any of a unit's scores fall below 1, the unit dies instantly.

Each ability also has a modifier, derived from the score and ranging from -5 to +10. To determine the modifier for a given score, take half the score (rounded down), and subtract five. For example, a score of 13 has a modifier of +1. The following table provides a quick reference:

Score	Modifier	Score	Modifier
1	-5	16 or 17	+3
2 or 3	-4	18 or 19	+4
4 or 5	-3	20 or 21	+5
6 or 7	-2	22 or 23	+6
8 or 9	-1	24 or 25	+7
10 or 11	±0	26 or 27	+8
12 or 13	+1	28 or 29	+9
14 or 15	+2	30	+10

Strength

Strength measures physical power, athletic training, and the extent to which you can exert raw bodily force. A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply your might to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, swimming, or competing. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed.
- You shove or grapple an enemy, or you try to resist being shoved or grappled yourself.

Other Strength Checks. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a cramped passageway
- Hang on to a rope or vehicle while being dragged by it
- Flip over a car
- Keep a boulder from rolling

Attack Rolls and Damage. You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon, such as a tomahawk or a javelin, even when you throw it. You can also add your Strength modifier to your attack roll and your damage roll when attacking with a ranged weapon that has the launch property, such as a boomerang or a shotgun.

Bearing Weight. You can push, drag, or carry a set of stationary objects whose weight in pounds is up to 30 times your Strength score, assuming you can get a steady hold on the objects. While handling weight in excess of 15 times your Strength score, your speed drops to 5 feet. Larger units can bear more weight, whereas Tiny units can carry less. For each size category above Medium, double the unit's carrying capacity and the amount it can push, drag, or lift. For a Tiny unit, halve these weights.

Dexterity

Dexterity measures agility, reflexes, and balance. A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Finesse and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Finesse. A Dexterity (Finesse) check represents an attempt to do something complicated or intricate that demands precise or gentle movements, sometimes in quick succession. This skill applies most often when you try to steal an item from someone else, conceal something on your person, or otherwise make a movement that goes unnoticed. The GM might also call for a Dexterity (Finesse) check to determine whether you can safely disarm a simple lock or trap, throw a dart with razor-sharp precision, or handle a delicate material without damaging it.

Stealth. You make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Securely tie up a prisoner
- Wriggle out of restraints
- Craft a small or detailed object
- Quickly complete a complicated task

Attack Rolls and Damage. You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a slingshot or a rifle. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the nimble property, such as a dagger or a whip.

Armor Class. You add your Dexterity modifier to your AC when you wear light armor or no armor.

Initiative. At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of units' turns in combat.

Constitution

Constitution measures health, stamina, and vitality. Constitution checks are uncommon, because the endurance this ability represents is largely passive, not a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however. The Grit skill reflects aptitude in certain kinds of Constitution checks.

Grit. Your Constitution (Grit) check covers an active effort to overcome hardship. Examples include the following activities:

- You try to hold your breath for several minutes at a time
- You march or labor for hours without rest
- You recover from the effects of exhaustion

- You endure intense pain to keep your grip on a barbed wire
- You walk over hot coals at a leisurely pace

Other Constitution Checks. The GM might also call for a Constitution check when you try to accomplish tasks like the following:

- Go without food, water, or sleep
- Down a large pill, a bitter potion, or a strong bottle of liquor
- Maintain your focus on a task despite distractions or harm
- Avoid exhaustion from intense heat, cold, smog, rain, or other weather conditions

Hit Points. Your Constitution modifier contributes to your hit points. You add your Constitution modifier to the increased maximum hit points with each level you gain. If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then gain your hit points for 4th level using your new modifier. In another example, if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason. An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, Culture, Ecology, and Technology skills reflect aptitude in certain kinds of Intelligence checks.

Arcana. Your Intelligence (Arcana) check measures your ability to recall information about spells, magical items and abilities, the elemental forces, space, and the Rifts.

Culture. Your Intelligence (Culture) check measures your ability to recall information about present and historical people and places, political conflicts and alliances, and public attitude.

Ecology. Your Intelligence (Ecology) check measures your ability to recall information about terrain, animals, plants, monsters, chemicals, the weather, and natural cycles.

Technology. Your Intelligence (Technology) check measures your ability to recall information about tools, mechanical devices, physics, architecture, energy, computers, and robots.

Other Intelligence Checks. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Estimate the value of something
- Pull together a convincing disguise
- Forge a document
- Deduce the cause of damage done to a unit or object
- Win a game of strategy

Wisdom

Wisdom reflects how attuned you are to the world around you and represents understanding, perception, and straightforward intuition. A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care

for an injured person. The Insight, Observation, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a unit, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Observation. Your Wisdom (Observation) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or notice thugs slinking through an alleyway.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, forage or hunt for food, navigate through a crowded city, identify signs that people, animals, or monsters live nearby, predict the weather, or avoid quicksand and other natural hazards. It also represents your aptitude for a variety of basic practical tasks, like starting fires, fishing, and applying first aid.

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Assess a risk or predict the outcome of a given choice
- Get an understanding for someone's physical or mental well-being
- Calm an aggressive or frightened beast

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality. A Charisma check might arise when you try to make an impression on others, when you try to tell a convincing lie, or when you navigate a tricky social situation. One thing to note about Charisma checks is that they apply specifically to interpersonal interaction. If a being can't understand you, such as when you interact with a squirrel or a fifth-dimensional eldritch horror, attempts to influence that being usually depend on Wisdom or Intelligence, rather than Charisma. The Deception, Intimidation, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a potential buyer, cheat at a gambling game, pass yourself off in a disguise, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, or even just hint at a bad outcome, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider his decision.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or raw charm, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make polite offers and requests, or to entertain the people around you. Examples of persuading others include negotiating the price of an expensive commodity, settling a feud with a peace talk, or raising a crowd into roaring enthusiasm.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts to do something that has a chance of failure. When the outcome is uncertain, the dice determine the results. To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success, and the unit overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster either makes no progress toward the objective or makes progress combined with a setback determined by the GM.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. There is no limit for the DC of a check because there is no limit on how hard a task can be. Difficulty classes above 30 are generally impossible for a typical character, but a powerful character's check can have a result of 50 or more, so one should never consider a task truly impossible for seasoned adventurers in the Rifts. What follows is a list of common difficulty classes, a description of their difficulty for the average person, and an example of a task with that DC:

DC	Task Difficulty	Example
5	Easy	Fishing your keys out from between the carseats. (Dexterity)
10	Medium	Inserting a USB drive correctly the first time. (Wisdom)
15	Hard	Hiking 25 miles without rest. (Constitution)
20	Very Hard	Leaping over a moving vehicle. (Strength)
25	Extremely Hard	Cracking the solution to an encrypted military cipher. (Intelligence)
30	Nearly Impossible	Swindling an emperor out of a prized treasure. (Charisma)
35	Impossible	Toppling an oak tree with a body slam. (Strength)

Critical Successes and Failures

When an ability check's d20 roll results in a 1 or 20, it calls for an unusually fortunate or unfortunate result. These two results are called "critical successes" and "critical failures".

On a 20, add the relevant ability score to the result of the check. For example, if a character with a Strength of 6 rolls a 20 on a Strength check, the result is 24, not 18. The GM is encouraged to be generous, granting some benefit even in addition to the task's success, especially if the character could have succeeded on the check even without a roll of 20.

On a 1, the check's result ignores positive modifiers but applies negative modifiers as usual. For this reason, rolling a 1 on the die almost certainly results in a failure unless the check's DC was

only 1. For example, if a Dexterity check's DC is 5, and a character with a Dexterity of 20 rolls a 1, the character still fails, even though the +5 bonus associated with an ability score of 20 should make the result a 6. The GM is encouraged to be harsh on a result of 1, sometimes causing the failure to be so drastic that it introduces an entirely new problem.

Skills

Each ability covers a broad range of capabilities, but skills represent a more specific focus that a character or a monster might have. A skill represents a specific category of tasks, and an individual's proficiency in a skill demonstrates particular training or talent for that category. A character's skill proficiencies are determined when the character is created, and they sometimes gain more as their level increases.

When the GM calls for an ability check, they might specify what sort of skill corresponds to the check. Instead of calling for a Dexterity check or a Charisma check, they might call for a Dexterity (Finesse) or a Charisma (Persuasion) check. When you make a check for a skill you're proficient in, you add your proficiency bonus alongside your ability modifier to determine the check's result.

For example, if a character attempts to climb up a dangerous cliff, the GM might call for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, they just make a Strength check like normal. Note that, though each skill is usually associated with a certain ability, the GM can call for whatever combination of ability and skill they see fit. The GM could just as easily call for a Dexterity (Athletics) check to sidle along the cliff's edge, or even a Wisdom (Athletics) check to feel the safest path to climb along the cliff face.

All fourteen of the skills in the game are listed in this section, along with the ability most commonly associated with each skill. See an ability's description in the previous section for examples of how to use a skill associated with an ability.

- **Strength:** Athletics
- **Dexterity:** Finesse, Stealth
- **Constitution:** Grit
- **Intelligence:** Arcana, Culture, Ecology, Technology
- **Wisdom:** Insight, Observation, Survival
- **Charisma:** Deception, Intimidation, Persuasion

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, like when two thieves jump to snatch up a gemstone that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal, like when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special kind of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. A participant can choose to lose the contest. The winner either succeeds at the action or prevents the other one from succeeding. If the contest results in a tie, the unit with the higher relevant ability score wins the check. If the units' respective scores are equal, the situation remains the same as it

was before the contest. Thus, one contestant might win by default. In the case where two characters tie in a contest to snatch a gem off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden foe.

A character's total for a passive check is equal to $10 + \text{all modifiers}$ that normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score. For example, if a 1st-level character has a Wisdom modifier of +2 and proficiency in Observation, their passive Wisdom (Observation) score is 14.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task cover those who aren't. Two characters who make the same group check together can't help each other to gain advantage on the task; each character is busy making their own part of the check. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks are most appropriate when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Check Blitz

On occasion, a group of adventurers may end up in a fast-paced scene where everybody works together to take on a major obstacle with a series of several checks. You might be escaping from the cursed mummy's crumbling tomb, competing in the county cook-off, or repairing a helicopter as it spirals towards the ground. In situations like these, the GM can call for a check blitz. Check blitzes are different from group checks in that they do not require every character to participate in the same task; instead, each character contributes as they see fit. Each check blitz proceeds according to the following steps:

1. **Set the Scene.** The GM lays out the issue at hand, determines which characters are participating, and sets the stakes of success and failure. The GM announces how many successful checks are necessary to overcome the challenge, and how many failures are sufficient for defeat. To win a check blitz, the group needs a certain number of successes, and each character needs to succeed at least one check. The group loses if they fail more than a given number of checks. The GM determines the number of successes or failures required as they see fit; usually, winning requires a number of successes equal to the number of participants in the group, and losing requires a total of three failures. A tough

challenge might require many more successes than usual, and a challenge without any room for error might force a loss after the very first failure.

2. **Complicate Things.** The GM presents one particular issue for the group to solve as part of the overall blitz. A boulder might fall, blocking the only exit, or an eagle might swoop down to snatch your most delicious ingredient.
3. **Check It Out.** One character in the group steps up to respond to the issue at hand, and the GM determines what sort of check is appropriate. For example, the group's bruiser might make a Strength check to roll the boulder aside, or the clever scientist might make an Intelligence (Ecology) check to distract or confuse the diving eagle by some trick of ornithology. The GM sets the DC, imposes advantage or disadvantage, and determines whether the check succeeds or fails like they do for any other check. After the roll is made, the GM declares whether the check succeeds or fails, describes the resulting outcome, and records the success or failure.
4. **Keep It Going.** After each check, the GM introduces a new complication or modifies the previous one. Occasionally, after a failed check, the GM can simply reiterate the last complication, since the problem at hand hasn't been addressed. From there, a character steps up once again to make a check against the complication, and the cycle continues until the conditions for winning or losing the blitz have been met.
5. **Conclude the Blitz.** Once the group reaches the target number of successes and each participant has succeeded at least once, the group is victorious; they escape from the tomb, they win the gold ribbon, or the helicopter's propeller whirls into action just before they hit the canopy. Alternatively, if the group reaches the target number of failures, they have to suffer the consequences; the tomb's gate seals shut as the mummy awakes, the gold ribbon goes to another team, or the helicopter bursts into flame as it careens into the jungle below.

Helping with Checks

Sometimes two or more characters team up to attempt a task. In this case, a single character leads the effort, usually the one with the highest overall modifier, can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action. Two characters can't help each other when they're making the same group check or taking on the same check challenge, since they're already occupied with the same task.

A character can only provide help if the task is one that they could attempt alone. For example, trying to repair an airplane requires quite a bit of mechanical know-how, so a character who doesn't have proficiency in Technology probably can't help another character in that task. Likewise, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as picking a lock, are no easier with help.

Saving Throws

A saving throw, also called a save, represents an attempt to resist something that threatens your safety, like an explosion, a curse, an infection, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because you're at risk of harm. If you don't attempt to make the save, you automatically fail. There are three main types of saving throws:

- **Resilience.** A Resilience save is a test of physical stability. It represents a character's effort to resist a harmful force or chemical effect that can't be avoided, such as weather or poison. A unit adds both its Strength and Constitution modifier to Resilience saving throws.
- **Reflex.** A Reflex save is a test of agility, both of thought and of action. It represents a character's effort to avoid a sudden danger, such as a trap or explosion. A unit adds both its Dexterity and Wisdom modifier to Reflex saving throws.
- **Resolve.** A Resolve save is a test of mental stability. It represents a character's effort to resist a magical or emotional effect, such as a curse, a seal, or an attempt to cause confusion or fear. A unit adds both its Intelligence and Charisma modifier to Resolve saving throws.

To make a saving throw, roll a d20 and add the appropriate modifier. For example, you add your Dexterity modifier and your Wisdom modifier for a Reflex saving throw. If your result is equal to or greater than the DC of the save, you succeed. Otherwise, you fail. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a unit suffers no harm, or reduced harm, from an effect. Rolling a 1 or a 20 has no special effect for a saving throw.

The difficulty class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw brought on by a machina is determined by the Machinist's Intelligence modifier and proficiency bonus.

Various game features and effects can improve a unit's saving throw. Wanderers, for example, can use the Warding Aura feature to provide a bonus to saving throws.

If a unit or object doesn't have a Constitution score, it can't be forced to make Resilience or Reflex saving throws because it doesn't have a body. Likewise, a unit or object with no Charisma score can't be forced to make a Resolve saving throw because it doesn't have a mind of its own. In these cases, the unit isn't subject to any of the effects of failing the save, or even the effects of succeeding on it. If a unit lacks either of the ability scores relevant to a save, but it isn't exempt from the save, it automatically fails. For example, a rock, like most objects, has only a Constitution score and no other abilities, so if an effect would force a rock to make a Resolve saving throw, the rock doesn't make the save and suffers no effect. The rock automatically fails Resilience and Reflex saving throws, however, because it lacks a Strength, Dexterity, and Wisdom score.

Advantage & Disadvantage

Sometimes the circumstances of the game will call for advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice-versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a monster has

disadvantage on an ability check and rolls a 2 and a 13, it might be able to use a special feature to reroll the 2 or the 13, but not both dice.

Aside from particular game rules, features, and techniques that provide advantage or disadvantage, the GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Inspiration

Inspiration is a rule the GM can use to reward you for excellent role-playing. Whenever another player character does something that really contributes to the story in a fun and interesting way, the GM can choose to give that character inspiration. Inspiration allows for players to get a tiny bit more narrative control in the shared storytelling dynamic.

Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by an established character flaw, or otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in their game. Players are encouraged to nominate one another to receive inspiration after especially excellent moments, but the GM has the final say. You either have inspiration or you don't; you can't stockpile multiple "inspirations" for later use. If the GM awards you inspiration while you already have it, you can choose to award that excess inspiration to a player who doesn't have it. If every player at the table has inspiration, the GM can't grant any.

Using Inspiration

If you have inspiration, you can expend it when a unit controlled by a player makes an attack roll, saving throw, or ability check. Spending your inspiration allows you to repeat the roll, keeping the result you prefer; if the old roll had advantage or disadvantage, this repeated roll also has advantage or disadvantage. Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. You can give your inspiration away so they can have it.

ADVENTURING

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with their environment in such places.

Units & Objects

Nearly everything in the game fits into one of three categories: units, objects, and effects. Characters and monsters are almost always units, and just about everything else is an object. If a thing has a mind, it's a unit, and if a thing has matter but no mind, it's an object. Even things that you might not consider tend to be objects: atoms are objects, fire is an object, planets are objects, and so is everything in-between. If you struggle to put something into either category, it's probably an effect: gravity is an effect, emotions are effects, and the use of just about every game feature is an effect. Effects are so broad that they aren't bound by consistent rules, so this section only explains the general ways a character can interact with other units and with objects.

Interacting with Units

A unit is any agent of the game too animated and willful to be considered an object. A character's interaction with units is often governed by the rules of combat or by checks having to do with the three mental abilities: Intelligence, Wisdom, and Charisma. Interacting with units is usually as simple as talking to them, provided you share a language in common with them. The game only has two languages by default: Common and Faede, and adventurers are assumed to know Common but not Faede. The GM is free to decide that there are other languages in their setting. If you don't speak the same language as another unit, your communication will be heavily limited as you both work around the language barrier. With or without talking, getting creatures to understand your messages, understanding theirs, and finding ways to get what you want will usually require checks.

The GM decides the DCs of these checks by accounting for a number of factors, especially the other unit's sentiment towards you. Are they hostile? Agreeable? Totally indifferent? Mindless? If they're mindless, what sorts of social checks even work with this unit? The other factors include the unit's interests, fears, physical condition, and the like.

Social interaction aside, the other two major types of interaction between units are contests, which are outlined earlier in this chapter, and combat, outlined in the next chapter.

Unit Families

Every unit belongs to at least one family, which denotes the general type of being that the unit is. A select few game features depend on a unit's family, namely the Wanderer's Favored Family feature, along with a few spells, machina, and intuitions. If it isn't otherwise specified, assume your character's only family is Humanoid. If that doesn't feel correct for your character, work with your GM to ensure your character has a special trait that grants them another family, either as an alternative to Humanoid or in addition to it. Your GM determines which families exist in their setting, which might match this list, but it could also include new families or disclude certain families on this list. What follows is a list of the families that are present across nearly all settings, along with a few examples for each:

- **Aquatic.** Units that live mostly in the water and units that are made of liquid. Fish, turtles, and oozes are Aquatic.
- **Beast.** Animalistic units that mostly live on land, underground, or in the air. Wolves, pterodactyls, and giant sand worms are Beasts.
- **Fiend.** Otherworldly units made by strange and sinister magic. Goblins, demons, and eldritch abominations are Fiends.
- **Humanoid.** Units who tend to walk on two feet and work with two hands. They lack special powers, but they often have an elemental affinity, and they often gain class levels. Be they humans, elves, or reptilians, nearly all adventurers are Humanoids.
- **Machine.** Mechanical units brought to life by advanced design and programming rather than magic or biology. Robots, androids, and other autonomous devices are Machines.
- **Material.** Odd units that take the form of an animated object. A Material unit can be just about anything, from a sword, to a cardboard box, to a glass vial bubbling with chemicals.
- **Mineral.** Sturdy units made of rocks, gemstones, sand, ice, or other solid materials. Golems, gargoyles, and sentient asteroids are Minerals.
- **Mythic.** Fantastical units brimming with magical energy that feel right at home in a storybook. Fairies, angels, and dragons are Mythics.

- **Plant.** Floral units that have the qualities of everyday vegetation, fungi, and algae. Dryads, treants, and mushroom monsters are Plants.
- **Spirit.** Supernatural units that dance the line between life and death. Zombies, ghosts, and vampires are Spirits.
- **Void.** Extremely dangerous units that embody the raw destructive force that permeates through the Rifts. There are no classic examples of a Void unit, as they're extremely rare.

A unit can belong to one family or multiple, and there is no limit to the number of families a unit can have. For example, a unicorn might be both Beast and Mythic, and an undead shark might be both Aquatic and Spirit. If a game feature has effects for any of a unit's families, that effect applies to that unit. If two or more of a unit's families call for two mutually exclusive effects, the GM determines which of the unit's families is most relevant to that interaction, and the effect resolves as if the unit had only that family.

A unit's family doesn't guarantee anything about its capabilities, but it does suggest quite a bit. For example, Aquatic units are almost always excellent swimmers, and Machine units are almost always immune to poison and sickness, and Fiend and Mythic units tend to have high Charisma scores. Keep a unit's family in mind when you interact with it, especially when you engage with one in combat, since most units of a given family share damage weaknesses and resistances. For further explanation on weakness and resistance, read the "Damage Types" section of the next chapter. The following table shows each family's typical weaknesses and resistances, which are common knowledge to adventurers:

	Aquatic	Beast	Fiend	Machine	Material	Mineral	Mythic	Plant	Spirit
Neutral			R		R				R
Fire	R	W			R	R		W	
Water	R			W		W		R	
Air		W				R		W	
Earth				W	R				R
Nature	W	R				W		R	
Electric	W			W		R			
Metal				R	W	W		W	R
Arcane	W	W	R	R			R	W	
Light		W		R			R	R	W
Dark			R	R					W
Astral						W			

Again, a unit isn't guaranteed to have certain weaknesses or resistances from its family. Each unit is different, so each one also interacts with damage differently. If a unit has a listed family, but no listed weaknesses or resistances, the unit has no weaknesses or resistances. The one exception is that, unless explicitly stated otherwise, a unit is always weak to Void damage.

The Humanoid family is excluded from the table above, because they have no common weaknesses or resistances. The Void family is excluded because all Void units share an innate trait: they resist all damage types, and they are immune to Void damage.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what happens.

For example, a character might decide to pull a lever, which might, in turn, raise a bridge, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects using the typical rules for attacks and damage in the next chapter. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Reflex and Resilience saving throws, and they are immune to effects that require Resolve saves or death saves. When an object drops to 0 hit points, it breaks. A character can also attempt a Strength check to break an object, with a DC set by the GM.

Movement

While watching TV from the couch may be an adventure for some, most grand quests involve some amount of movement. Whether you're hiking the trail to the next town, running away from the giant boulder trap you triggered, or floating through the vast expanse of space, physical positioning is vital in an interesting story.

Sometimes, the GM will summarize movement in the interest of maintaining action. A leisurely stroll to the local pub or a five-day trek across the desert may not have enough important minute-to-minute factors that would require player involvement. Even in situations of high stress, like scaling a cliff in a blizzard, the GM may speed up the climb between any relevant ability checks, saving throws, and the like.

On other occasions, your time spent traveling and specific location will be vital, whether the trek takes minutes or days. The GM will determine travel time based on the speed of the units, as well as what kind of terrain they're crossing.

Travel

When a group of adventurers tries to go to an entirely different location, such as another city or the site of a far-off landmark, the GM determines the amount of time it will take, factoring in the means of travel, weather conditions, and the like. Unexpected events, such as encounters with monsters, can change the expected amount of time. When there is more than one way to get to a destination, the group decides which path to take. Sometimes one path is more dangerous than another. Usually, a group has the option to travel half as quickly for some or all of a journey, granting themselves advantage on Stealth and Observation checks for the duration of slowed travel, but extending the travel time.

Very rarely, a character or group of characters will travel to a place so far away that the distance is utterly immeasurable; they might travel through time, ascend to another plane of

existence, or cross the Rifts into an entirely different reality. Cases like these are called "interdimensional travel", and a few game features will refer to a character "in another dimension". For all intents and purposes, if two characters need to perform this sort of travel to reach one another, they exist in separate dimensions, and they are an infinite number of feet apart.

Modes of Movement

Every unit has a speed, which is the distance in feet that it can walk in a round. Unless otherwise specified, a unit has a walking speed of 30 feet and no other speeds. Some units have special types of speed, reflecting their special means of movement as well as how quickly they can move each way. A unit may have any combination of the following eight types of movement:

- **Walking.** Walking is the most straightforward form of movement. A walking unit can travel through open space along solid ground.
- **Climbing.** Climbing works similarly to walking, but it refers to vertical travel instead of lateral travel. A unit with a defined climbing speed automatically succeeds on most Athletics checks that other units might have to make to scale a surface. The GM might decide that even a unit with a climbing speed might need to make a check to scale an especially smooth or slippery surface.
- **Swimming.** A unit with a defined swimming speed can travel freely in any direction through fluids less viscous than lava. If the fluid is particularly thick, or it flows especially quickly, the GM might impose an Athletics check to continue swimming through the fluid. Though many units with swimming speeds can also breathe underwater, a swimming speed guarantees no protection from the dangers posed by a fluid you swim through.
- **Burrowing.** A unit with a burrowing speed can travel freely in any direction through solid media softer than brick. To dig through an especially solid material, the GM might allow a unit to make an Athletics check. Some burrowing units might have features that allow them to dig effortlessly through even firmer surfaces. When a unit burrows, it turns the material into fine powder, leaving a tunnel behind it. The displaced matter settles back into place after an hour, but objects destroyed by a burrowing unit will not return to their original state without repair.
- **Hovering.** A hovering unit travels more or less the same way as a walking unit, but it does not touch the ground that it travels along. If a unit hovers over a space of difficult terrain, that space doesn't slow it down, because the space is beneath it, but if it hovers through a space of difficult terrain, it suffers the usual movement penalties. At all times, a hovering unit can hover at an altitude up to twice its height above the nearest solid surface. For example, a unit that is three feet tall can hover up to six feet in the air. It costs no movement for a hovering unit to change its altitude. A hovering unit falls like any other unit, but it can't take falling damage.
- **Flying.** A flying unit travels freely through the air in any direction. Furthermore, a flying unit can descend up to 30 feet per turn simply by allowing itself to fall, which doesn't spend any of the unit's movement that turn. To descend further than 30 feet, the unit has to spend movement flying downwards. If a flying unit is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, it falls unless something holds it aloft.
- **Floating.** A floating unit travels through the air the same way a flying unit does, and it can descend the same way, but nothing can force a floating unit to fall so long as it is conscious.
- **Warping.** A unit can spend an amount of its warping speed to teleport that distance in any direction. Traveling by teleportation never provokes an opportunity attack.

Using Walking Speed

A walking speed entails more than it might immediately seem. So long as a unit has a walking speed, it can also use that speed to crawl and jump. Most units that can walk can even climb and swim, even if they don't have a dedicated climbing and swimming speed. All of these types of movement are important for the vast majority of adventurers, who have a walking speed and no other speeds.

- **Crawling.** Any unit that can walk can crawl when it is prone. While you crawl, each foot of movement costs 1 extra foot of movement, meaning you crawl only half as fast as you walk.
- **Climbing and Swimming.** A unit with a walking speed can usually climb or swim, but each foot of movement costs 1 extra foot, just like crawling does, unless a unit has a climbing or swimming speed. Since these units aren't particularly strong climbers or swimmers, climbing a slippery vertical surface or one with few handholds might require a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check. At the GM's discretion, a walking unit like an elephant might not be able to climb at all, and a walking unit like a stone golem might not be able to swim at all.
- **Jumping.** Your Strength determines how far you can jump. In some circumstances, the GM might allow you to make a Strength (Athletics) check to jump farther or higher than you normally can, or they might determine that a unit isn't able to jump at all, despite its Strength score. After all, though elephants and stone golems are extremely powerful, they aren't made for jumping.

For a long jump, you cover a number of feet up to your Strength score if you run at least 10 feet immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of walking speed. This assumes that the height of your jump doesn't matter, like when you jump across a stream or chasm. If there is some significant obstruction, the GM might decide that you must succeed on a Strength (Athletics) check to clear the obstacle, such as a hedge or hurdle. If you fail the check, or the obstacle is higher than your jump, you hit it.

For a high jump, you leap into the air a number of feet equal to $3 + \text{your Strength modifier}$ if you run at least 10 feet immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

Mounts

A Fighter charging into battle on their trusty steed, a Summoner casting spells from the back of a Faede, or a Shadower riding shotgun in a big, beautiful, Buick Enclave all enjoy the benefits of speed and mobility that a mount can provide. A willing unit that is at least one size larger than you and that has an appropriate anatomy can serve as a mount. Likewise, an object that is at least one size larger than you and that has a defined speed as a vehicle can also serve as a mount. The rules for riding mounts are as follows:

- **Mounting and Dismounting.** You can spend half your speed to mount a unit or vehicle that is within 5 feet of you, or dismount a unit or vehicle you are currently mounting. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.
- **Forceful Dismounting.** If an effect moves your mount by force while you're on it, you must succeed on a DC 10 Reflex saving throw or fall off the mount, landing prone in a space

within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw. If your mount somehow contains you such that you can't fall prone, such as the seat of a car, you don't need to make the save. If your mount is knocked prone or destroyed, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it. However, if your mount somehow contains you, you must remain inside the mount, usually suffering damage as determined by the GM. Exiting the mount requires that you dismount using half your speed on your turn as usual.

- **Controlling a Mount.** While you're mounted, you have two options. You can either control the mount or allow it to act independently. Units with an Intelligence score higher than 4 always act independently. Vehicles can't act independently because they are objects. The initiative of a controlled mount changes to match yours when you mount it. A controlled mounted unit moves as you direct it, and it has only three action options: Dash, Defend, and Disengage. A controlled mounted unit can move and act even on the turn that you mount it. A vehicle doesn't have initiative, and it doesn't take actions on its own, but you might be able to drive the vehicle in a special way with the Use an Object action, at your GM's discretion. Examples include causing your vehicle to go twice as fast, similar to the Dash action, or ramming the vehicle into a target.
- **Independent Mounts.** You can control a mounted unit only if it accepts its rider. An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack a foe, or otherwise act against your wishes.

Falling

The most common type of involuntary movement is falling. No matter how powerful an adventurer becomes, gravity itself will pose a constant threat. Under typical gravity, a unit usually falls at a rate of about 1,000 feet per round. This means, unless a unit falls from an exceptional height, or something slows its descent, it reaches the ground before any other unit can take an action. If a unit is falling on its own turn, it can choose when to use each of its actions as it falls; it can even take all of its actions that turn before it descends at all. When the unit lands at the end of a fall, a unit takes 1d6 Neutral damage for every 10 feet it fell, to a maximum of 200d6 for falling 2,000 feet or more. The unit lands prone unless it loses no hit points from the fall.

In most real-world scenarios, an average human on Earth would fall more than 10,000 feet over the course of a round, and they would fall at a different rate with more intense gravity, less air resistance, and a number of other factors. This game simplifies the physics of falling for ease of use in storytelling.

Difficult Terrain

Adventures seldom take place in well-kept locales. Oil slicks, beds of thorns, and scrap heaps full of mechanical debris may be considered difficult terrain. Difficult terrain proves especially relevant in combat, where characters have to move fast to survive.

The space of another unit, whether hostile or not, also counts as difficult terrain. Every foot of movement in difficult terrain costs 1 extra foot, even if multiple things in a space count as difficult terrain. This penalty does compound with the penalties for climbing, swimming, and crawling, however; for example, crawling through 1 foot of difficult terrain costs 3 feet of movement, so a unit with a walking speed of 30 feet can only crawl 10 feet through thick underbrush in a turn.

When you land in difficult terrain after a fall or a jump, you must succeed on a DC 10 Dexterity (Athletics) check to keep your balance as you land. Otherwise, you land prone.

Note that difficult terrain doesn't have to be an area on the ground. A rushing current can be difficult terrain in the water, a parade of balloons might be difficult terrain in the air, and a patch of gravel might be difficult terrain underground.

Size & Space

Each unit and object takes up a different amount of space, which the game divides into a few major categories. The following table shows how much space a unit or object of a particular size occupies. If a unit is between two sizes, it belongs to whichever category is closer.

Size	Space
Minuscule	1x1 ft. or smaller
Tiny	2x2 ft.
Small	3x3 ft.
Medium	5x5 ft.
Large	10x10 ft.
Huge	15x15 ft.
Gargantuan	20x20 ft.
Colossal	25x25 ft. or larger

A unit's space is the area in feet that it effectively controls from moment to moment, not an expression of its physical dimensions. A typical Medium unit isn't 5 feet wide, for example, but it does control a space that wide. If a Large butler-bot guards the entrance to a 10-foot-wide doorway, other units won't be able to pass through without the butler-bot's permission. Otherwise, they'll need to force the butler-bot out of the way somehow.

A unit's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of units that can surround another unit in combat. Assuming Medium combatants, eight units can fit in a 5-foot radius around another one.

Because larger units take up more space, fewer of them can surround a unit. If five Large units crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium units can surround a Gargantuan one.

A unit can squeeze through a space that is large enough for a unit one size smaller than it. Thus, a Large unit can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a unit must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Reflex saving throws. Attack rolls against the unit have advantage while it's in the smaller space.

Vision

The most fundamental tasks of adventuring rely heavily on a character's ability to see. In order to win fights and discover hidden treasures, characters must consider what they can see.

Obscured Areas

Certain areas are naturally harder to see in than others; for this reason, the GM might declare that a certain area is lightly or heavily obscured. In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, units have disadvantage on Wisdom (Observation) checks that rely on sight. A heavily obscured area, such as darkness, opaque fog, or dense foliage, blocks vision entirely. A unit effectively suffers from the blinded condition when trying to see something in that area. Note that, though it is rare, an area might be lightly or heavily obscured for a sense other than sight. For example, a bakery might be lightly or heavily obscured with regard to smells, as the mouthwatering scent of fresh pastries drowns out the smell of smoke.

Hiding

In a world of predator and prey, adventurers will often fear something enough to hide from it, and they will learn to fear whatever hides from them even more than that!

When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Observation) check of any unit that actively searches for signs of your presence. You can't hide from a unit that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a unit notices you, the GM compares your Dexterity (Stealth) check with that unit's passive Wisdom (Observation) score, which is explained in the "Checks and Saves" section of the book.

In combat, most units stay alert for signs of danger all around, so if you come out of hiding and approach a unit, it almost always sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a unit that is distracted, allowing you to gain advantage on an attack roll before you are seen. Either way, after you make an attack, you always reveal yourself from hiding.

Special Senses

Unless otherwise specified, a character has typical human faculties: sight, hearing, smell, taste, and touch, and all to the usual degree. Certain characters, however, might have special enhancements to their senses, which are as follows:

- **Darksight.** Units acclimated to living in the dark have darksight. Within a specified range, a unit with darksight can see in heavily obscured darkness as if it were lightly obscured, and lightly obscured darkness as if they were normal conditions.
- **Blindsight.** A unit with blindsight can perceive its surroundings without relying on sight, within a specific radius. For this reason, they can usually locate a hidden or invisible unit without issue. Units that don't have eyes, using their sense of hearing, touch, or smell to detect their surroundings, often have this sense.
- **Truesight.** A unit with truesight has some extreme magical or technological enhancement to its senses. It ignores lightly and heavily obscured conditions in all circumstances, and it

can see through solid barriers that would otherwise impede its vision. It automatically detects invisible units and objects, sees through illusions and projections, and it naturally perceives the original form of a unit whose form has been altered somehow.

Invisibility

Several game rules might explain that a unit, object, or effect is invisible. Something invisible is impossible to see without blindsight, truesight, or some other special means of detection. Invisible things still make noise, fill space, and move like normal, so a unit that can't see something invisible might still be able to determine where it is or what it's doing. An invisible unit is always heavily obscured, and it can always try to hide. To hide, the invisible unit would still have to stay quiet and make subtle movement, otherwise even units that can't see it will easily detect its presence.

Resting

Powerful though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need time to eat and sleep, tend to their needs, refresh their spirits, and brace themselves for further adventure. Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day. These rules outline a length of time for each sort of rest, but some adventures may be best suited to a different time scale, so your GM determines the minimum duration for short and long rest.

Short Rest

A short rest is a period of downtime, at least an hour long, during which a character does nothing more strenuous than eating, drinking, talking, and tending to wounds. Even if a character spends more than an hour resting, they only complete a single short rest, unless it lasts long enough to be a long rest. At the end of a short rest, a character regains a number of lost hit points equal to half of its maximum hit points. A character must have at least 1 hit point at the start of the rest to gain its benefits. After gaining these benefits, the character can't benefit from another short rest until an hour passes or until it completes a long rest.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than a few hours. A character can't complete a long rest if they're deprived of basic needs like food, water, and sleep. If the rest is interrupted by even a few minutes of strenuous activity, such as a fight, the characters must begin the rest again to gain any benefit from it. At the end of a long rest, a character regains all lost hit points. A character can't benefit from more than one long rest in a 24-hour period.

Alternative Resting

In certain circumstances, the GM might determine that your adventurers need more than a good night's sleep to return to perfect condition. Especially for characters at lower levels, the GM might declare that a short rest requires at least 8 hours (like a long rest usually would), and that a

long rest requires several days. Your GM might also place certain limitations on your ability to rest; for example, you might only be able to rest when you're in complete safety, only when you aren't exposed to the harsh wilderness, or only when you can receive some sort of medical attention. A GM shouldn't impose these limitations to antagonize or punish the players; the GM should only call for limitations when it leads to a more interesting or satisfying tone for the adventure. In any case, the GM will tell you what is required for each type of rest in their game.

Exhaustion

The struggles that come with adventuring, like intense climate, grievous mental or physical harm, and simple deprivation, can make characters exhausted. For each day a character goes without sleep, food, water, or other necessities, their degree of exhaustion increases by two, even if they lack multiple necessities. The same hardship might exhaust one character but not another; for example, a robot won't become exhausted from a lack of food, and a squirrel won't become exhausted from a lack of available electricity. Each time an exhausted character makes an ability check, attack roll, or saving throw, it subtracts its overall degree of exhaustion from the result.

Exhaustion is cumulative; for example, if a character has 2nd-degree exhaustion, and they go a day without sleep, it becomes 4th-degree exhaustion. Another day without sleep brings 6th-degree exhaustion, then 8th, and so on, up to 9th-degree exhaustion. A character with 5th-degree exhaustion or worse has all of their speeds halved, and a character with 9th-degree exhaustion has all of their speeds reduced to 0. A character's degree of exhaustion can't exceed 9th; if a character gains even one degree of exhaustion past 9th, they die instantly.

While deprivation is the most common cause of exhaustion, some effects can also inflict one or more degrees of exhaustion, as specified in the effect's description. If an already exhausted unit suffers another effect that causes exhaustion, its current degree of exhaustion increases by the amount specified in the effect's description.

An effect that removes exhaustion reduces its degree as specified in the effect's description, with all exhaustion effects ending if a unit's degree of exhaustion is reduced below the first.

The best way to recover from exhaustion is to rest. Completing a long rest reduces a unit's degree of exhaustion to 0, provided that nothing increases its exhaustion during the period of rest. The first time a unit completes a short rest in a 24-hour period, its degree of exhaustion decreases by 1 so long as nothing increases its exhaustion, and it can make a DC 15 Constitution (Grit) check to attempt to decrease its exhaustion by 2 instead.

Resources

Many characters will have features that are somehow limited in their use. These features outline how many times (or to what extent) the feature can be used before the unit loses its use of the feature. These discrete, limited uses of a feature are called "resources", and they can always be regained, provided certain conditions are met. Usually, a short rest will replenish a lost resource, and a long rest will replenish nearly every resource. What follows is a list of several resources in the game:

- A Fighter's uses of Action Surge and Limit Breaker.
- A Mage's spell slots and their use of Arcane Conduit.
- A Machinist's energy slots and charge dice.
- A Shadower's uses of Shadow Meld, kleptomancy slots, and their use of Twisted Prowess.
- A Wanderer's guidance dice, healing points, intuition slots, and use of Familial Form.
- A Hustler's panache points and their use of The Zone.*

Note that this is not a comprehensive list: most Specialization features also have resources which are not listed here. Also note what is not a resource: features like Fortify, which can only be used once per encounter, and Cheap Shot, which can only be used once per turn, do not have resources because they are only limited in how often they can be used, not how many cumulative times they can be used. In certain cases, a character might gain a feature like Superior Zone that removes the limit on the use of another feature; in circumstances like these, the use of the modified feature ceases to be a resource for that character, because its use is no longer limited.

Lastly, understand that consumable objects are not resources unless they were created by a feature (such as the Spellslinger's spellbombs or the Apothecary's elixirs). Game feature resources, without exception, are somehow renewable; if something in the game can only be used once, and you don't regain it after a rest or similar condition is met, it shouldn't be considered a resource.

Conditions

Conditions alter a unit's capabilities in a variety of ways and can arise as a result of a class feature, a monster's attack, or some other effect. Conditions are almost always impairments, but certain conditions, namely prone and petrified, can confer minor situational benefits.

A condition lasts for the duration specified by the effect that imposed the condition, but certain other effects, like that of the *Antidote* gimmick, can end conditions early. If multiple effects impose the same condition on a unit, each instance of the condition has its own duration, but the condition's effects don't get worse. A unit either has a condition or it doesn't.

The following list specifies what happens to a unit while it has each sort of condition:

Blinded

- A blinded unit can't see and automatically fails any ability check that requires the unit to use its normal vision, darksight, or truesight.
- Attack rolls against the unit have advantage, and the unit's attack rolls have disadvantage.
- If the unit can use blindsight to see something, it makes ability checks and attack rolls as usual. Attack rolls don't have advantage if the unit can see its attacker with blindsight.

Charmed

- A charmed unit can't attack the charmer or target the charmer with harmful techniques or effects.
- The charmer has advantage on any ability check to persuade, deceive, intimidate, or otherwise socially interact with the unit.

Deafened

- A deafened unit can't hear and automatically fails any ability check that requires hearing.

Fixated

- A fixated unit has disadvantage on any Observation check that would shift its attention away from the source of its fixation.

- A fixated unit has disadvantage on attack rolls that don't target the source of its fixation.
- If a fixated unit causes an effect that calls for a saving throw in an area of effect that does not include the source of its fixation, every affected unit has advantage on its saving throws.

Frightened

- A frightened unit has disadvantage on ability checks and attack rolls while it can see the source of its fear.
- The unit can't willingly move closer to the source of its fear.

Grappled

- A grappled unit's speed becomes 0, and it can't benefit from any bonus to its speed.
- A grappled unit can't move itself further from its grappler by any means. If the grappler moves willingly or unwillingly, the grappled unit moves with it.
- The condition ends if the grappler is incapacitated.
- The condition also ends if an effect releases the grappled unit from the grasp of the grappler, such as when the grappled unit is shoved outside of the grappler's reach, or when the grappled unit changes size, shape, or state of matter.

Incapacitated

- An incapacitated unit can't take actions, bonus actions, or reactions.
- On its turn, the unit can choose to suppress this condition, provided that it isn't also petrified or unconscious. The unit gains three degrees of exhaustion to take a single action or bonus action before the end of its turn. The unit is still subject to all the effects of its other conditions: for example, a paralyzed unit still can't move when it suppresses this condition to take an action, and a stunned unit still can't speak.

Paralyzed

- A paralyzed unit is incapacitated and can't move or speak.
- The unit automatically fails Resilience and Reflex saving throws.
- Attack rolls against the unit have advantage.
- Any attack made against the unit automatically succeeds, even on a roll of 1, if the unit is within the attacker's reach.

Petrified

- A petrified unit is transformed, along with any object it is wearing or carrying, into a solid inanimate substance, usually stone. It also becomes ten times heavier, so it can't be pushed, dragged, carried, or otherwise forced to move by most forces.
- The unit is incapacitated, can't move or speak, and is unaware of its surroundings.
- Attack rolls against the unit have advantage.
- The unit automatically succeeds on Resilience saves and automatically fails Reflex saves.
- The unit has resistance to all damage.
- The unit ceases aging, and it becomes immune to poison and sickness, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned unit loses hit points equal to a tenth of its maximum hit points at the start of each of its turns when it is engaged in strenuous activity, such as combat. If the unit is engaged in less strenuous activity, such as travel or social engagement, it loses these hit points once an hour instead.

Prone

- A prone unit can't move by any means other than crawling. A unit's crawling speed is half of its walking speed.
- The unit has disadvantage on attack rolls.
- An attack roll against the unit has advantage if the unit is within the attacker's reach. Otherwise, the attack roll has disadvantage.
- On its turn, the unit can spend half its speed to stand up and end the condition.

Restrained

- A restrained unit's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the unit have advantage, and the unit's attack rolls have disadvantage.
- The unit has disadvantage on Reflex saving throws.

Sick

- A sick unit has disadvantage on attack rolls and ability checks.

Slowed

- A slowed unit can take either an action or a bonus action on its turn, but not both.
- The unit can't take the Dash or Disengage actions.
- The unit can't take reactions.
- The unit has disadvantage on Dexterity checks and Reflex saving throws.
- All of the unit's movement speeds are halved.

Stunned

- A stunned unit is incapacitated, can't move, and can speak only falteringly.
- The unit automatically fails Reflex saving throws.
- Attack rolls against the unit have advantage.

Unconscious

- An unconscious unit is incapacitated, can't move or speak, and is unaware of its surroundings.
- The unit drops whatever it's holding and falls prone.
- The unit automatically fails all Resilience, Reflex, and Resolve saving throws.
- Attack rolls against the unit have advantage.
- Any attack made against the unit automatically succeeds, even on a roll of 1, if the unit is within the attacker's reach.

EQUIPMENT

With very few exceptions, adventurers need more than just the clothes on their back to succeed. This section details the four main types of objects a character will tend to keep on hand at all times: the essentials, armor, weapons, and tools.

Essentials

Characters need a variety of basic resources to survive, such as food and water. Characters are assumed to have access to those resources, either in their surroundings or in their possession, unless the GM specifies otherwise. If a character can't secure access to essentials for an entire day, or if they simply refuse to eat or drink, they suffer the effects of exhaustion, as outlined in the "Resting" section earlier in this chapter.

Every adventurer starts out with a very special item simply called a "bag". Your bag is assumed to hold all of your character's daily supplies; your food and water, the ammunition for your weapons, your prescription medications, and even your beauty products. As a general rule, if your character has a constant need for some mundane, disposable item, you have an ample amount in your bag. Your bag also has plenty of room for less practical everyday items, such as a set of dice, a pack of chewing gum, or a book of matches.

Since so many things might reasonably be in your character's bag, it's generally best to ask your GM if an item you need is in your bag at the moment you want to use it. If you think a flashlight, a length of rope, or a change of clothing might prove useful for you, ask your GM if it's in your bag. The GM can decide with a d20 roll if they're unsure, but in general they can answer with a simple "yes" or "no". If an item is rare or especially useful, it won't be in your bag unless stated beforehand; you won't find brand new weapons or tomes of ancient lore in your bag unless you put them there.

On that note, there is a reasonable limit to what you can keep in your bag; it's not a bottomless pit. The GM can determine that your character is carrying an unreasonable amount of things in their bag, and that you can't make room for it all, or that you can't easily bear the weight. In these cases, you'll have to leave some of your stuff behind, find a new way to store it, or suffer the clumsy consequences of your over-encumbrance.

Armor

The various worlds of the Rifts are a vast tapestry made up of many different cultures, each with its own technology level and design sensibility, but nearly all armor falls into two general categories: light armor and heavy armor. Many characters supplement their armor with a shield.

Light Armor

Made from flexible and thin materials, light armor is favored by agile characters since it offers some protection without sacrificing mobility. While you wear light armor, your AC is equal to $10 + \text{your Dexterity modifier} + \text{half your proficiency bonus}$, rounded up.

Heavy Armor

Covering most of the body, heavy armor offers the best protection, but only very strong characters can handle weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative. While you wear heavy armor, your AC is equal to 14 + your proficiency bonus. If your Strength score is below 15, your movement speed is halved while wearing heavy armor. If your Strength score is below 13, you cannot move while wearing heavy armor. If your Dexterity score is below 13, you have disadvantage on Stealth checks while wearing heavy armor.

Shields

A shield increases your AC by 2 while you are holding it in one hand so long as your Strength score is 11 or higher. If your Strength isn't high enough, it offers no benefit. You only benefit from a shield if you started your turn with the shield in hand. For example, if you drop your shield to free up a hand, then pick your shield back up, you lose the shield's AC bonus at the moment you drop the shield, and it won't increase your AC again until the start of your next turn. You can't benefit from more than one shield at a time.

You can make a melee weapon attack with a shield you are holding, using your Strength modifier for attack and damage rolls. The shield's damage die is 1d4. You can't make opportunity attacks or offhand attacks with shields. A shield has no weapon category.

Weapons

Whether you favor a shortsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Sample Weapons table shows a variety of weapons often used in the Rifts, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target close to you, whereas a ranged weapon is used to attack a target at a distance. Weapons only deal Neutral damage by default, unless the GM provides you with a special weapon that deals some other type of damage.

Sample Weapons

Axe (Hookblade): 1d6 damage, Melee; Thrown.

Blunderbuss (Firearm): 1d4 damage, Ranged [15]; Launch, Scatter.

Crossbow (Bow or Firearm): 1d6 damage, Ranged [60/120].

Dagger (Shortblade): 1d4 damage, Melee; Nimble, Thrown.

Darts (Projectile): 1d6 damage, Ranged [30/60]; Launch.

Giant Boomerang (Projectile): 1d10 damage, Ranged [60/120]; Launch, Two-Handed.

Horned Helmet (Blunt, Bodily, or Hookblade): 1d6 damage, Melee; Worn.

Katana (Slimblade): 1d6 damage, Melee; Nimble.

Longsword (Broadblade): 1d8 damage; Melee.

Rapier (Slimblade): 1d6 damage, Melee; Nimble.

Revolver (Firearm): 1d6 damage, Ranged [30/60]; Launch.

Rifle (Firearm): 1d10 damage, Ranged [120/240]; Two-Handed.

Scythe (Hookblade or Polearm): 1d10 damage, Melee; Reach, Two-Handed.

Shotgun (Firearm): 1d8 damage, Ranged [30]; Launch, Scatter, Two-Handed.

Shortbow (Bow): 1d10 damage, Ranged [120/240]; Two-Handed.

Sling (Bow): 1d6 damage, Ranged [60/120].
Slingshot (Bow): 1d10 damage, Ranged [120/240]; Two-Handed.
Spear (Polearm): 1d6 damage, Melee; Reach.
Spiked Boots (Bodily or Shortblade): 1d4 damage, Melee; Nimble, Worn.
Warhammer (Blunt): 1d12 damage, Melee; Two-Handed.
Whip (Chain): 1d4 damage, Melee; Nimble, Reach.

If a weapon you want to use isn't on this table, consult the weapon properties section and decide what properties that weapon would have. Each property comes with instructions that affect the weapon's damage and use, allowing you to find appropriate values to match any weapon you choose.

Melee Properties

Melee weapons are used to attack targets within 5 feet of you, and Strength is your ability modifier for their attack and damage rolls. A melee weapon requires the use of one of your hands, and its damage die is a d8 by default. A melee weapon can have any of the following properties, which change the function and damage of the weapon:

Nimble. A nimble weapon is compact and lightweight, so it can rely on precision rather than brute force to deal damage. As a result, either Strength or Dexterity can be your ability modifier for a nimble weapon's attack and damage rolls. A nimble weapon's damage die is one size smaller than it otherwise would be.

Reach. A reach weapon is especially long, so you can use it to make attacks on targets within 10 feet of you, rather than the usual 5 feet. A reach weapon's damage die is one size smaller than it otherwise would be, and it cannot have the thrown or worn properties.

Thrown. A thrown weapon has the right shape to fly through the air. You can choose to throw the weapon to make a ranged attack with a range of 20 feet. After you throw a weapon this way, you can't make another attack with it until you retrieve the weapon. At the start of your next turn, you can choose to retrieve the weapon as a free action, bringing it into your hands, regardless of its distance from you. A thrown weapon's damage die is one size smaller than it otherwise would be, and it cannot have the reach or worn properties.

Two-Handed. A two-handed weapon is big and heavy, so it requires the use of both of your hands to make an attack with it. A two-handed weapon's damage die is two sizes larger than it otherwise would be, and it cannot have the worn property.

Worn. A worn weapon is attached to some part of the user's body, and therefore worn weapons do not require the use of any of the user's hands. A worn weapon's damage die is one size smaller than it otherwise would be, and it cannot have the reach, thrown, or two-handed properties.

Ranged Properties

Ranged weapons are used to make ranged attacks, and Dexterity is your ability modifier for their attack and damage rolls. By default, a ranged weapon has a normal range of 60 feet, and its long range is always twice its normal range. A ranged weapon requires the use of one of your hands, and its damage die is a d6 by default. You are assumed to have enough ammunition for your ranged weapons at any given moment unless specified otherwise. The weapon's ammunition can either be thrown directly, as with darts, or fired from a device, as with a bow. A ranged weapon can have any of the following properties, which change the function and damage of the weapon:

Launch. Launch weapons rely on ammunition with more weight and force than a typical ranged weapon. A launch weapon might be a set of stones you can throw, a bow with a heavy draw weight, a gun with extreme recoil, or something similar. Either Strength or Dexterity can be your ability modifier for a launch weapon's attack and damage rolls. A launch weapon has half the range it otherwise would have.

Scatter. A scatter weapon sends several pieces of ammunition flying at once. When you make a successful ranged attack with a weapon that has the scatter property, you can choose to deal half as much damage to a unit within 5 feet of the target, so long as that unit's AC is less than or equal to the result of the attack roll. A scatter weapon's damage die is one size smaller than it otherwise would be, its normal range is half what it otherwise would be, and it has no long range.

Two-Handed. A two-handed weapon is usually bigger or more intricate, so it requires the use of both of your hands to make an attack with it. A two-handed weapon's damage die is two sizes larger than it otherwise would be, and it has twice the range it otherwise would have.

Weapon Categories

Any given weapon belongs to a category which describes how the weapon functions. This is relevant primarily for the Fighter's Favored Weapon feature. Your weapon's category is any one of the following, whichever is most fitting:

Blunt. A solid object that damages with blunt force. Must be a melee weapon.

Bodily. A weapon attached to some part of the body. Must be a melee weapon. Bodily weapons almost always have the worn property. Unarmed strikes also count as bodily weapon attacks.

Bow. A weapon that uses elastic force to launch ammunition. Must be a ranged weapon.

Broadblade. A heavier sword relying on full-force swings. Must be a melee weapon.

Chain. A weapon made to be slack rather than rigid, allowing you to flick or twirl the weapon to attack. Must be a melee weapon.

Firearm. A weapon that uses a release of pressure or explosive force to launch ammunition. Must be a ranged weapon.

Hookblade. A weapon with a blade that curves inward towards the handle, like an axe or scythe. Must be a melee weapon.

Polearm. A weapon with a very long shaft, such as a spear or a staff. Must be a melee weapon.

Projectile. A handheld weapon that is thrown to deal damage. Must be a ranged weapon.

Shortblade. Bladed weapons with short handles and edges, like daggers. Must be a melee weapon.

Slimblade. A lighter sword relying on swift movements. Must be a melee weapon.

Exotic. An unorthodox type of weapon that doesn't fit into other categories. In most circumstances, an exotic weapon would be considered an improvised weapon, but exotic weapons are specially modified so as not to suffer the penalty associated with improvised weapons. Can be any type of weapon.

If a weapon could conceivably belong to more than one category, you and your GM must choose which category it belongs to when you obtain the weapon. This can only change if you spend several days training to use the weapon in a different way, more appropriate to another category. The same weapon can belong to multiple different categories if two or more different characters could each use it differently.

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, or a dead monster.

When attacking with an improvised weapon, you don't add your proficiency bonus to the attack roll. Improvised weapons have certain properties and damage dice at the GM's discretion. If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it is an improvised weapon for the purposes of that attack.

Tools

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Tool use is not tied to a single ability. For example, the GM might ask you to make an Intelligence check to figure out which wire to cut on a circuit board using a Machinist's toolkit, or a Dexterity check to maneuver a loose gear back into place on a broken clock.

There is no definitive rule for whether something counts as a tool; ultimately, the GM determines whether a given object helps with a task. Sometimes it makes an impossible task possible, and other times it allows you to add your proficiency bonus to a roll. If a task that was hypothetically possible without a set of tools, and you could already add your proficiency bonus to the relevant skill check, but the tools would help, the tool grants you advantage instead. Either way, a character can only benefit from a tool that they know how to use. If there's no strong reason to think that your character knows what to do with a given tool, the GM is free to refuse you any benefit they might provide to another character.

Class items, namely a Machinist's toolkit, a Shadower's lockpick, and a Wanderer's medicine pouch, are tools without a doubt. A Mage's spellbook might even be a tool in some circumstances. When an item is a class item for you, you're certainly familiar enough with it to use it as a tool. Major uses for the three most common tools are as follows:

Lockpick. An adventurer's lockpick is a highly versatile multitool which can open almost any type of lock. It can open simple key locks and padlocks, but it can also be used to learn the code for a combination lock, tamper with a mechanical lock, or force an error for an electronic lock such as a fingerprint scanner. In any case, the lockpick does no harm to the lock it opens and does not permanently disable it. The use of a lockpick tends to be a single Use an Object action, but especially complicated uses might take as long as an hour. These checks are usually Finesse or Technology checks, and they tend to depend on the user's Dexterity or Intelligence, but occasionally it might call for another skill or ability, such as Arcana or Strength. The lockpick might also assist the user in checks that involve disarming traps, detecting secret passageways, prying open sealed containers, and the like.

Medicine Pouch. An adventurer's medicine pouch can be used to compound powders, potions, or pills. The effects of a compounded medicine are usually very mundane. The user can spend 10 minutes to apply this medicine to a willing unit to end the paralyzed, poisoned, sick, or unconscious conditions on a unit, so long as the remaining duration for the condition is 10 days or less. Alternatively, the user can choose to create a medicine that forces a unit that ingests it to make a Resilience saving throw or suffer the paralyzed, poisoned, sick, or unconscious conditions for up to a day. In either case, the GM determines the DC of the check or the save, which should usually be about 10 unless the medicine is particularly weak or potent. Checks made to compound a medicine usually take at least 10 minutes, if not hours or days. They tend to be Ecology or

Survival checks, and they tend to depend on the user's Intelligence or Wisdom. Furthermore, the medicine pouch grants a unit advantage on any check it makes as part of the Treat action.

Toolkit. An adventurer's toolkit can be used to fix, fashion, and fiddle with mechanical devices. A unit can employ the toolkit to cause a minor effect to a mundane device, such as loosening a hinge, fastening a bolt, welding two pieces together, rewiring a circuit, or forcing a device to reset. These uses of a toolkit tend to take about a minute, but especially complicated uses might take an hour or more. Furthermore, a toolkit can be used to create or repair a simple device that is Tiny or smaller in size, such as a clock, a light, a calculator, or a wind-up toy. Unless the GM says otherwise, a device created this way has 1 hit point and an AC of 10. Checks made to create a device usually take at least 10 minutes, if not hours or days. In any case, a check made with a toolkit is almost always an Intelligence (Technology) check, but in rare cases they might call for abilities like Strength or Dexterity, or for skills like Finesse or Survival.

Spellbook. Spellbooks are enchanted tomes – they don't just contain the instructions for casting magic, they also contain the spark required to power complex or improvised magic. Any unit that has a spellbook can reference its pages to assist with checks made to detect the presence of magic and to identify or understand the functions of spells and magical items. As an action, a unit with proficiency in Arcana can use a spellbook to cause minor magical effects, such as conjuring a flash of light or a puff of smoke, creating an illusory image, emitting a loud noise or audible message, imbuing an object with elemental energy, or causing an object to levitate in place. These uses of a spellbook tend to take about a minute, but especially potent uses require hours or days of work, or require that many units work together. Furthermore, a unit with proficiency in Arcana can spend 10 minutes with their spellbook to dispel or modify ongoing magical effects. Doing so requires a successful Intelligence (Arcana) check against the original caster's Spell DC + triple the tier the spell was cast at. Whenever you use a spellbook for an effect that deals damage, you can't add your proficiency bonus to any attack rolls or spell DCs unless the GM rules otherwise.

Ch. 4: Combat

At the most climactic moments of an adventure, characters often come to blows. A typical combat encounter is a clash between two sides, but it could just as easily involve a dozen different sides in a brutal battle royale. Because combat scenarios can get so messy and complicated, this section resolves the chaos of combat as a series of granular, moment-to-moment interactions called rounds and turns. This section also explains rules relevant to making attacks, dealing damage, maneuvering around a foe, and even death. Though the chapter is titled "Combat", these rules can also be useful for any action-packed event where at least two parties are in conflict, such as a chase or a game of dodgeball, even when lethal force isn't involved.

ROUNDS, TURNS, & ACTIONS

Each round lasts one minute, and every unit that participates in the combat gets a turn each round, so each turn is just a few seconds, making up one fragment of the action each round. Though every unit moves continuously and simultaneously throughout each round, a unit's turn represents their window of opportunity to make a meaningful difference in the conflict; a unit might be able to throw two hundred punches in a minute, but that doesn't mean all of them stand a real chance to hurt the opponent. Once every participant has taken a turn, the fight continues to the next round if neither side has defeated the other.

By the time each unit has taken its turn and another round begins, roughly a minute has passed. Since most normal combats last three to five rounds, assume a usual fight starts and ends in the span of a few minutes. An effect that lasts for a minute is usually said to last a round, and an effect meant to last for an entire combat is usually said to last for 10 minutes.

Starting Combat

When conflict finally erupts to the point of no return, the GM declares that combat has begun, and follows these five steps to officiate the encounter.

1. **Determine Surprise.** The GM determines whether anyone involved in the combat encounter is surprised. The rules for surprise are explained later in this section.
2. **Establish Positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the other characters are.
3. **Roll Initiative.** As the brawl begins, every participant rolls initiative to determine the turn order. The rules for initiative are also described later in this section.
4. **Take Turns.** Each participant in the battle takes a turn in initiative order.
5. **Repeat the Round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A Shadower melds into the darkness, reaching a dagger out of the shadows into the back of their victim. A Hustler shakes hands with a smug mafioso before she suplexes him through the glass table. A monster warps from behind a building directly into your kitchen. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to gain surprise, they automatically notice each other. The two most common ways to gain surprise are by sneaking up on the foes or by deceiving them into a false sense of security. In cases like these, the GM compares the checks of the parties trying to gain surprise to one of the enemy's passive scores. This is usually a Dexterity (Stealth) or Dexterity (Finesse) check against the enemy's passive Wisdom (Observation), or a Charisma (Deception) or Charisma (Persuasion) check against the enemy's passive Wisdom (Insight). Any character or monster that wasn't prepared to face a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Acting in Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order in which they act during each round. The initiative order remains the same from round to round. If a tie occurs, the unit with the higher Dexterity score breaks the tie. If two units with the same Dexterity score still tie, the GM decides which unit wins the tie. This can be by a random method if the GM prefers, but otherwise the GM resolves ties in the interest of whatever they deem most logical or fair. Some units have features they can use after initiative is determined, but before the first unit takes its turn: if multiple units use such features at the start of the same combat, the features take effect in the initiative order.

Taking Your Turn

On each of your turns in initiative order, your character has some fraction of a minute to accomplish whatever goal is most pressing. On each turn, you are able to move a distance up to your speed and take an action, a quick action, and potentially a bonus action. There are also two additional types of action that aren't bound to your turn, called reactions and free actions. Each of these action types explained in this section. You don't have to do everything available to you; you're free to forgo moving, taking your action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Defend or Ready actions, as described in the next section.

- **Actions.** Your action is the main course of activity you carry out on your turn, such as attacking, defending, hiding, or helping an ally. The most common actions you can take are described in the "Actions in Combat" section. Many class features and other abilities provide additional options for your action.
- **Quick Actions.** As an aside to your other actions on your turn, you can take one quick action, which is a simple move you make to interact with the objects around you. For example, you could kick down a sand castle, flick a few switches, or to pick up items scattered on the ground. Even if you make multiple movements at different parts of your turn, doing part of a task now and another part later, all of the movements can be part of your single quick action, at your GM's discretion. You can also use your quick action to access your bag. If you decide to use your quick action this way, you can put items away and take out new ones as many times as you'd like on your turn, all as part of your single

quick action. You can even swap which weapons you're holding before and after each attack you make.

- **Bonus Actions.** Various class features and other abilities let you take an additional action on your turn called a bonus action. You can take a bonus action only when some feature of the game states that you can do something as a bonus action. Otherwise, you don't have a bonus action to take. You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available. You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.
- **Reactions.** Certain special features and situations allow you to take a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described in the "Making Attacks" section, is the most common type of reaction. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another unit's turn, that unit continues its turn right after the reaction concludes.
- **Free Actions.** Each round, you can take an effectively unlimited number of free actions, even when it isn't your turn. These are actions that require almost no effort and time whatsoever, such as communicating, gesturing, letting go of an object you're holding, thinking, and breathing. As a general rule, if something you do can affect an object or another unit, it probably isn't a free action.
- **Special Actions.** Certain game features provide you a special action, which is a kind of free action you can only take once in a round, independent of your other actions. Unlike with bonus actions, when you have multiple special actions available, you can take each of them once each round, so you don't need to choose only one to use.

Action Options

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks. When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing a bullet from a gun, or brawling with your fists. With this action, you make a melee or ranged weapon attack, or you initiate a special melee contest to grapple, shove, or steal. See the "Making Attacks" section for the rules that govern attacks.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash. Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Defend

When you take the Defend action, you focus entirely on protecting yourself from harm. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make saving throws with advantage. You lose this benefit if you are incapacitated.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Help

When you take the Help action, you lend your aid to another unit in the completion of a task. When you take the Help action, explain to the GM which unit you intend to help and describe how you plan to do so. The GM might decide that your plan of action isn't sufficient to help the unit (for example, if the unit is too far away, or if you lack the skill to make the task any easier). In that case, the GM should warn you, so that you can choose another course of action. The unit you aid gains advantage on the next ability check or attack roll it makes to perform the task you are helping with, provided that it makes the roll before the start of your next turn.

Alternatively, you can use this action to prevent another unit from succeeding at a task. Just as when you aid another unit, explain to the GM which unit you interrupt and how you plan to do so, and the GM determines whether your action is sufficiently detrimental. The unit you disrupt suffers disadvantage on every relevant ability check or attack roll it makes before the start of your next turn.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Vision & Attacks" section later in this chapter.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn. You can ready any activity that would usually take an action or bonus action on your turn, including spells, machina, intuitions, and other special abilities. Immediately after a unit you can see moves or takes any sort of action, you can use your reaction to perform the readied action. Remember that you can take only one reaction per round. If you don't use your readied action before the start of your next turn, your opportunity is wasted.

Search

When you take the Search action, you devote your attention to finding something. Because your search is active and thoughtful, you choose whether to make a Wisdom (Observation) check or Intelligence (Observation) check when you search for something this way.

Treat

When you take the Treat action, you make an Intelligence (Survival) or Wisdom (Survival) check to tend to a suffering unit you can see and touch. On a successful DC 15 check, you can end any one of the following conditions for the unit: blinded, deafened, paralyzed, poisoned, sick, or stunned. This only ends the condition if it would have ended naturally in the next 10 minutes. If the remaining duration is longer, or if some circumstance keeps the condition active, you can't end that condition. Alternatively, you can take the Treat action to administer first aid to a unit that has 0 hit points. On a successful DC 10 check, the unit passes all its death saves and becomes stable if it wasn't already. On a 25 or higher, this check also restores 1 hit point to the downed unit.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn, since your quick action doesn't allow that.

MAKING ATTACKS

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a special technique, every attack has the same simple structure:

1. **Choose a target.** Pick a target within your attack's range, which can be a unit, an object, or a point in space.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. Techniques, special features, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you deal damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack. The end of this chapter outlines three special uses of the Attack action that each allow you to grapple, shove, and steal. Each of these "special melee contests" don't call for an attack roll, so none of them strictly count as attacks.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. If the target chooses not to defend itself against an attack, its Armor Class is 0 for that attack.

Attack Modifiers

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

- **Ability Modifier.** The ability modifier used for a melee weapon attack is usually Strength, and the ability modifier used for a ranged weapon attack is usually Dexterity. Weapons that have the nimble, launch, or thrown properties can break this rule. Some spells, machina, and intuitions also require an attack roll. The ability modifier used for this sort of attack depends on the relevant ability of the user.
- **Proficiency Bonus.** You add your proficiency bonus to your attack roll when you attack using any typical weapon, but not when you attack with an improvised weapon. Particularly strange or complicated types of weapons, such as an Engineer's mechanical weapon, might require special knowledge or training before you can add your proficiency bonus. The GM will specify when you can't add your proficiency bonus.
- **Rolling 1 or 20.** By sheer luck, even the cleanest attack will miss on occasion, and even a novice adventurer can land a surprisingly brutal blow. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained in the "Damage & Healing" section of this chapter. If the d20 roll for an attack is a 1, the attack misses, regardless of the target's AC.

Vision & Attacks

Combatants often try to escape their foes' notice by hiding, becoming invisible, or lurking in darkness. When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a unit you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a unit can't see you, you have advantage on attack rolls against it. If you are hidden when you make an attack, you completely give away your location when the attack hits or misses, and you are forced out of hiding.

Melee Attacks

In hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a hammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. Most units have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain units (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions. When you try to make an attack against a target outside of your reach, the attack misses automatically.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, headbutt, or similar forceful blow. On a hit, an unarmed strike deals Neutral damage equal to $1 + \text{your Strength or Dexterity modifier}$.

Opportunity Attacks

In a fight, the combatants will sometimes find the chance to hit an enemy who is retreating or passing by. Such a strike is called an opportunity attack. You can make an opportunity attack when a hostile unit that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee weapon attack against the provoking unit. The attack occurs right before the unit leaves your reach. Fighters have the Combatant feature, which allows them to make an opportunity attack when a unit enters their reach, instead of only when it exits.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy. There is one exception to this rule: if a unit riding a mount moves out of your reach, you can make an opportunity attack against the mount or the rider, even when the mount is an object.

Ranged Attacks

When you make a ranged attack, you fire a bow or a gun, hurl a tomahawk, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many special techniques also involve making a ranged attack.

You can make ranged attacks only against targets within a specified range. If a ranged attack has a single range, like the attacks made by most spells and machina, you can't attack a target beyond that range. Some ranged attacks, such as those made with most weapons, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your

attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Enemy Interference

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack, you have disadvantage on the attack roll if you are within 5 feet of a hostile unit who can see you and who isn't prone or incapacitated.

Offhand Attacks

As part of the Attack action, each time you make an attack with a one-handed weapon while you hold one in each hand, you can make a follow-up attack with the weapon in your other hand. This is called an "offhand attack". When you make an offhand attack, you don't add your ability modifier to the attack or damage roll unless the modifier is negative.

If you make multiple attacks with your Attack action, like in the case of the Fighter's Extra Attack feature, you can make this follow-up attack after each one-handed weapon attack you make, effectively doubling the number of attacks you can make.

If a game feature allows you to substitute one of your attacks, you can't substitute an offhand attack; you must substitute one of your primary attacks. If the substitution doesn't call for an attack roll, you can't make an offhand attack to follow the substitution.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling a unit, shoving a unit, and stealing an object from another unit. The GM can use these contests as models for improvising others.

Grappling

When you want to grab a unit or wrestle with it, you can use the Attack action to make a special melee contest: a grapple. If you're able to make multiple attacks with the Attack action, this contest replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Athletics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like as a free action. You can pull the grappled unit closer to you and swing it around to put it somewhere else within your reach, but you can't push it further away from you, even if it would still be within your reach. When you move, you drag the grappled unit with you, but your speed is halved unless the unit is at least two sizes smaller than you. Certain features allow you to grapple a unit that was already outside your reach to begin with; in these cases, the unit is still grappled, and you can use your quick action to pull the grappled unit in the shortest possible path to a point within your reach. Until you let go of the grapple or use your quick action this way, your movement speed becomes 0, and you can't reposition the target.

A grappled unit can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Athletics) check contested by your Strength (Athletics) check.

Shoving

Using the Attack action, you can initiate a special melee contest to shove a unit, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this contest replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Athletics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it up to 10 feet away from you. If you shove a unit upwards this way, it doesn't take falling damage as it lands unless it falls more than 10 feet.

Stealing

Using the Attack action, you can make a special melee attack to steal an object that another unit is wearing or carrying. If you're able to make multiple attacks with the Attack action, this contest replaces one of them.

The target unit must be within your reach, and the object must be at least one size smaller than you. Using at least one free hand, you try to take the object by making a Dexterity (Finesse) check contested by the target's Dexterity (Finesse) or Wisdom (Observation) check (the target chooses the ability to use). If you succeed, you take the object from the unit. If the object is firmly secured to the unit's body with straps, a belt, or the like, the GM might impose disadvantage on your check, grant advantage to the target unit, or even declare that it would be impossible to steal.

POSITIONING

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On each of your turns, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules in the “Movement” section of the previous chapter. However you’re moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, then move 15 feet, take your quick action, and move 5 feet before you end your turn.

Moving between Attacks

If you take an action that includes more than one discrete interaction, you can break up your movement even further by moving between the subparts. For example, a Fighter who can make two attacks with the Extra Attack feature and who has a speed of 30 feet could move 10 feet, make an attack, move 20 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as a walking speed and a flying speed, you can switch freely between your speeds during your move. If the two speeds are not equal, your total movement can only take you as far as your largest movement speed allows, and you can only move using each smaller speed up to the amount that speed lists.

For example, if you have a walking speed of 30 and a flying speed of 60, you could fly 20 feet, then walk 30 feet before you aren’t able to walk anymore. You can, however, leap into the air to fly the last 10 feet.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in the “Conditions” section. On your turn, you can drop prone as a free action without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can’t stand up if you don’t have enough movement left or if your speed is 0.

To move while prone, you must crawl. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot through difficult terrain, therefore, costs 3 feet of walking speed.

Moving Around Other Units

Though it is difficult terrain, you can move through another unit's space if it allows you. In contrast, you can't move through a hostile unit's space unless the unit is at least two sizes larger or smaller than you.

Whether a unit is a friend or an enemy, you can't willingly end your move in its space. If two units occupy the same space at the end of a turn, the smaller unit is forced out to the nearest adequate unoccupied space. If the units are the same size, the unit that more recently came to occupy the space forces the other into the nearest unoccupied space.

If you leave a hostile unit's reach during your move, you provoke an opportunity attack, as explained in the "Making Attacks" section.

Taking Cover

Walls, units, terrain features, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover, so cover usually only pertains to ranged attacks. Even a far reaching melee attack usually ignores cover, but the GM is free to determine that a unit has cover from a melee attack.

A target with partial cover has a +3 bonus to AC and Reflex saving throws. A target has partial cover if an obstacle blocks at least half of its body. The obstacle might be a cubicle, a tiny window, or a thick tree trunk. A unit can also act as cover, whether friendly or hostile, but the unit needs to be at least equal in size.

A target with total cover can't be targeted directly by an attack, but some effects can reach such a target by including it in an area of effect. A target has total cover if it is completely or almost completely concealed by an obstacle. Even if it isn't willing, a unit acts as total cover for another unit when it is at least two sizes larger than the unit behind it.

DAMAGE & HEALING

Keeping a close eye on your health is necessary to survive even one day adventuring out in the Rifts, where every world is rife with danger. Whether it be poisonous spores, electric shocks, or bullets through the chest, taking damage and dying are of the utmost concerns, even for the toughest adventurers.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and sheer dumb luck. Those with more hit points are more difficult to kill, and those with fewer hit points are more fragile.

A unit's current hit points can be any number from the unit's hit point maximum down to 0. This number changes frequently as a unit takes damage or receives healing. Whenever a unit takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a unit's capabilities until the unit drops to 0 hit points.

Damage Rolls

Every harmful effect in the game specifies the damage it deals. If a harmful effect doesn't specify an amount of damage, assume that it deals no damage. When you deal damage, roll the damage die or dice, add any modifiers, and apply the damage to your target. Many factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, you add the same ability modifier used for the attack roll to the damage. Each damaging spell, machina, and intuition tells you which dice to roll for damage and whether to add any modifiers, though most of them don't allow you to add an ability modifier.

If a single effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a Machinist throws a *Blazebomb* or a Mage casts *Sunburst*, the effect's damage is rolled once for all units within the area of effect.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger that has a damage die of 1d4, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the Shadower's Cheap Shot feature, you roll all of those dice twice as well.

Damage Types

Different attacks and other harmful effects deal different types of damage, which the rules refer to as either "damage types" or "damage elements". The rules use these two terms interchangeably. Rules such as damage weakness and resistance rely on damage types. The elements follow, with examples to help a GM assign a damage type to a new effect:

- **Neutral.** Simple forces like falling can deal Neutral damage, along with nearly all weapons.

- **Fire.** A dragon's fiery breath and intense heat can deal Fire damage.
- **Water.** Frostbite and crashing waves can deal Water damage.
- **Air.** Rushing wind and harsh booming noises can deal Air damage.
- **Earth.** Earthquakes and rolling boulders can deal Earth damage.
- **Nature.** A swamp creature's venom and thorny vines can deal Nature damage.
- **Electric.** A bolt of lightning and the sparks from damaged wires can deal Electric damage.
- **Metal.** A robot's fist and razor-sharp sawblades can deal Metal damage.
- **Arcane.** A beam of pure magic and a crippling curse can deal Arcane damage.
- **Light.** Radiation and divine forces can deal Light damage.
- **Dark.** Shadowy tendrils and sinister influences can deal Dark damage.
- **Astral.** Effects that bend space and time can deal Astral damage.
- **Void.** Only the mysterious and chaotic force that leaks from the Rifts deals Void damage.
Unless otherwise specified, a unit or object always has a weakness to Void damage.

All of the damage types listed above can be called “damage elements”, but Neutral and Void aren’t elements; Neutral is an indistinct mixture of all the other elements, and Void is the total absence of an element. If some game feature allows you to select an element, even just for the purposes of dealing damage, you can’t select Neutral or Void unless the feature explicitly allows it.

Weakness, Resistance, and Immunity

Some units and objects are exceedingly difficult or unusually easy to hurt with certain kinds of damage. If a unit or an object has a weakness to a damage type, it loses twice as many hit points from that type of damage. If a unit or an object has resistance to a damage type, it loses half as many hit points from that type of damage. If a unit somehow has both weakness and resistance to the same damage type, the effects nullify each other, and the unit takes damage as usual. Even rarer than weakness and resistance is immunity. When a unit takes damage of an element for which it has an immunity, it doesn’t lose any hit points from the damage.

Weakness, resistance, and immunity are applied after all other modifiers to damage. For example, a unit has resistance to Electric damage and is hit by an attack that deals 25 Electric damage. The unit is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the unit takes 10 damage.

Multiple instances of weakness or resistance that affect the same element count as only one instance. For example, if a unit has resistance to Nature damage and drinks an elixir that provides Nature resistance, Nature damage is halved against the unit, not quartered.

Healing

Unless it results in death, damage isn’t permanent. In some worlds of the Rifts, even death is reversible! Rest can restore a unit’s lost hit points, and other methods such as the *I.V. Line* machina and the Wanderer’s Healing Hands feature can remove damage much more quickly.

When a unit receives healing of any kind, hit points regained are added to its current hit points. A unit’s hit points can’t exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a Fighter swallows a pill that provides 8 hit points of healing. If the Fighter has 26 current hit points and has a hit point maximum of 30, the Fighter regains 4 hit points, not 8. A unit that has died doesn’t come back to life from regaining hit points, because its corpse becomes an object when it dies, separate from the former unit.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die instantly or fall unconscious. This section pertains to all the events surrounding a unit that has run out of hit points.

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum. For example, a Mage with a maximum of 13 hit points currently has 6 hit points. If she takes 19 damage from an attack, she is reduced to 0 hit points, but 13 damage remains. Because the remaining damage equals her hit point maximum, the Mage dies instantly.

Otherwise, when damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points. The following rules explain how a unit proceeds while it has 0 hit points:

- **Death Saves.** When you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. Your fate is decided almost by sheer luck, aided only by abilities that improve your chances of succeeding on a saving throw. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.
- **Rolling 1 or 20.** When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.
- **Damage at 0 Hit Points.** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.
- **Stabilizing a Unit.** The best way to save a unit with 0 hit points is to heal it. If healing is unavailable, the unit can at least be stabilized so that it isn't killed by a failed death saving throw. You can take the Treat action to stabilize a dying unit with a successful DC 10 Intelligence (Survival) or Wisdom (Survival) check. On a 25 or higher, this check also restores 1 hit point to the downed unit. A stable unit doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. If a stable unit takes damage while it has 0 hit points, the unit stops being stable, and must start making death saving throws again. A stable unit that isn't healed regains 1 hit point after an hour.

All of the above is only required for player characters. Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws. Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker wants to do so, they must announce their intent to perform a restrained attack beforehand. You can only do this with a melee attack. This attack deals half as much damage as it otherwise would, and if the damage reduces the target to 0 hit points, the attack knocks the unit out and cannot instantly kill them by any means whatsoever. The target falls unconscious and is stable.

Temporary Hit Points

Some special abilities confer temporary hit points to a unit. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury. When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage. If a condition, action, or feature causes you to lose hit points directly, you must lose actual hit points, not temporary ones.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, have all its hit points and receive temporary hit points beyond those.

Healing can't restore temporary hit points, and temporary hit points can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a feature grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless the effect that grants you temporary hit points has a duration, they last until they're depleted or until you finish a long rest.

Ch. 5: Techniques

Four of the classes in the game have the ability to spend slots, which are discrete pieces of the character's power, stamina, and available materials, in order to cause drastic, scene-altering events. These slots are used to cast spells (in the case of Mages and Shadowers), machina (in the case of Machinists), and intuitions (in the case of Wanderers). Certain monsters can also cast special spells, known as [Monster Magic](#), but only Shadowers can learn them, and there are far too many to list in this book. Spells, machina, and intuitions all fit under the umbrella of "techniques", and this section details the rules for using them. A select few class features also behave similar to techniques, such as a Hustler's The Zone feature, so these rules also pertain to those features.

The end of this section contains the list of all the techniques available to player characters. Each technique description begins with a block of information, including the technique's name, tier, the time required to cast it, its range, the components necessary for its use, and the effect's duration. The rest of a technique entry describes the technique's effect.

CASTING TECHNIQUES

When a character casts any spell, machina, or intuition, the same basic rules are followed, regardless of the character's class or the technique's effects.

Casting Time

Most techniques require an action, but some spells require a bonus action, a reaction, or much more time to use.

- **Bonus Action.** A technique that takes a bonus action is especially quick. You can cast the technique using your bonus action on your turn, provided that you haven't already taken a bonus action that turn.
- **Reaction.** Some techniques are used as a reaction. These techniques take a fraction of a second to execute and can be used in response to some specific event. If a technique can be used as a reaction, the technique's description tells you exactly when you can do so.
- **Longer Use Times.** Certain techniques require more time to perform: several minutes or even hours. When you use a technique with a time longer than a single action or reaction, you must spend your action each turn focusing solely on the technique, and you must maintain your concentration while you do so. If your concentration is broken, the technique fails, but you don't expend a slot. If you want to try to use the technique again, you must start over.

Range

The target of a technique must be within the spell's range. For a spell like *Stalagmite* or a machina like *Facelifter*, the target is a unit. For a spell like *Updraft* or a machina like *Firebomb*, the target is the point in space from which the effect originates.

Most techniques have ranges expressed in feet. Some can target only a unit that you touch, which can be yourself. Other techniques, such as the *Sonar Sense* machina, affect only you. These

techniques have a range of “self”. Techniques that create cones or lines of effect that originate from you also have a range of “self”, indicating that the origin point of the technique’s effect must be the user. Once a technique has been used, its effects aren’t limited by its range, unless its description says otherwise.

Components

A technique’s components are the conditional requirements you must meet in order to cast it. Spells and intuitions require a kinetic (K) component, a vocal (V) component, or both. Machina never have vocal components, but they can have a kinetic component, a tool (T) component, or both. If you can’t fulfill one or more of a technique’s components, you also can’t cast it.

- **Kinetic (K).** Effective technique use often requires freedom of movement. When a technique has a kinetic component, the user must have free use of at least one limb. A unit who is grappled, restrained, or otherwise unable to move can’t fulfill a kinetic component.
- **Tool (T).** Machina often require the use of particular objects, all of which are assumed to be present in a Machinist’s toolkit. If a Machinist doesn’t have the access to the necessary tools or resources on their person or in their surroundings, they can’t perform any machina that has a tool component. Some machina clearly require the use of special resources, even if they don’t have a tool component. In that case, it is assumed that the Machinist either has the necessary resources either on their person or readily accessible at all times.
- **Vocal (V).** Many spells and intuitions are accompanied by the utterance of magic words. The words themselves aren’t the source of magical power; rather, the particular combination of sounds, with specific pitch and resonance, sets the magic in motion. This means that a character who is gagged or otherwise unable to speak, or who tries to cast a spell in an area where all noise is silenced, can’t use a technique with a vocal component. A unit who has a way of making sounds of varied pitch and timbre without the use of their voice (an instrument or a device with a speaker, for example) can fulfill the vocal component of a spell or intuition by that means instead. In any case, using a technique that requires a vocal component always creates enough sound that the user is instantly revealed from hiding.

Duration

A technique’s duration is the length of time the effect persists. A duration can be expressed in rounds, minutes, hours, or even days. Some techniques specify that their effects last until they are dispelled or destroyed. Many techniques are instantaneous. The technique harms, heals, creates, or alters a unit or an object in a way that can’t be undone, because its effect exists only for an instant.

Concentration

Some techniques require you to maintain concentration in order to keep their effects active. If you lose concentration, such a technique ends. If a technique must be maintained with concentration, that fact appears in its “duration” entry, and the technique specifies how long you can concentrate on it. You can end concentration whenever you choose as a free action on any unit’s turn. Normal activity, such as moving and attacking, doesn’t interfere with concentration. The following factors can break concentration:

- **Casting another technique that requires concentration.** You can't concentrate on two techniques at once.
- **Taking damage.** Whenever you lose at least 1 hit point from taking damage while you are concentrating on a technique, you must make a Constitution check to maintain your concentration. The DC equals 10 or half the hit points you lost from the damage, whichever number is higher. If you take damage that doesn't cause you to lose any hit points, you don't make a check to maintain concentration. If you take damage multiple times, you make a separate check for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a technique if you are incapacitated or if you die.
- **Environmental hazards.** The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution check to maintain concentration on a spell.

Element

Spells have elements, but machina and intuitions do not. A spell's element determines how it interacts with certain other game features. If a spell calls for damage, but doesn't specify the damage type, the damage type is the same as the spell's element. If the damage type is specified in the spell, that damage type remains the same even if the spell's element changes.

Targets

A typical technique requires you to pick one or more targets to affect. A technique's description tells you whether it targets units, objects, or a point of origin for an area of effect, as described below. Unless a technique has a perceptible effect, a unit might not know it was ever targeted at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a unit's thoughts, typically goes unnoticed, unless the technique says otherwise.

To target something, you must have a clear path to it, so it can't be behind total cover. If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

If a technique targets a unit of your choice, you can choose yourself, unless the unit must be hostile or specifically a unit other than you. As long as you are in the area of effect of a technique you use, you can target yourself.

Areas of Effect

Some technique effects, such as the cone of the Power Pinwheel machina's gust, cover an area, allowing them to affect multiple units at once. Every area of effect has a point of origin – a location from which the effect begins. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some techniques have an area whose origin is a unit or an object. A technique's effect expands outward from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the effect's area. To block one of these imaginary lines, an obstruction must provide total cover. A technique's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere, which are listed below.

- **Cone.** A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.
- **Cube.** You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side. A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise. Sometimes the game will define a square, which is a cube with no height, only length and width, that only affects units and objects that touch the square's surface.
- **Cylinder.** A cylinder's point of origin is the center of a circle of a particular radius, as given in the technique description. The circle must either be on the ground or at the height of the spell effect. The cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The effect covers an area either up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect. Sometimes the game will define a circle, which is a cylinder with no height, only length and width, that only affects units and objects that touch the circle's surface.
- **Line.** A line extends from its point of origin in a straight path up to its length and covers an area defined by its width. A line's point of origin is not included in the line's area of effect, unless you decide otherwise.
- **Sphere.** You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point. A sphere's point of origin is included in the sphere's area of effect.

Saving Throws

Many spells, machina, and intuitions specify that a target can make a saving throw to avoid some or all of the effects. The technique specifies the type of save that the target has to make and what happens on a success or failure. The DC to resist a spell, machina, or intuition is defined by the feature that allows the unit to use that sort of technique.

Attack Rolls

Some spells, machina, and intuitions require the user to make an attack roll to determine whether the effect hits the intended target. Your attack bonus with a spell attack or machina attack equals your Intelligence modifier + your proficiency bonus, and your attack bonus with an intuition attack equals your Wisdom modifier + your proficiency bonus. Shadowers with the Kleptomancy feature can use either Wisdom or Charisma in place of Intelligence for spell attacks made with kleptomancy, and Hustlers use Charisma instead of Intelligence for spell attacks and machina attacks made through the Mimicry and Skill Link features.

Combining Special Effects

The effects of different techniques add together while their durations overlap. The effects of the same technique or special feature used multiple times don't combine, however. Instead, only the most potent effect applies while their durations overlap.

For example, if three Wanderers cast *Beacon of Hope* on the same target, that character gains the intuition's benefits only once. Likewise, if a unit is standing in the Warding Aura of two different Wanderers, it adds the wiser Wanderer's Wisdom modifier to saving throws, not both Wisdom modifiers.

Destroying Objects

Certain techniques, especially machina, create objects. If not otherwise specified, a unit can destroy an object created by a technique with the Use an Object action, requiring a successful Strength check with a DC equal to $20 + \text{twice the tier of slot spent to cast the technique}$. The tier is 0 for gimmicks and cantrips, since no slot is consumed. A unit can't take the Use and Object action to destroy an object being worn or carried by another unit. Destroying an object made as part of a technique will usually end the technique early, but it may only partially impede the effects, at the GM's discretion.

SPELL LIST

Cantrips

Scorch

Casting Time: Action

Range: Touch

Components: K

Duration: Instant

Element: Fire

A flash of heat erupts from your hands, allowing you to instantly ignite or incinerate a Medium or smaller object or surface you touch. If there are any Medium or smaller flames within 30 feet of you, you can manipulate them to change their shape, make them more or less intense, or snuff them out.

Alternatively, you can cast this spell to unleash an explosion from your body. Make a melee spell attack against a unit or object you can see within your reach; on a hit, the target takes 1d10 damage. Whether or not the attack hits, you can choose to allow the explosive force to propel you up to 15 feet in a straight line in a direction of your choice. This doesn't count against your movement this turn, and it doesn't provoke opportunity attacks. The spell's damage increases to 2d10 when your Mage level reaches 5 and to 3d10 when it reaches 10.

Wildfire

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Up to 10 minutes

Element: Fire

You spark a spectral flame that floats at a point within range, illuminating the space around it. This magical flame relies on pure elemental essence for fuel, so it doesn't create heat, and it can't be extinguished by normal means. This bizarre flame burns in vivid, unusual colors and dances erratically. The flame lingers for 10 minutes or until you cast the spell again. You can end the spell early as a free action.

When you create the flame, you can excite it into a whirling fire that fills a space up to a 10-foot cube centered on that point. Any unit in the cube's area when you cast the spell must succeed on a Resolve saving throw or take 1d6 damage as the flame begins to consume the unit's own elemental essence. A unit must also make the save when it moves into the fire's area for the first time on a turn or ends its turn there. The spell's damage increases to 2d6 when your Mage level reaches 5 and to 3d6 when it reaches 10.

Ebb and Flow

Casting Time: Action

Range: 30 feet

Components: K

Duration: 1 round

Element: Water

You gain the ability to manipulate an area of water or a similar fluid you can see within range that fits into a 5-foot cube. You can stir or otherwise change the flow of the water as you direct, you can form the water into simple shapes or change the water's color or opacity. You can also effortlessly sculpt ice or form small clouds from vapor.

When you cast this spell, you can enchant the water and splash a unit within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 damage. Afterwards, as a bonus action during the spell's duration, you can quickly draw the water rushing back to you, dealing a second burst of damage to the target equal to half of the initial attack's damage. The spell's damage increases to 2d8 when your Mage level reaches 5 and to 3d8 when it reaches 10.

Flurry

Casting Time: Action

Range: 90 feet

Components: V

Duration: Instant

Element: Water

When you use this spell, the space around you becomes obviously colder, and you can freeze up to 10 gallons of water or a similar fluid you can see within range, including vapor in the air, making snowflakes or ice crystals.

When you cast this spell, you coat a unit within range in a thin layer of frost. The unit must succeed on a Reflex saving throw or take 1d8 damage and have its speeds reduced to 10 feet until the start of your next turn. If any of the unit's speeds were already lower than 10 feet, the speed isn't reduced. The spell's damage increases to 2d8 when your Mage level reaches 5 and to 3d8 when it reaches 10.

Gust

Casting Time: Action

Range: 60 feet

Components: K

Duration: Instant

Element: Air

You make the air around you stir, causing a sensory effect with the wind, such as rustling leaves or a howling gale. Winds created by this spell can carry any number of loose objects within range that weigh less than a pound to any other point within the spell's range.

If you choose to send a blast of air at a unit, make a ranged spell attack against it. On a hit, the target takes 1d8 damage, and you can push it up to 10 feet in a direction of your choice if its size is Medium or smaller. If you shove a unit upwards this way, it doesn't take falling damage as it lands unless it falls more than 10 feet. The spell's damage increases to 2d8 when your Mage level reaches 5 and to 3d8 when it reaches 10.

Vortex

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Instant

Element: Air

You create a series of little whirlwinds in the space around you, which you can use to twirl objects around, knock them over, or fling them upwards. You can affect as many objects as you like with this spell, but you can't affect an object outside of the spell's range, an object that is Medium or larger, or an object otherwise secured in place.

You can also choose to focus a whirlwind on one unit within range; if you do so, it must make a Resilience saving throw. On a failure, the unit takes 1d6 damage, and it has disadvantage on the next attack roll it makes before the end of its next turn. The spell's damage increases to 2d6 when your Mage level reaches 5 and to 3d6 when it reaches 10.

Quake

Casting Time: Action

Range: 10 feet

Components: K, V

Duration: Instant

Element: Earth

You cause violent, localized tremors beneath your feet. Within range of the spell, the ground begins to shake, causing damage to objects appropriate to a minor earthquake. You can choose to restrict the spell's effect to a smaller range whenever you cast this spell, but whatever range you choose, the tremors impact an area with a uniform radius from you in all directions.

Any unit standing on the ground while you cause the tremors must succeed on a Resilience saving throw or take 1d6 damage and be knocked prone. The spell's damage increases to 2d6 when your Mage level reaches 5 and to 3d6 when it reaches 10.

Quarry

Casting Time: Action

Range: 30 feet

Components: K

Duration: Instant

Element: Earth

You instantaneously excavate an area of earth within range that fits within a 5-foot cube, forcing it to fly outwards, and deposit it up to another point within range, forming the earth into any structure you choose as it falls into place. Each time you excavate earth from a space or deposit earth into a space, you can choose to turn an area up to a 15-foot square centered on that space into difficult terrain. Alternatively, you can cause any space in the area to become normal terrain if it was already difficult terrain. This change lasts for an hour.

If you choose to deposit the earth into a unit's space, make a ranged spell attack against that unit. If multiple units are sharing the same space, make a ranged spell attack against each of them. On a hit, the target takes 1d6 damage. The spell's damage increases to 2d6 when your Mage level reaches 5 and to 3d6 when it reaches 10.

Acid

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Instant

Element: Nature

You conjure a ball of acidic sludge, which you can send flying at a point within range to melt through surfaces and objects in a 5-foot cube. If you use this spell repeatedly on the same spot, you can melt through it at a rate of 1 foot of material per minute, unless the object is particularly susceptible or resistant to the acid, in which case the GM determines the rate of corrosion.

If you choose to fling the sludge at a unit, make a ranged spell attack against it. On a hit, the target takes 1d8 damage, and you can choose to have the sludge splash onto a different unit or object within 5 feet of the target. The unit or object you choose also takes the attack's damage if its AC is less than or equal to the result of the attack roll.

The spell's damage increases to 2d8 when your Mage level reaches 5 and to 3d8 when it reaches 10.

Scattering Spores

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instant

Element: Nature

You conjure a cloud of spores that disorient a unit within range. The target must succeed on a Resolve saving throw or take 1d6 damage and move either 15 feet or as far as it can, stumbling in a random direction at the start of its turn. Roll a d8 for the direction: 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest. This movement counts as the target's movement action, and it behaves the same way as normal movement. If the target would move directly into harm as a result of this movement, such as into a fire or off of a cliff's edge, the target stops moving when it is five feet from harm. If the direction rolled is blocked, the target doesn't move.

The spell's damage increases to 2d6 when your Mage level reaches 5 and to 3d6 when it reaches 10.

Shock Shield

Casting Time: Action

Range: Self

Components: V

Duration: 1 round

Element: Electric

You send errant charges surging around you, and sparks fly off of your body. You can cause electric devices within reach to short circuit or overheat by touching them. This has no effect on magical or otherwise highly advanced devices, such as those created by machina. For the duration, when a unit touches you or makes a melee attack against you, you can use your reaction to make that unit take 1d8 damage.

When you cast the spell, you can use the sparks to shock a unit within your reach. Make a melee spell attack; on a hit, the target takes 1d8 damage.

Each time you deal damage to a unit with this spell, you can cause the charge to arc through the unit onto another unit within 10 feet of it, dealing half as much damage to that unit.

The spell's damage increases to 2d8 when your Mage level reaches 5 and to 3d8 when it reaches 10.

Spark Spear

Casting Time: Action

Range: Self

Components: K, V

Duration: Instant

Element: Electric

You use Electric magic to induce a magnetic field around your body, drawing loose metal objects within range toward you, or even into your hands, provided they weigh less than 1 pound.

As you release the field, you can unleash a bolt of electricity that travels in a 5-foot wide line with a length of 20 feet. Units caught in the line must succeed on a Reflex saving throw or take 1d10 damage. The spell's damage increases to 2d10 when your Mage level reaches 5 and to 3d10 when it reaches 10.

Shard Guard

Casting Time: Action

Range: 10 feet

Components: K, V

Duration: 1 round

Element: Metal

You conjure several small metal plates that orbit around you. You can move these plates freely through the air within range, and you can arrange them into a temporary structure, such as a bridge, a staircase, or a set of trays for carrying objects. At the end of the duration, the plates disappear unless you immediately cast the spell again.

You can also take the Defend action as part of the action used to cast this spell, arranging the shards around you to protect yourself. When you take the Defend action this way, subtract your Intelligence modifier from all the damage you take. If the spell ends early, you also lose the benefits of taking the Defend action.

For the duration, immediately after a unit you can see moves or takes any sort of action, you can fire the plates at a target within 10 feet of you, ending the spell. Make a melee spell attack that deals 1d10 damage on a hit.

If you don't end the spell early, you can choose to have the plates burst off of you as the spell ends at the start of your next turn. When you do so, every unit within 5 feet of you must succeed on a Reflex saving throw or take 1d10 damage. The spell's damage increases to 2d10 when your Mage level reaches 5 and to 3d10 when it reaches 10.

Sorcerous Shot

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Instant

Element: Arcane

You send a beam of raw arcane energy at any point within range. This beam can be used to destroy objects or to charge objects that are fueled by arcane energy.

If the target is a unit, make a ranged spell attack against the target. On a hit, the target takes 1d12 damage. The spell creates two beams when your Mage level reaches 5 and three beams when it reaches 10. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Daybreak

Casting Time: Action

Range: Self

Components: K, V

Duration: 1 round

Element: Light

You release a series of shining rays that illuminate your surroundings. Every unit within a 30-foot radius sphere centered on you has Deception and Stealth checks for the duration.

When you cast this spell, you can focus your brightest ray at a unit within 30 feet of you. Make a ranged spell attack; on a hit, the target takes 1d8 damage, or 1d12 if the target has more than half its maximum hit points remaining. The spell's damage increases to 2d8 or 2d12 when your Mage level reaches 5 and to 3d8 or 3d12 when it reaches 10.

Nightfall

Casting Time: Action

Range: Self

Components: K, V

Duration: 1 round

Element: Dark

You fill the surrounding area with a faint, gloomy shroud. Every unit within a 30-foot radius sphere centered on you has disadvantage on Insight and Observation checks for the duration.

When you cast this spell, you can compress the gloom to crush a unit caught inside it. Make a melee spell attack with a reach of 15 feet; on a hit, the target takes 1d8 damage, or 1d12 if the target had half or less than half its maximum hit points remaining. The spell's damage increases to 2d8 or 2d12 when your Mage level reaches 5 and to 3d8 or 3d12 when it reaches 10.

Distortion

Casting Time: Action

Range: Touch

Components: K, V

Duration: Instant

Element: Astral

You touch a Medium or smaller object to manipulate its core physical properties. You can warp the object's shape, color, texture, temperature, and even slightly alter its size. The alterations you make can't be intricate or structural; no matter what changes you make, you can't break the object or make it more fragile, you can't change its chemical properties, you can't cause it to change size categories, and you can't give it a new functionality. For example, if you sculpt a stone into the shape of a handgun, you still can't fire bullets with it. Whatever changes you make, they only last for a minute after you stop touching the object. Because the changes are superficial, a unit can discern that the object has been altered with a successful Intelligence (Observation) check against your Spell DC.

When you cast this spell, you can channel the energy into a unit within your reach instead. Make a melee spell attack; on a hit, the target takes 1d8 damage, and you can choose to blur and twist the target's senses, fixating it on you until the start of your next turn. The spell's damage increases to 2d8 when your Mage level reaches 5 and to 3d8 when it reaches 10.

1st-Tier Spells

Ashen Eye

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Fire

Silvery cinders flitter off of you and coalesce into a floating orb that casts a searing gaze across a 15-foot radius cylinder with a height of 30 feet centered on a point within range.

When you cast this spell and at the start of each of your turns for the duration, you can direct the eye to hone its gaze into a burning beam. When you do so, make a ranged spell attack against a unit or object within the spell's area. You don't have disadvantage on this ranged attack even if there is a hostile unit within 5 feet of you. On a hit, the target takes 2d8 damage. A unit you hit with this attack is coated in ash until you hit another unit with the eye's attack or the unit takes damage of the spell's element. Attacks that deal damage of the spell's element have advantage on units coated in the ash. An object you hit with this attack instantly catches fire and continues to burn for the duration.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 2d8 for each slot tier above 1st.

Fire Breath

Casting Time: Action

Range: Touch

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Fire

You touch a unit and imbue it with an impossibly spicy energy. Until the spell ends, the unit can use a special action on each of its turns to spew flames in a 15-foot cone. Each unit in that area must make a Reflex saving throw, taking 2d6 damage on a failed save, or half as much damage on a successful one.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 1d6 for each slot tier above 1st.

Wandering Wisp

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

Element: Fire

You cause a mote of magical energy to ignite, creating a wispy flame at an unoccupied space within range. You can perceive the wisp's surroundings as if you were inside it, using your own senses. At the start of each of your turns, you can cause the wisp to fly up to 15 feet in any direction as part of your movement. The wisp ignites flammable material that it touches. While the wisp remains still, it is nearly indistinguishable from a normal flame, but a unit will instantly recognize

that the wisp is unusual if they see the flame moving, floating, resting on a wet surface, or otherwise in a situation impossible for a regular flame. The wisp can't fit into any space less than an inch wide in any dimension. The wisp can share space with any regular flame, appearing to be part of it, but the wisp is unable to share space with flames created by magical means. A unit that inspects an area that includes the wisp must succeed on an Intelligence (Arcana) check in order to recognize the wisp as anything other than a normal fire.

As a bonus action, you can cause the wisp to burst into a flash of searing white light. Each unit within 15 feet of the wisp must succeed on a Resilience saving throw or take 2d6 damage and suffer the blinded condition until the end of its next turn. On a successful save, a unit takes half as much damage and isn't blinded. After the wisp causes this flash, it fizzles out.

If something causes the wisp to extinguish or fizz out, or you end your turn with a distance greater than 1 mile between you and the wisp, the spell ends early.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the spell's damage increases by 2d6 for each slot tier above 1st.

Repel Water

Casting Time: Action

Range: Touch

Components: K

Duration: 1 hour

Element: Water

You touch one willing unit and surround them with an aura that forces water to flow away. Until the spell ends, all water and water-based fluids suspend themselves at least one inch away from the unit and any equipment the unit wears or holds. As a result, the unit can freely walk, fall, or otherwise travel through these fluids as if they were dry air, but it cannot swim, drink, or put the fluids into a container. Any water-based fluids already within the unit remain inside it. Fluids used to make attacks can still deal damage as usual, permeating the aura.

As a reaction when a unit that has this aura is hit by an attack, it can cause the aura to repel the attack, increasing the unit's AC by your Intelligence modifier until the start of the unit's next turn, potentially causing the attack to miss.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can target one additional unit for each slot tier above 1st.

Scalding Palms

Casting Time: Action

Range: Self

Components: K, V

Duration: Instant

Element: Water

You force a scorching torrent of water out of your hands in a 5-foot wide line with a length of 30 feet. Each unit in the line must make a Reflex saving throw. A unit takes 3d6 damage on a failed save, or half as much damage on a successful one. A unit with a weakness to Fire damage is weak to this spell's damage if it wasn't already.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 2d6 for each slot tier above 1st.

Snow Globe

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: 10 minutes

Element: Water

Ice covers the ground and snow swirls through the air in a 10-foot radius sphere centered on a point within range. The spell's area is difficult terrain for the duration. When you cast the spell, each unit inside the sphere must succeed on a Reflex saving throw or take 1d6 damage and fall prone. A unit must also make the save when it enters the area for the first time on a turn or ends its turn there.

If a unit that isn't prone walks at least 5 feet across a space on the ground inside the sphere, it can choose to slide along the ice, moving in a straight line to the nearest unoccupied space outside the sphere's area.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases by 2d6 for each slot tier above 2nd.

Controlled Descent

Casting Time: Action

Range: 60 feet

Components: V

Duration: 10 minutes

Element: Air

You summon a gentle wind at the feet of up to three units within range. An affected unit can jump up to three times as high as usual, and it can choose to fall at any rate between 10 and 60 feet per round until the spell ends. If a unit takes the Dash action while under the effects of this spell, it can propel itself forward, maintaining its altitude while it travels the distance and ignoring difficult terrain. The unit can't take falling damage for the duration, and it can always land on its feet. A unit affected by the spell can end the effect for itself whenever it chooses.

You can cast this spell as a reaction when a unit you can see within range begins to fall.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can choose two additional units for each slot tier above 1st.

Updraft

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: 1 turn

Element: Air

You cause a violent vent of air to rise from the ground in an area with a 30-foot tall cylinder with a diameter of 15 feet centered on a point on the ground that you can see within range. Any unit in the vent's space when you cast the spell must succeed on a Resilience saving throw or take 2d6 damage and, if the unit is Large or smaller, it is pushed 10 feet upward. On a successful save, a unit takes half as much damage and isn't sent upward.

At the end of your turn, the vent dissipates, and all units pushed into the air fall 10 feet to the ground, potentially taking falling damage and landing prone as according to the usual falling rules.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 2d6 for each slot tier above 1st.

Wind Scythes

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Instant

Element: Air

You send four razor-thin gusts flying at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each gust. These spell attacks are critical hits on a roll of 15 or higher. On a hit, the target takes 1d4 damage.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you create two additional gusts for each slot tier above 1st.

Sandstorm

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: 1 hour

Element: Earth

You create a 15-foot radius sphere of dust centered on a point within range. The sphere's area is heavily obscured. You can end the spell as an action on your turn. Otherwise, it lasts for the duration or until a force such as a strong wind disperses it. You can see normally in the dust, and units that have blindsight or truesight can also see normally in the dust.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can choose to multiply the radius of the sphere by a number up to 10 for each slot tier above 1st. For example, at 4th tier, your sandstorm has a maximum radius of 15,000 feet, or about 3 miles.

Stalagmite

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Instant

Element: Earth

Choose a solid surface within range, no smaller than a foot in diameter. You shape the surface's material into a spike for just an instant, which can stab into a unit you can see within 15 feet of the surface. Make a melee spell attack against that unit. On a hit, the target takes 3d12 damage and, if the target is Large or smaller, it is pushed up to 10 feet away from the surface you chose. If you shove a unit upwards, it doesn't take falling damage as it lands unless it falls more than 10 feet.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 2d12 for each slot tier above 1st.

Stoneskin

Casting Time: Action

Range: Touch

Components: K, V

Duration: Concentration, up to 1 hour

Element: Earth

You touch a willing unit. Until the spell ends, the target develops a layer of stone that surrounds their body, increasing the target's AC by 2 and granting it a resistance to Neutral damage. The damage die of the unit's unarmed attacks becomes 1d10, or 1d12 if the unit has the Natural Weapons feature, and the attacks deal damage of the spell's element rather than Neutral damage.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can maintain your concentration on the spell for up to 24 hours. When you use a spell slot of 4th tier or higher, the spell increases the target's AC by 4 instead. When you use a spell slot of 6th tier, you don't need to concentrate on the spell; instead, the effect lasts for 24 hours or until you willingly end it.

Control Flora

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Nature

You conjure blooming vegetation and control it as if it were an extension of your own body, causing it to grow, warp, harden, or even take root elsewhere. On each of your turns for the duration, you gain an additional special action that can be used to move a part of the affected vegetation to an unoccupied space within range, creating a Medium object in that space called a "flora". The flora has 1 hit point and its AC is equal to your Spell DC.

Each time you use your special action to create one, you can manipulate the flora in one of the following ways:

- **Entangle.** You wrap the fibers of the flora around a unit within 5 feet of it, attempting to grapple it. You use your Intelligence (Ecology) modifier instead of your Strength (Athletics) modifier for the resulting contests. When the grapple ends, the flora disappears.
- **Protect.** The flora becomes a mobile wall to guard a unit you choose within 5 feet of it. The unit receives total cover from ranged attacks until the flora disappears or is destroyed. If the target unit moves to a different location within 30 feet of the flora, the wall disappears and reappears at the nearest unoccupied adjacent space at the end of the target unit's turn. If the target unit moves more than 30 feet away, the flora disappears.
- **Sculpt.** The unit can turn any unoccupied ground you choose in a 10-foot radius into difficult terrain. It can also fill any unoccupied space in the same radius to make bridges, stairs, or similar elevated walkable terrain. If you use the flora to create an obstruction, such as a wall, the wall grants partial cover but is considered difficult terrain rather than a barrier to passage.

On each of your turns, the flora you created with your previous special action disappears unless you use your special action to maintain its presence instead of doing something else.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, each flora you create has hit points equal to 10 times the spell's tier.

Infestation

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: 10 minutes

Element: Nature

You summon a swarm of magical mites that occupy a space you define up to a 10-foot cube centered at a point within range. The swarm rapidly eats away at inactive plant and animal tissues within its area (including wood and bone) at a rate of 25 pounds per round. Material destroyed this way leaves no traces.

As part of the action used to cast this spell, or as a reaction when a unit you can see enters the swarm's area, you can order the mites to infest the unit. When you do so, the swarm ceases to occupy its 10-foot cube and instead occupies the unit's space, moving with the unit. Moving tissues are decidedly more resilient against this magic, so the mites merely damage the unit rather than consuming it. When the swarm first begins to infest this unit, and at the start of each of its turns afterwards, the unit must succeed on a Resilience saving throw or take $4d4$ damage. If the unit dies while under the effects of this spell, the swarm will exit the unit and occupy a 10-foot cube centered around the unit's corpse. It will immediately begin to eat away at its tissues at the rate described earlier. Units with inorganic bodies are immune to this spell's damage.

The mites remain until the end of the duration, at which point they immediately dissipate into magical dust.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by $3d4$ for each slot tier above 1st.

Companion Cloud

Casting Time: Action

Range: Self

Components: K, V

Duration: 10 minutes

Element: Electric

You conjure a field of negative ions around yourself that lasts for the duration. While the field surrounds you, it emits a force that repels projectiles, so ranged attacks against you have disadvantage. Furthermore, when a unit makes a melee attack against you while the field surrounds you, you can use your reaction to transfer the ionic field off of yourself and onto the attacker, even if the attack missed. When you transfer the field this way, the attacker takes $3d8$ damage.

The ion field works differently when it surrounds a unit other than you. Instead of providing protection, the ions collect in a sphere directly above the unit, repeatedly releasing harmful bolts of lightning. If the field surrounds a unit other than you at the end of your turn, that unit takes $1d8$ damage. The field remains on that unit until you transfer it to another unit or the spell ends.

As a bonus action on each of your turns for the duration, you can transfer the field to another unit you can see or back to yourself. You can end the spell as a free action whenever you choose.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage dealt when you transfer the field to an attacker and the damage of the bolts both increase by $1d8$ for each slot tier above 1st.

Lightning Lash

Casting Time: Bonus action

Range: Self

Components: K

Duration: 1 hour

Element: Electric

A whip of errant charges materializes in your open hand. The whip is a one-handed melee chain weapon with the reach and nimble properties. Its damage die is 1d8, and the whip deals damage of the spell's element rather than Neutral damage.

The weapon can also be used as a 10-foot rope that can support your weight for the purposes of climbing or swinging, and it can attach to any surface it makes contact with. Once per turn, when you attack a unit or object with the whip, you can latch onto the unit, dealing damage equal to your Intelligence modifier. You can do so even if the attack missed. If the target is smaller than you, you can drag it up to 10 feet closer than you. If the target is your size or larger, you can drag yourself up to 10 feet closer to it.

If you let go of the whip, it dissipates, but you can create a new one as a bonus action.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, multiply the additional damage for latching onto a target by the tier of slot used to cast this spell.

Storm Surge

Casting Time: Bonus action

Range: 30 feet

Components: V

Duration: Instant

Element: Electric

You transmute yourself into a bolt of living lightning and teleport to an unoccupied space you can see within range. After you teleport successfully, every unit occupying a space along the straight line between your previous position and current position takes 1d6 damage.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 1d6 for each slot tier above 1st, and the range increases by 30 feet for each slot tier above 1st.

Holy Binding

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Light

You send rings of light flying off of your fingertips which coil around an object within range, fastening it to a solid surface within 5 feet of it for the spell's duration. This spell fastens the object for the duration so long as the object weighs less than 1000 pounds, even if doing so suspends it in an otherwise impossible position.

Alternatively, you can target a unit with this spell, attempting to fasten it in the same way. When you target a unit, it must succeed on a Resolve saving throw or take 2d6 damage and be restrained if it is Large or smaller. On a successful save, the unit takes half as much damage and isn't restrained. As an action, the target can repeat the save. On a success, the spell ends early.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can target one additional object or unit for each slot tier above 1st.

Deprivation

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: 10 minutes

Element: Dark

You conjure a black shroud around a unit within range that blocks the target's senses. The target must succeed on a Resolve saving throw or take 2d6 damage and become blinded and deafened until the spell ends. This spell blinds a unit even if it has darksight, blindsight, or truesight.

The target can repeat the save at the start of each of its turns. On a success, the spell ends early. The spell also ends early if the target takes any Light damage.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can target one additional unit for each slot tier above 1st.

Snooze

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: 10 minutes

Element: Arcane

Choose up to three units within range. Each unit must succeed on a Resolve saving throw or become drowsy for the next round. A drowsy unit has disadvantage on attack rolls and ability checks, its movement speeds are halved, and it must make another Resolve saving throw at the start of its next turn. A unit who fails the second saving throw falls unconscious for the spell's duration.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the spell can affect an additional unit for each slot tier above 1st.

Invisibility

Casting Time: Action

Range: Touch

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Arcane

A unit you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a unit that attacks or performs a spell, machina, or intuition.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, you can maintain your concentration on this spell for up to 1 hour. When you cast this spell using a spell slot of 3rd tier or higher, you can target one additional unit for each slot tier above 2nd.

Melty Metal

Casting Time: Action

Range: Touch

Components: K

Duration: 1 hour

Element: Metal

You coat a unit you touch in a liquid metal that spreads along the surface of its appendages. The metal is nearly weightless and does not impede the unit in any way. For the spell's duration, the damage die of this unit's unarmed attacks becomes 1d10, or 1d12 with the Natural Weapons feature, and the attacks deal damage of the spell's element rather than Neutral damage.

The unit also gains three Melty Metal dice, which are d10s. A unit's AC increases by 1 for each Melty Metal die it possesses. The unit loses a Melty Metal die when it spends one, which means it loses 1 point of the AC bonus for each spent die. If the unit expends all of its Melty Metal dice, the spell ends early.

The unit can spend a Melty Metal die when it makes a successful unarmed attack against another unit. When it spends the die, part of the metal splashes off of the user's body and onto the target's, and the attacking unit chooses whether to reduce the target's Strength or Dexterity. After it chooses, roll the die and subtract the result from the target's relevant ability score until the end of this spell's duration. A unit can't have the same ability reduced by the effect of this spell more than once at a time, and the score can't be reduced below 1.

At the end of the spell's duration, the metal instantly evaporates and the unit loses all of its remaining Melty Metal dice.

At Higher Tiers: When you cast this spell using a spell slot of 2nd or higher, the target gains an additional Melty Metal die for each tier above 1st.

2nd-Tier Spells

Embergo

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Fire

You whip up a vortex of stray flames that begin to swirl around a unit within range. At the start of each of the target's turns, it takes 2d8 damage. If it takes at least one point of damage this way, the unit has to make a Resilience save. On a failed save, it can't cast spells, intuitions, or machina until the start of its next turn.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases to 3d8. When you cast this spell using a spell slot of 4th tier, you may target two units. When you cast this spell using a slot of 5th tier, you may target three units. When you cast this spell using a spell slot of 6th tier, you can target as many units as you like, and the spell doesn't require your concentration.

Wall of Flame

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Fire

A line of flames springs out of the ground at a point within range, up to 60 feet long, 15 feet tall, and 5 feet thick. Units located in the path of the line as it forms must make a Reflex save, taking 2d10 damage on a failure, or half as much on a success. The wall's area is lightly obscured. A unit that ends its turn within 5 feet of the wall or passes through it takes 2d10 damage.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases by 1d10 for each tier above 2nd.

Geyser Burst

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: 1 round

Element: Water

A spring of bubbling water erupts upward, creating a cylinder 90 feet tall and 5 feet in diameter centered on a point on the ground within range. Every unit in the area must succeed on a Reflex saving throw or take 2d6 damage and suffer the stunned condition until the end of its next turn. On a successful save, a unit takes half as much damage and isn't stunned. At the start of your next turn, the water comes raining back down, filling a new cylinder centered on the same point but 25 feet in diameter. All units within the region take 2d6 damage.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases by 2d6 for each slot tier above the 2nd.

Undertow

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Water

Liquid tentacles extend up to 10 feet out in all directions from the edges of a pool of water within range. The pool must be at least one foot deep, and if only part of the pool fits within the spell's range, tentacles come out of only that part of the pool. Alternatively, instead of affecting existing water, you can have the tentacles extend from a circular pool of water you create at an unoccupied space on the ground within range, 5 feet in diameter and one foot deep, which remains there for the duration. For the duration, these tentacles turn the ground they can reach into difficult terrain.

When a unit enters the area of difficult terrain for the first time on a turn or starts its turn there, it must succeed on a Resilience saving throw or take 3d8 damage and become grappled by the tentacles. On a successful save, a unit takes half as much damage and isn't grappled.

A unit grappled by the tentacles can make a Strength (Athletics) check against your Spell DC at the start of each of its turns to escape the grapple. This doesn't take the unit's action. Otherwise, the grapple only ends if something forces the unit outside of the tentacles' reach.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, the damage increases by 1d8 for each slot tier above 1st.

Dispelling Wind

Casting Time: Action

Range: 60 feet

Components: K

Duration: Instant

Element: Air

You awaken a zephyr that silently blows across the spell's entire range, diffusing motes of magic in the air. Every spell or intuition of 2nd tier or lower and every effect caused by a spell or intuition of 2nd tier or lower within range instantly ends unless you specifically exempt it.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, you end a magical effect if the spell's tier is equal to or less than the tier of the spell slot you used.

Carbon Copy

Casting Time: Bonus action

Range: 10 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Earth

You magically mold the earth around you into a facsimile of your own body. When you first cast this spell, and as a bonus action on each of your turns afterwards, you can command the double to move and take actions, which it carries out as soon as possible to the best of its ability. If you don't command the double, it takes the Defend action on its turn. In combat, the double's turn comes immediately after yours. The double has no special features and can only perform the standard set of actions, such as the Attack and Dash actions. Whenever you perform a standard action, you can have the double take the same action using its reaction. When the double takes the Attack action, it makes a special melee weapon attack. Its attack modifier equals your Spell Attack Modifier and it deals damage equal to $1d8 +$ your Intelligence modifier of the spell's element. If it holds a weapon, it can use that weapon to make attacks instead, using its own Strength or Dexterity modifier for attack and damage rolls and dealing the amount and type of damage appropriate to the weapon's attributes.

The double has no Intelligence, Wisdom, or Charisma score. Its Strength, Dexterity, and Constitution scores are equal to your Intelligence score, and its AC equals your Spell DC. Its speed is 30 feet, and it has 20 hit points. It has no skill proficiencies, but its proficiency bonus is equal to yours. Its family is Mineral. It resists Fire, Earth, Air, Electric, and Neutral damage. It is weak to Water, Metal, and Nature damage. It has no senses of its own, seeing and hearing only what you see or hear. It is immune to all conditions except the grappled, prone, and restrained conditions. When the spell ends, the double immediately turns into a pile of disenchanted sand. The spell ends early if the double falls to 0 hit points.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the copy's hit points increase by 10 for each slot tier above 2nd, and its attacks deal $1d8$ additional damage of the spell's element for each slot tier above 2nd.

Blight

Casting Time: Bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

Element: Nature

Your body becomes imbued with a sickly and contagious power that visibly alters your physical form in some way for the duration. Your skin might begin to rot and peel away, your limbs might

drip with bile, or a colorful pattern might appear on your body, but whatever you choose, other units will instantly recognize that you are dangerous to the touch.

When a unit attempts a melee attack against you or willingly touches you, you can choose to inflict the blight on that unit. Once per turn, when you make a successful melee attack against a unit (including a shove, grapple, or steal), you can inflict the blight on that unit. A unit afflicted by the blight suffers the sick and poisoned conditions until it is cured or the spell ends.

Furthermore, when you take the Attack action, you can substitute one of your attacks to make a melee spell attack against a unit within your reach. On a hit, the target takes 2d8 damage. The attack's damage dice become d10s if you have the Natural Weapons feature.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, you may choose to not alter your form, appearing apparently normal. Furthermore, the damage of the spell's attack increases by 1d8 for each slot tier above 2nd.

Entangling Web

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Nature

Strands of a gooey material explode from your hand, forming a giant web originating from a point within range, filling a space up to 20-foot cube. The area becomes difficult terrain for the duration. Each unit that starts its turn in the area or enters the area for the first time on a turn must make a Reflex saving throw. On a failed save, the unit is restrained for the duration or until it breaks free. A unit restrained in this way can use an action to make a Strength check against your Spell DC. On a successful check, it escapes the webbing. When this spell ends, the web vanishes immediately.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, this spell does not require your concentration.

Point Charge

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Electric

You shoot an ionized beam of electricity at a unit or object, charging it with electrical energy and powering it if possible. If you target a unit, make a ranged spell attack. You deal 3d8 damage on hit, or half as much on a miss. For the duration, when a unit other than the target moves within 10 feet of the charged target for the first time on a turn or starts its turn there, electricity arcs into that unit, and that unit must make a Resilience save. They take 2d8 damage on a failed save, or half as much on a success.

When this spell ends, the target discharges. Every unit other than the target within 10 feet of the charged target must make a Resilience save or take 2d8 damage, or half as much on a success.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the damage of the spell attack and the arcs of electricity increase by 1d8 for each slot tier above the 2nd.

Rending Bolt

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Instant

Element: Electric

You call down a massive lightning strike that affects a 10-mile tall cylinder with a 5-foot radius centered on a point on the ground within range. All units within the cylinder are deafened until the start of your next turn and must make a Reflex saving throw, taking 4d12 damage on a failed save, or half as much on a successful one.

At Higher Tiers: When you cast this spell using a spell slot of 2nd tier or higher, this spell's damage increases by 2d12 for each slot tier above 2nd.

Safeguarding Song

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 10 minutes

Element: Light

You begin to chant a protective verse that repels elemental energy. Every unit you choose within range gains resistance to Fire, Water, Air, Earth, Nature, and Electric damage for the duration. If a unit ever moves out of the spell's range, or if a unit ever can't hear you, this spell's effect on that unit ends. If you're ever prevented from fulfilling the vocal component of spells, this spell ends immediately.

At Higher Tiers: When you cast this spell using a 3rd tier spell slot, the range increases to 60 feet. When you cast this spell using a 4th tier spell slot, the range increases to 90 feet, and also provides resistance to Metal and Arcane damage. When you cast this spell using a 5th tier spell slot, the range increases to 300 feet, and also provides resistance to Light and Dark damage. When you cast this spell using a 6th tier spell slot, this spell no longer requires your concentration.

Sunburst

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Light

You suddenly shine with searing light, casting out a series of rays that fill a 25-foot cone originating from you. Any region of magical darkness within the cone permanently clears unless it was created by a spell cast using a spell slot of a higher tier than this spell was. Every unit within the cone must make a Resolve saving throw, taking 4d8 damage on a failure, or half as much on a success. Afterwards, the cone dissipates.

For the remainder of the duration, your body continues to gleam, fully illuminating the area within 15 feet of you. A unit suffers the blinded condition when it makes a melee attack against you or an allied unit within 5 feet of you, on account of the light's intensity. You have disadvantage on Stealth checks while you emit this light.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases by 2d8 for each slot tier above the 2nd.

Death Fog

Casting Time: Action

Range: 90 feet

Components: K

Duration: Concentration, up to 10 minutes

Element: Dark

You cause deadly smoke to billow out of thin air, creating a sphere of fog with a radius of 20 feet centered on a point you choose within range. The fog lingers for the duration, spreading around corners and filling containers and narrow passageways. The fog's area is heavily obscured for units other than you.

At the start of each of your turns, you can choose to have the fog roll, moving the whole cloud 10 feet in a direction you choose. When a unit enters the fog's area for the first time on a turn or starts its turn there, it must make a Resilience saving throw. The unit takes 2d10 damage on a failed save, or half as much damage on a success.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases by 1d10 for each slot tier above the 2nd.

Sneaking Shadow

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Dark

Choose a unit or object within range. If the target is a unit, make a ranged spell attack. On a hit, the target takes 5d8 damage and you tear the unit's shadow away from its body for the duration. If the target is an object, you make no attack, and you tear away the object's shadow for the duration. The target does not cast a shadow for the duration when you tear it away. When detached, the shadow forms a circle with a radius equal to the unit's height centered on a point on the surface nearest to the target. As a bonus action on each of your turns while you control the shadow, you can move the shadow up to 30 feet along surfaces as you choose. The shadow can't cover a surface that is brightly illuminated. At the end of each of your turns for the duration, units that are touching a surface covered by the shadow you control take 2d8 damage.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the damage of the spell attack increases by 2d8 for each tier above 2nd, and the damage of the shadow increases by 1d8 for each tier above 2nd.

Mercurial Blood

Casting Time: Bonus action

Range: Self

Components: K, V

Duration: 10 minutes

Element: Metal

Liquid mercury flows through your body for the duration of this spell. Every time you take damage for the duration, metal sprays out onto every unit within 5 feet of you. Each unit within range must make a Resilience saving throw. On a failed save, a unit takes 1d10 damage and suffers an AC penalty equal to your Intelligence modifier until the end of your next turn. On a successful save, a unit takes half as much damage and suffers no AC penalty.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's damage increases by 1d10 for each slot tier above the 2nd.

Rusting Touch

Casting Time: Action

Range: 60 feet

Components: K

Duration: Concentration, up to 10 minutes

Element: Metal

Choose any number of metal objects and any number of units of the Machine family within range. A film of corrosive magic covers the surface of each object and each unit, causing each one to soften and rust.

If you choose a typical object of Small or smaller size, you immediately reduce it to dust. If the object is Medium or larger, or if it is reinforced by magic or machina, the object becomes brittle and any DC to destroy the object is halved for the duration.

If you choose a unit, the corrosive magic begins to tear away at its body. For the duration, its movement speed is halved, it has disadvantage on Dexterity and Constitution checks as well as Resilience and Reflex saving throws, and its AC suffers a penalty equal to your Intelligence modifier.

When you cast this spell, you can also make a melee spell attack against one unit or object affected by the spell within 10 feet of you. On a hit, the target takes 4d8 damage. The target has a weakness to this damage, and the damage cannot be reduced in any way.

At Higher Tiers: When you cast this spell using a spell slot of 3rd tier or higher, the spell's range increases by 30 feet and the spell's damage increases by 2d8 for each slot tier above 2nd.

3rd-Tier Spells

Blaze Craze

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Fire

Channeling white-hot rage into burning magic, you cause a fiery aura to erupt from your body. You can Dash as a bonus action on the same turn you cast this spell. You also receive of the following benefits for the duration:

- At the end of each of your turns, you release a scorching shockwave. Every other unit within 10 feet of you must make a Resilience saving throw, taking 2d12 damage on a failed save, or half as much on a success.

- When you take the Dash action, you can pass through a unit's space regardless of its size for the remainder of the turn, and their space is not difficult terrain for you. When you dash this way, the first unit whose space you pass through takes 2d12 damage.
- You're immune to Water damage unless that damage was caused by a spell or machine cast at a higher tier than this spell was.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell's damage increases by 1d12 for each slot tier above 3rd.

Bubble

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Water

You create a transparent spherical bubble centered on a unit or object of Huge or smaller size within range. The bubble's diameter is 10 feet larger than the target's space. For example, a Medium unit would be encased in a 15-foot-diameter bubble, and a Huge unit would be encased in a 25-foot-diameter bubble. The bubble's surface is magically solidified, so units and objects can't pass through the surface of the bubble. If a unit or object is too large to fit within the confines of the bubble, the unit is forced out of the bubble's area into the nearest unoccupied space.

The bubble can be filled with either water or air. If a unit within the bubble is unable to breathe its contents, it must make a Resilience saving throw at the start of each of its turns. On a failed save, the unit loses hit points equal to a tenth of its maximum hit points.

If a unit on one side of the bubble's surface makes an attack against a target on the other side of the bubble, the bubble itself becomes the attack's target instead. The bubble's AC is equal to your Spell DC, and it doesn't have hit points. If the attack deals damage to the bubble that exceeds your Spell DC, the bubble pops, and the spell ends early. Otherwise, the bubble remains totally unaffected.

When the target moves, the bubble moves with it. Since the bubble's surface is solid, units and objects inside the bubble are dragged along if the bubble's surface would pull them in a direction. The bubble automatically pushes smaller units and objects aside to the nearest unoccupied space as it moves, but can't enter the space of a unit or object larger than the target.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the bubble's AC increases by 5 for each tier above 3rd. The bubble also becomes reflective: if an attack fails to pop the bubble, the attack automatically hits the attacker instead.

Control Weather

Casting Time: Bonus action

Range: 90 feet

Components: K, V

Duration: Concentration, up to 8 hours

Element: Air

You instantly alter the flow of the local atmosphere, causing a weather formation of your choice, such as a thunderstorm, a snowstorm, a sandstorm, a meteor shower, or a heat wave. Whatever effect you choose, the disturbance is mild; this spell can't cause natural disasters such as blizzards or hurricanes. The spell's effect is centered on a point within range, and it affects a spherical region of your choice with a radius as large as 1 mile.

The altered weather also enhances one element of your choice, related to the formation you chose. For example, acid rain might enhance Nature, and murky smog might enhance Dark. For the duration, the first time a given unit in the affected area takes damage of the element you enhance on a turn, it takes additional damage equal to twice your Intelligence modifier. On each of your turns for the duration, you can use a bonus action to change the weather and the enhanced element in the affected region.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, you can have the weather enhance one additional element per slot tier above 3rd. Furthermore, the effect's radius can be as large as 10 miles when you cast this spell using a 4th-tier slot, as large as 100 miles when you cast it using a 5th-tier slot, or as large as 1,000 miles when you cast it using a 6th-tier slot.

Winds of War

Casting Time: Action

Range: 300 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Air

You whip up a wind at your back that invigorates the spirit. When you cast this spell, choose any number of units that you can see within range. For the duration, each of these units have all of their speeds doubled and cannot have their speed reduced to a value other than 0. Furthermore, each time an affected unit makes an attack roll, roll a d10 beforehand. If the die rolls its maximum result, the attack scores a critical hit, regardless of the attack roll's result. Otherwise, the attack resolves as usual.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, affected units also have advantage on Reflex saving throws. Furthermore, the die rolled before an attack reduces one size per slot tier above 3rd, to a minimum of d4.

Earthquake

Casting Time: Action

Range: Self

Components: K, V

Duration: 1 round

Element: Earth

The earth begins to tremble beneath you, shaking violently in a circle with a radius of your choice up to 60 feet. This circle originates from you, so the affected area moves as you move. For the duration, if a unit touching the affected ground takes any action, bonus action, special action, or reaction, it must make a Resilience saving throw. On a success, it carries out the action. On a failure, the action is wasted, and the unit takes 3d10 damage and falls prone.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell's damage increases by 1d10 for each tier above 3rd. Furthermore, the spell's duration increases by 1 round for each tier above 3rd, and at the start of each of your turns, you can choose a new radius for the effect.

Acid Rain

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Nature

You summon a volatile cloud that hovers above a point within range at an altitude of your choice, up to 10 miles from the ground. As a bonus action on each of your turns for the duration, you can have the cloud move to hover over a new point within 15 feet of the previous point, and you can also change the cloud's altitude, but its height from the ground still can't exceed 10 miles.

The cloud rains down caustic acid in a 10-foot radius cylinder beneath it, which eats away at most objects and surfaces. A unit suffers a penalty to its AC equal to your Intelligence modifier while it occupies the affected area. If a unit starts its turn within the affected area, it must make a Resilience saving throw, taking $5d4$ damage on a failed save, or half as much on a success.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell deals an additional $2d4$ damage for each tier above the 3rd.

Tempest Tantrum

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Electric

You summon a giant and unpredictable thunderstorm which fills a cylinder with a height of 1 mile and a diameter of 120 feet centered on you.

When you cast this spell, and at the start of each of your turns for the duration, roll $1d12$. You must call down a blast of lightning centered on a point on the ground that is an exact number of feet away from you equal to five times the roll's result. The lightning strikes in a 1 mile high cylinder with a diameter of 15 feet centered on the chosen point. A unit other than you within the strike takes $4d12$ damage.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell creates one additional bolt each time for each tier above the 3rd. For each of these bolts, roll a separate $1d12$ to determine its area of effect.

Steel Plane

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Metal

You conjure an immovable and nigh-indestructible sheet of metal centered on a point within range. The sheet can be laid flat like a platform, raised upwards like a wall, or rotated in any other orientation (to serve as a ramp, for instance). Whatever its orientation, the sheet can range from as narrow as 5 feet to as wide as 30 feet and from as short as 5 feet to as long as 30 feet, but is always an inch thick. If the sheet's length or width fills a unit's space as it forms, it is forced to the nearest unoccupied space. If the sheet's thin edge fills a unit's space, you choose which side of the sheet the unit must move to, and the unit is forced into the nearest unoccupied space on that side of the plane.

The sheet can provide partial cover to units larger than it, and total cover to units smaller than it.

The sheet hovers in place where you conjure it, and you can rotate the sheet, change its dimensions, or both at the start of each of your turns for the duration. If the sheet enters a unit's space as it rotates, the unit is forced to move with the sheet as it rotates.

The sheet is an object with an AC of 10 and a number of hit points equal to ten times your Mage level. It is immune to damage except from spells and machina cast with a higher-tier slot than the one used to create the sheet.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell's range increases by 30 feet for each slot tier above 3rd. When you cast this spell using a spell slot of 5th tier or higher, this spell no longer requires your concentration.

Fusion Missile

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Instant

Element: Arcane

You siphon elemental power from your surroundings and funnel it through your fingertips into a powerful blast. When you cast this spell, choose one unit or object within range. You could also draw energy from an effect you can perceive within range, such as that of a lingering spell. The GM determines which element best corresponds with your selection.

Afterwards, make a ranged spell attack. On a hit, the target takes $4d12$ damage of the spell's element, and an additional $3d12$ damage of the element your GM named for your selection.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell's base damage increases by $2d12$ for each slot tier above 3rd. The additional $3d12$ variable damage does not increase.

Memory Mold

Casting Time: Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

Element: Arcane

You utter a charm that instills a supernatural sense of trust in your target, allowing you to implant, delete, or modify memories with the simple power of suggestion. One unit you can see within range must make a Resolve saving throw. On a successful save, the spell has no effect. On a failed save, the unit becomes charmed by you for the duration. While the unit is charmed, it treats every unit that shows hostility towards you with an equal degree of hostility.

You can telepathically alter the target's memories in any way you like as a free action once on each of your turns. In order to alter an existing memory, you must know that the unit has the memory; if you try to alter or remove a memory that a unit doesn't have, nothing happens. No matter how much you alter the unit's memory, this charm can't influence the unit to put itself directly in harm's way, unless it believes it can protect you or itself from some greater threat.

Strain on the target's mind and body can break the spell's effect. If you alter the target's memories more than once, it makes another Resolve save for each memory you alter after the first, ending the spell early on a success. Likewise, each time another unit harms the charmed unit, the charmed unit makes another Resolve save, ending the spell early on a success.

The unit retains the memories you alter and implant for the duration. If the modification remains for an hour and the spell doesn't end early, the alterations become permanent, and the unit's authentic memory can only be restored by magical means.

At Higher Tiers: When you cast this spell using a spell slot of 4th or 5th tier, you can choose to make the modified memories permanent after 10 minutes. When you cast this spell using a spell slot of 6th tier, you can choose to make the spell's effect become permanent after 2 rounds.

Soul Shackles

Casting Time: Action

Range: 60 feet

Components: K

Duration: Concentration, up to 24 hours

Element: Arcane

You use an immaterial, invisible chain to bond your life force with that of another unit you can see within range. Though you must concentrate on this spell to maintain its effects, you do not need to make any sort of check to maintain your concentration, even when you take damage. The concentration still ends as usual when you fall unconscious or choose to end the effect.

When you cast the spell, the target must make a Resolve saving throw, taking $5d8$ damage on a failed save, or half as much on a successful one. If the target takes at least one point of damage this way, it becomes magically linked to you for the duration. The target instantly becomes aware of the link and its effects, which are as follows:

You and the target can always see one another and you always know each other's exact locations, no matter the distance, regardless of visual conditions. Not even magical effects (such as the Invisibility spell) can overcome this effect.

Whenever you lose hit points, the linked unit loses an equal number of hit points. If you regain hit points, the linked unit does not regain any.

As a bonus action on each of your turns for the duration, you can yank the immaterial chain, pulling the linked unit up to 30 feet directly towards you.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the spell's damage increases by $2d8$, and the spell's range increases by 30 feet for each tier above 3rd.

Seal of Solemnity

Casting Time: Action

Range: 10 miles

Components: V

Duration: Concentration, up to 24 hours

Element: Light

You call upon a radiant power to suppress the soul of a unit you know is within range. If you aren't familiar with the unit, the unit is in another dimension, or the unit isn't within range, the spell fails. Otherwise, for the duration you always know the exact location of the target and you gain 1 mile of truesight for the duration, but this enhanced truesight only applies to the target.

The target must make a Resolve saving throw. On a failed save, the target suffers from the following effects for the duration:

- It gains a weakness to damage of the spell's element.
- It suffers from the Slowed condition.
- It cannot regain hit points by any means other than completing a long rest.
- It loses the ability to speak or fulfill Vocal components for spells and intuitions.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier, the spell's range increases to 100 miles. When you cast this spell using a spell slot of 5th tier, the spell's range increases to 1,000 miles. When you cast this spell using a spell slot of 6th tier to target any unit you're familiar with, no matter the range, even if the unit is in another dimension.

Arms From Beyond

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Dark

You summon limbs of darkness from a ruinous dimension that wrap themselves around a unit or object within range. Make a melee spell attack. On a hit, the target takes 1d10 damage and is restrained until the start of your next turn or until the spell ends. If the target is an object, it cannot move or be moved by any means whatsoever while it is restrained this way. At the start of each of your turns for the duration, you can repeat the attack against the same target with advantage, or you can direct the arms to attack a different target within 10 feet of the previous target.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the arms can make an additional attack when you cast this spell and at the start of each turn for each slot tier above 3rd.

Time Out

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Astral

You slow down the movement of atoms in a 15-foot diameter sphere centered on a point within range. Any unit other than you that enters the spell's area for the first time on a turn or starts its turn there must make a Resolve saving throw. On a failed save, the target gains the Slowed condition until the end of its next turn. If the unit already had the Slowed condition, it also gains the Paralyzed condition until the start of its next turn.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier or higher, the diameter of the sphere increases by 10 feet for each tier above 3rd.

Warp Anchor

Casting Time: Action

Range: 30 feet

Components: K

Duration: 24 hours

Element: Astral

Choose a unit or object within range. You imbue the target with a dimensional attractive force that acts as an anchor for teleportation. For the duration, any time a unit or object teleports to or from a point within a mile of the anchor, its destination changes to be the unoccupied space nearest to the anchor. The unit teleports to this space even if the target would normally be outside the

teleportation's range. If multiple warp anchors influence a single teleportation, the destination becomes any one of those anchors, determined randomly.

If the target of this spell is a unit, the unit can use its reaction when it sees a unit or object teleport to exclude that instance of teleportation from the spell's attractive force, allowing the teleportation to continue unimpeded.

At any point during the duration, you can use a bonus action to touch the spell's target, ending the spell early.

At Higher Tiers: When you cast this spell using a spell slot of 4th tier, the spell's duration increases to 10 days. When you cast this spell using a spell slot of 5th tier, the spell's duration increases to 100 days. When you cast this spell using a spell slot of 6th tier, the spell lasts until you end it or until it is dispelled.

4th-Tier Spells

Stone Serpents

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Earth

You reform the terrain beneath your feet into a writhing mass of earthen serpents. For the duration, the serpents carry you forward, so your walking speed doubles, and you ignore the effects the effects of difficult terrain. Furthermore, when a unit moves within 15 feet of you on a turn or starts its turn there, you may use your reaction to have the serpents thrash against that unit. Make a melee spell attack that deals $6d8$ damage on a hit.

As a bonus action on each of your turns for the duration, you can allow your serpents to charge 15 to 30 feet in a straight line, carrying you forward with them. This movement can pass through another unit's space, doesn't count against your movement on your turn, and doesn't provoke opportunity attacks. Each unit within 5 feet of the line must make a Reflex save, taking $3d8$ damage on a failed save, or half as much on a successful one.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the damage of the melee spell attack and the charge both increase by $1d8$ for each slot tier above 4th.

Wooden Warden

Casting Time: Action

Range: Self

Components: K, V

Duration: 10 minutes

Element: Nature

You slam the ground, calling on the roots sleeping deep below the surface. A tree erupts from beneath you, and you share its space for the duration. The tree is a Huge object with 75 hit points and an AC equal to your Spell DC. It has no weaknesses or resistances, and if it is reduced to 0 hit points, the spell ends early. The spell also ends early if you leave the tree's space. When the spell ends, the tree dissolves into a cloud of magical pollen.

Any other unit standing in the tree's space as it erupts is shoved into the nearest unoccupied space and falls prone, unless you choose to lift the unit harmlessly into the tree's branches, in which case

the unit can share the tree's space. The tree provides partial cover to any unit that shares its space, and it provides total cover to you.

When you cast this spell, and as an action on each of your turns for the duration, you can attack with the tree using its network of roots. Make up to two melee spell attacks with a reach of 60 feet. These attacks deal 3d10 damage on a hit.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the tree has 25 additional hit points for each slot tier above 4th, and you can make one additional attack for each slot tier above 4th each time you attack with the tree.

Chain of Command

Casting Time: 10 minutes

Range: 15 feet

Components: K, V

Duration: 24 hours

Element: Metal

You create an ethereal chain and imbue with a powerful binding oath. The oath carries with it a single condition that you author, such as "I will not tell a lie", "I will not attack Chris and his friends", or "I will not approach the magic pillar". You can set any condition the GM allows, but that condition must be reasonable, and it can't cause a unit to come to obvious harm (i.e. "I will not breathe", "I will not think", or "I will not avoid attacks"). As a general rule, your condition should be phrased as a limitation ("I will not") as opposed to a directive ("I must" or "I will always"), and they should pertain to discrete events (lying, approaching, etc.) as opposed to states (being in a particular room, wearing a certain sort of clothing, etc.).

When you finish casting the spell, you wrap the chain around a willing unit within range, who becomes the chain's user. When you do so, the user instantly learns the condition of the oath and the effect of the spell. While the chain remains wrapped around the user, it adds your Intelligence modifier to all of its attack rolls, but it takes 3d10 damage each time it violates the oath.

When the user makes a successful attack against a unit, it can choose to cast the chain off of itself and onto the target of the attack. When the user does so, it is no longer bound by the oath, and it no longer receives the bonus to its attack rolls, but the target is now bound by the oath. The target learns the condition of the oath and the effect of the spell the same way the user did. For the remainder of the duration, each time the target violates the oath, it takes 3d10 damage.

You can end the spell early as an action on your turn. When the spell ends, the chain dissolves into magical mist.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the spell's damage increases by 1d10 for each slot tier above 4th. If you used a slot of 5th tier, the spell's duration extends to 10 days. If you used a slot of 6th tier, the spell lasts until dispelled

Mirror's Edge

Casting Time: Action

Range: Touch

Components: K, V

Duration: 1 hour

Element: Metal

You summon a swarm of reflective shards that float around a willing unit you touch, who becomes "the user". The user gains 5 Shard dice, which are d6s. The user loses a Shard die when it spends one, and the spell ends early when all of the user's Shard dice are lost. At the end of the duration, all

of the unit's Shard dice disappear. For the duration, the user can spend a Shard die in the following ways:

Integrate. When the user makes an attack, it can integrate one of the shards into the attack. The target of the attack takes additional damage equal to the result of a Shard die times your Intelligence modifier. This damage is dealt even if the attack fails.

Slash. As an action, the user slashes a shard around itself in a circle with a radius between 5 feet and 15 feet. Each unit in the path of the slash must succeed on a Reflex saving throw or take damage equal to the result of a Shard die times your Intelligence modifier. The user can choose where the shard starts its path, whether it travels clockwise or counterclockwise, and it can end the shard's movement early if it does not wish to have the shard slash in a full circle.

Reflect. As a reaction when a spell originates or targets a point, unit, or object within 15 feet of the user, the user can angle one of the shards to reflect the spell. The user rolls a Shard die; on a 3 or lower, the spell is reflected into the ether, and the reflected spell instantly ends with no further effect. On a 4 or higher, the spell is reflected back towards the caster, and the caster becomes the target or point of origin for the spell instead. This option fails if the reflected spell is cast using a higher-tier spell slot than the slot used to cast this spell.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier, the Shard dice become d8s. When you cast this spell using a spell slot of 6th tier, the Shard dice become d10s.

Serial Coma

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Arcane

You begin to radiate a lethargic power out of your soul, making you immune to the unconscious condition while you have at least one hit point. For the duration, an aura of apathy and drowsiness extends around you in a sphere with a 10 foot radius. Every unit other than you within the sphere has disadvantage on attack rolls and ability checks, and all of its movement speeds are halved. If a unit ends its turn within the sphere, it must succeed on a Resolve saving throw or fall unconscious for the spell's duration.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, you may choose one additional unit within 30 feet of you for each tier above 4th. An identical aura begins to emanate from a unit you choose, and that unit also gains an immunity to the effects of the spell, as well as an immunity to the unconscious condition while it has at least one hit point.

Celestial Glory

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Light

Several rings adorned with stars, planets, eyes, wings, and other cosmic icons encase a sphere with a radius of 15 feet that remains centered on you for the duration. The sphere moves with you as you move. The blinding light of the rings makes the sphere heavily obscured to every unit that looks into it from the outside, but the area isn't obscured to a unit inside the sphere.

When you cast this spell, you designate any number of units you can see as allies. At the moment you cast this spell, and at the start of each of your turns for the duration, each ally within the ring gains 5 temporary hit points. Every other unit within the ring must make a Resilience saving throw, taking 3d8 damage on a failure or half as much on a success. Regardless of the save's success, a unit who makes the save is forced to the nearest unoccupied space outside the ring.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the spell grants 5 more temporary hit points for each slot tier above 4th, and the spell's damage increases by 1d8 for each slot tier above 4th.

Orb of Omnipotence

Casting Time: Action

Range: Self

Components: K, V

Duration: 1 hour

Element: Light

You materialize a Small magical orb in your hand which imparts its holder with magical enlightenment. A unit that holds the orb in one of its hands receives the following benefits:

- The unit gains truesight out to a radius of 300 feet.
- The unit gains an immunity to the blinded, charmed, fixated, and frightened conditions. If a unit receives the orb while suffering from any of these conditions, the condition ends.
- The unit has advantage when it makes an attack against a unit it can see. Its attacks also deal additional damage equal to your Intelligence modifier.
- As an action, the unit can peer into the orb to locate a specific unit or object within 100 miles of the holder. If the unit or object is not within range, the orb fails to locate it, and the user learns that the unit or object is absent.

The spell ends after the duration, when the orb is destroyed, or when you end the spell as an action on your turn. The orb has an AC of 10, but it has no hit points and it is only destroyed when a single attack or effect deals at least 20 Dark damage to the orb. When the spell ends, the orb disintegrates into glittering stardust.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the additional damage of the orb increases to twice your Intelligence modifier. When you cast this spell using a spell slot of 6th tier, you can create up to two orbs when you cast this spell, and the orb doesn't have to materialize in your own hand; instead you can provide each orb directly to a unit you can see.

Jar of Horror

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Dark

A vessel filled with ruinous energies materializes in an unoccupied space within 5 feet of you, which shoots a piercing tendril into a unit you can see within range. The vessel is a Small object that cannot be moved or damaged by any means, but it shatters when the spell ends.

The target cannot move further from the vessel by any means, even if some force would otherwise shove or drag the unit away from it. If the unit has no ground beneath it to support it, the tendril suspends the unit in the air, and the unit can't move unless it has a flying or floating speed.

At the start of each of your turns, an affected unit must succeed on a Resilience saving throw or be dragged 15 feet closer to the vessel in a straight line. If the affected unit fails the save and is already within 5 feet of the vessel, it takes 10d10 damage. If the unit's level is lower than yours, it takes damage equal to its maximum hit points instead if that value is higher than the result of the damage roll. The unit remains stuck to the vessel after the damage is dealt, unable to move away until the spell ends. However, it no longer rolls a saving throw to resist being dragged closer, and this spell can't deal any further damage to it.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the spell targets one additional unit for each slot tier above 4th, excluding a unit it has already tethered. Furthermore, a unit that fails the save is dragged 20 feet closer instead of 15. The spell's damage also increases by 3d10 for each slot tier above 4th.

Swallowing Shade

Casting Time: Action

Range: 90 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Dark

You weave a corrupting force that traps out the light in a 15-foot radius sphere centered on a point on the ground within range. The inner surface of the sphere becomes opaque with abject darkness, so the entire area outside of the sphere is heavily obscured to every unit within the sphere other than you.

A unit that starts its turn inside the sphere or enters the sphere for the first time on a turn must succeed on a Resolve saving throw, taking 6d6 damage on a failure, or half as much on a success. A unit that fails the save is swallowed into the darkness, so it can't exit the sphere's area by any means until the start of its next turn. A unit inside the sphere can't restore hit points by any means, and Light damage is halved when it is dealt by a unit within the sphere, dealt to a target within the sphere, or both.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the spell's damage increases by 2d6 for each slot tier above 4th.

Event Horizon

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Astral

You turn a unit or object within range into a localized center of gravity. The target doesn't change size, but it becomes one million times as heavy and it begins to implode under the force of its own weight for the duration. If the target is a unit, it falls prone and becomes restrained until the spell ends. A unit within 5 feet of the target becomes restrained.

As a bonus action on each of your turns for the duration, you can emit a pulse of gravitational force from the target. When you do so, the target must succeed on a Resilience saving throw or take 4d6 damage. Furthermore, all units and objects equal in size or smaller than the target in a 120-foot radius sphere centered on the target are pulled 15 feet closer to it. If some impediment, such as a chain, prevents the force from pulling a unit or object closer, the GM determines whether the impediment is stronger than the gravitational pull in each case.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the spell's damage increases by 2d6 for each slot tier above 4th.

Pure Pressure

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Concentration, up to 10 minutes

Element: Astral

You create a 10-foot radius cylinder with a height of 300 feet centered on a point within range in which the force of gravity is amplified to the extreme. A unit inside the area can't rise more than 5 feet on a turn by any means, and it can't lose the prone condition if it has it. An airborne unit or object immediately falls when it enters the area, and it takes three times as much falling damage if it lands inside the area.

If a unit starts its turn inside the area or enters the area for the first time on a turn, it must succeed on a Resilience saving throw or fall prone and suffer the slowed condition until the start of its next turn. A unit slowed this way also has disadvantage on attack rolls and Strength checks.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, the radius of the cylinder increases by 5 feet for each slot tier above 4th, and a unit takes five times as much fall damage as usual when it falls inside the affected area.

Split Second

Casting Time: Action

Range: Self

Components: K, V

Duration: Instant

Element: Astral

You dilate time around you, allowing you to accomplish tasks in an instant. When you cast this spell, your turn immediately ends, and you take two consecutive turns afterwards. These turns occur outside of time, so a unit other than you can't take any sort of action on these turns, and it can't witness or otherwise respond to the events of these turns, but you can take actions and move as usual. All of your remaining turns end if an action you take affects a unit other than you or an object being worn or carried by a unit other than you. If a unit took a reaction or special action in response to your casting of Split Second, their action occurs only after all your additional turns.

At Higher Tiers: When you cast this spell using a spell slot of 5th tier or higher, this spell's range increases to "touch", and time dilates for the unit you touch instead of you. That unit takes the two consecutive turns with the same stipulations outlined by this spell.

5th-Tier Spells

Eternal Inferno

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Fire

You stir the spirit of an insatiable flame, unleashing its destructive power. A 10-foot radius sphere centered on a point within range bursts into a raging fire. Each unit caught in the sphere when you cast the spell must make a Reflex saving throw, taking 8d8 damage on a failure or half as much on a success. When a unit enters the affected area on a turn or starts its turn there, it takes 3d8 damage. At the start of each of your subsequent turns, the fire expands, increasing the area's radius by 10 feet.

The flame cannot be extinguished by any means for the duration. It can travel across the surface of water, but not through it. When this spell ends, all of the flames instantly subside.

At 6th Tier: When you cast this spell using a spell slot of 6th tier, the spell's damage increases by 2d8 when you cast it, and 1d8 when a unit enters the affected area on a turn or starts its turn there.

Absolute Zero

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Water

You drastically lower the temperature around a single object or unit in range, encasing it in an impossibly cold tower of ice. If you choose a unit as your target, the unit becomes petrified. The air chills in a 15-foot radius sphere that remains centered on the target for the duration. Every unit in the area suffers from the slowed condition. When a unit other than the target takes damage of the spell's element while it is in the area, it loses twice as many hit points from the damage.

If you chose to petrify a unit with the spell, it can make a Resilience saving throw at the start of each of its turns, breaking free of the ice on a success, or taking 4d10 damage on a failure. The unit makes this Resilience save as usual even though it is petrified, and this damage ignores the unit's resistances. If the unit chooses not to attempt the save, it takes the damage it would otherwise take on a failure.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, the spell's damage increases by 3d10.

Cyclone's Eye

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Air

You force whispers of the wind into a shouting rage, causing a vortex that fills a 60-foot radius sphere centered on you for the duration. When you cast this spell, you also choose a smaller radius - as small as 5 feet or as large as 30 feet - to be the eye of the storm, safe from the effects of the vortex. When a unit enters the vortex's area for the first time on a turn or starts its turn there, it must make a Resilience saving throw. On a failed save, a unit takes 4d6 damage, and the winds shove the unit up to 10 feet in a direction you choose. On a successful save, the unit takes half as much damage and isn't pushed.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, the radius of the vortex becomes 150 feet, and the spell's damage increases by 3d6.

Chaos Chasm

Casting Time: Action

Range: 300 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Earth

You rend the earth with destructive force, opening a bottomless ravine in line up to 60 feet long and up to 15 feet thick centered on a point on the ground within range. The chasm remains open for the duration, and objects caught in the chasm's area fall into the pit and seemingly disappear. A unit touching the ground caught in the chasm's area as it forms must make a Reflex saving throw. A unit that is flying or floating automatically succeeds on the save. A unit takes 4d12 damage on a failed save, or half as much on a success. If a unit that isn't flying or floating passes the save, it can jump to an unoccupied space of its choice adjacent to the chasm.

If a unit that isn't flying or floating fails the save, it plummets into the chasm, falling indefinitely.

As it falls, the unit has total cover, it can't move willingly, and it suffers from the incapacitated condition. At the start of each of its turns, the falling unit can attempt a Strength (Athletics) or Dexterity (Athletics) check to stop its fall. A unit that has a hovering speed has advantage on this check, and a unit with a flying or floating speed automatically succeeds. When a unit stops its fall this way, it returns to an unoccupied space of its choice adjacent to the chasm on its next turn.

If a unit is inside the chasm when the spell ends, the chasm shuts, dealing 10d12 damage to the unit before spitting it back out to the space it was occupying when the spell was cast. Objects that fell into the chasm reappear unharmed when the spell ends.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, the damage of the chasm when it opens and when it shuts both increase by 3d12.

Locust Plague

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Nature

You call upon a swarm of locusts that seep from objects and units in all directions into a highly concentrated sphere, razing everything in their wake. When you cast this spell, choose a point within range to act as the center of the swarm. The swarm extends from that point in a sphere with a radius of 10 feet. A unit that enters the swarm for the first time on a turn or starts its turn there becomes poisoned until it falls to 0 hit points or something cures it.

As a bonus action on each of your turns for the duration, you may choose a new point within 120 feet of you for the swarm to center on. The swarm forms in a straight line 5 feet across, moving directly from the old point to the new one, eating through any objects in its path, before expanding back into a sphere with a 10 foot radius around the new point. If the swarm passes through a unit's space while traveling between points, the unit must make a Resolve saving throw. On a failed save, a unit takes 7d4 damage and becomes frightened of the swarm. On a success, a unit takes half as much damage and isn't frightened.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, the spell's damage increases by 3d4.

Galvanic Globe

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Electric

You concentrate a mass of ions into a sphere of plasma at a point within range, violently bursting with electricity. The sphere is a Medium object that levitates in place, unable to be moved or destroyed by any means until the spell ends.

When you cast this spell and at the start of each of your turns for the duration, you can choose to have the sphere discharge. When you do so, electricity arcs from the sphere to every unit within 10 feet of it, and to every unit within 10 feet of each of those units, and to every unit within 10 feet of each of those units, and so forth. An affected unit must make a Resilience saving throw, taking 5d8 damage on a failed save, or half as much on a success. A unit only makes the save once, even if the electricity arcs onto it multiple times. The sphere fizzles out and disappears when the spell ends.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, the spell's damage increases by 2d8.

Final Transmutation

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Metal

You use a dangerous and raw form of transmutation to metamorphose your own body and energy, leaving you in immaculate condition. Your improved form grants you the following benefits:

- You can't be forced to lose your concentration on this spell unless you fall unconscious.
- Attacks made against you have disadvantage, and you have advantage on saving throws.
- You become immune to the paralyzed, poisoned, sick, slowed, and stunned conditions. If you had any of those conditions, they end immediately.
- Once on each of your turns, when you make a successful attack, you can choose to change all of the attack's damage to match the spell's element. If you do so, the attack deals additional damage equal to your Intelligence score.
- Each time you make an ability check or attack roll, you can use your Intelligence score or modifier instead of whatever ability score or modifier is usually required.
- If you take the Defend action on your turn, you can transform your entire body into an unbreakable metal, becoming petrified from the end of your turn until the start of your next turn. While you are petrified this way, you are immune to all damage.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, you can cast the spell as a bonus action.

Almighty Palm

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 1 hour

Element: Arcane

You mold the arcane energies around you into an enormous spectral hand which you can control effortlessly for the duration. The hand is a Medium object, and it is made of pure magical force, so it passes through units and objects unless you specifically make the hand interact with it. The hand can carry other units and objects, but it can't carry you. You create the hand in your own space, and you can move it up to 60 feet immediately before and after each action you take with it. If the hand is ever more than 90 feet from you, it disappears and reforms in your space.

You can take a special action on each of your turns for the duration which you can use to grapple a unit, shove a unit, steal an object, or use an object with the hand. Whatever you choose, the target must be within 10 feet of the hand. Any ability check you make with the hand uses your Intelligence (Arcana) modifier, even if the circumstances usually call for a different type of check. The hand can bear up to ten million pounds of weight, and it can adjust its form to grapple or shove any unit Gargantuan or smaller in size. The hand can only grapple one unit at a time, it uses the normal grappling rules, and a unit grappled by the hand takes 1d10 damage at the end of each of your turns.

Alternatively, you can use the special action to make a slamming attack. When you do so, every unit in a 15-foot cube centered on the hand must make a Reflex saving throw. On a failed save, a unit takes 3d10 damage and falls prone. On a success, it takes half as much damage and doesn't fall prone. You can make the attack even if the hand is grappling a unit.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, you create two hands instead of one. You control each hand with its own special action.

Prism Prison

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Light

You summon a shining prism with a seemingly infinite number of vertices, which manifests around a unit you can see within range. The target loses all its resistances for the duration, but not its immunities.

While the target remains in the prism, it is incapacitated. At the start of each of the target's turns, it can attempt to break out of the prism. If it chooses to do so, it takes 7d12 damage. You can choose to substitute each individual d12 for another element of damage: Fire, Water, Air, Earth, Nature, Electric, Metal, Arcane. Each element other than Light can only be used once. After the unit takes this damage, it makes a Resolve saving throw. On a failed save, the unit remains trapped inside the prism, and its turn ends. On a successful save, it shatters the prism, ending the incapacitated condition.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, you can substitute the spell's damage for another element as often as you like, not only once.

Eldritch Spawn

Casting Time: Action

Range: 120 feet

Components: K, V

Duration: Concentration, up to 1 hour

Element: Dark

You call on the twisted power of the underworld, flooding the area around you with pools of writhing darkness. When you cast this spell, and as an action on each of your turns for the duration, you can create a series of horrific entities, each centered on a different unoccupied space on the ground within range. You can continue creating the entities until you have 5 present. Each entity takes up the same space as a Medium unit, but it is neither a unit nor an object. The entities can't be destroyed or moved by any means, but they disappear when the spell ends.

When a unit enters the area within 10 feet of an entity for the first time on a turn or starts its turn there, you can choose to have that entity make a melee spell attack against the unit using your Spell Attack Modifier. Each entity disappears after it makes the attack. On a hit, the entity deals 3d8 damage.

At Higher Tiers: When you cast this spell using a spell slot of 6th tier, you can create entities until you have 8 present.

MACHINA LIST

Gimmicks

Antidote

Machination Time: Action

Range: 15 feet

Components: K

Duration: 24 hours

You create medicine, which might be a pill, a serum, a powder, or something similar, and apply it to a unit within range. This medicine strengthens the immune system of the target and can instantly relieve the symptoms of minor diseases and allergic responses. For the duration, the target gains a bonus to their Constitution modifier equal to half your Intelligence modifier, rounded up. This bonus affects the unit's ability checks and Resilience saving throws, but does not have any effect on the target's hit points.

If the target is suffering from an effect that causes the blinded, paralyzed, poisoned, sick, stunned, or unconscious conditions with a remaining period of 10 minutes or less, the medicine instantly takes effect, ending the condition and purging itself from the target's body, ending the machina early. If the target is suffering from multiple conditions, the target chooses which of the conditions to end. If you cast this machina on another unit, its effects end for the previous unit.

Barbed Wire

Machination Time: Action

Range: Self

Components: K, T

Duration: Instant

You produce a 15-foot coil of barbed wire. When a unit touches the wire, it takes 1d6 Metal damage. At the GM's discretion, a unit might take no damage from touching the wire, provided they have proper protection against the barbs, such as padded gloves.

Alternatively, you can use the sharp barbs to augment one of your weapons. When you do so, you take the Attack action as part of the action used to cast this gimmick. Before the end of the turn, the first successful attack you make with the augmented weapon deals 1d6 additional Metal damage. The machina's damage increases to 2d6 when your Machinist level reaches 5 and to 3d6 when it reaches 10. When you make another coil of wire with this machina, the old coil disintegrates.

Battery Pack

Machination Time: Action

Range: 5 feet

Components: K, T

Duration: 1 hour

You activate a battery which can supply power to small electronics for the duration. An object must be touching or connected to the battery to receive power from it. You can remotely destroy the battery pack as a reaction whenever you choose. If a unit other than you destroys the battery, the battery sprays acid on all units in a 5-foot radius. Each of those units takes 1d6 Nature damage, and

the machina ends early. Alternatively, you can make a ranged machina attack with the battery pack when you cast this machina, tossing it at a unit within 30 feet. If the attack is successful, the pack sprays acid on your target and all units within 5 feet, dealing the machina's usual damage. The machina's damage increases to 2d6 when your Machinist level reaches 5 and to 3d6 when it reaches 10. At the end of the duration, or when you cast this machina again, the battery fails to supply any power.

Flare

Machination Time: Action

Range: 120 feet

Components: K, T

Duration: Instant

You send a flare flying toward any point within range. It bursts in a flash of light, either when it collides with something or reaches the end of its range. The flash is clearly visible to any unit within 1 mile whose line of sight isn't obscured. If the flare hits a flammable object that isn't being worn or carried, it ignites the object. If you target a unit with the flare, make a ranged machina attack against the target. On a hit, the target takes 1d10 Fire damage. The machina's damage increases to 2d10 when your Machinist level reaches 5 and to 3d10 when it reaches 10.

Hack Element

Machination Time: Action

Range: 5 feet

Components: K, T

Duration: 10 minutes

You attach an elemental nanomachine to an object of Small or smaller size within range, filling it with a certain kind of elemental energy. Pick an element: Fire, Water, Air, Earth, Nature, Electric, Metal, Arcane, Light, or Dark. The object you choose begins to emanate a faint aura of the chosen element, and its physical properties might change at the GM's discretion. If the object already had a strong elemental quality, this machina overwrites it for the duration.

For the duration, when a unit touches the object, it takes 1d4 damage of the chosen element as the nanomachine releases the stored energy, and the machina ends. You can choose to exempt any number of units from triggering the elemental release when you cast the machina, and you can harmlessly disarm the nanomachine as a free action whenever you choose in order to end the machina. If you hack a weapon or its ammunition with this machina, the next successful attack with that weapon deals damage of the chosen element rather than its usual element, and it deals the machina's damage if the attack hits a unit you didn't exempt. The machina ends early if you cast it a second time before the end of the duration.

The machina's damage increases to 2d4 when your Machinist level reaches 5 and to 3d4 when it reaches 10.

Hammer Space

Machination Time: Action

Range: Self

Components: K, T

Duration: Until destroyed

You tear open a minor pocket dimension and bind it to the inside of a Small or smaller container, such as a pouch or a flask. The inner volume of this container becomes 50 cubic feet, and any object stored inside the container is treated as if it were weightless for the purposes of carrying the container. Objects within the container retain the properties they had when you put them in, and they do not interact with other objects in the container. You can retrieve or stow items in the container as quickly and easily as you could from any other container. If the container is destroyed, its contents violently fly out in all directions. If you cast this machina again, you tie the same pocket dimension to another container; the old container empties and returns to normal, and the new container gains all the old container's contents.

Hijack Signal

Machination Time: Action

Range: 1 mile

Components: T

Duration: Instant

When you use this machina, you learn the contents of the two most prominent wireless signals that pass through the range. Alternatively, you can learn the contents of the most prominent signal in general as well as the most prominent signal of a particular source, such as a cell tower, a satellite, a router, or a robot. If multiple signals are equally prominent, the GM decides which ones to tell you about, usually based on your proximity to the source. If there is only one such signal that passes through the range, you learn of just that signal, and if no such signals pass through the range, you don't learn of any.

If the data is heavily encrypted, you may need to succeed on an Intelligence (Technology) check with a DC set by the GM to decode and understand the signal. You can interrupt signals you decode, leaving their information garbled, or you can change a signal so that the information is interpreted differently by those who receive it.

You can also use this machina to read the information stored in the memory of simple devices. You can alter that information to change the function of the device or the signal it emits, or you can garble the data, rendering it useless.

Information you alter with this machina can be undone by another unit with an Intelligence (Technology) check that passes your Machina DC.

Instant Pitfall

Machination Time: Action

Range: 15 feet

Components: K, T

Duration: 1 turn

Choose a point on a surface within range. You create a pocket of space that forms a cylinder with a diameter and depth of 5 feet. For the duration, units and objects can pass through the pocket like any other open space, and objects that were in the cylinder as it formed temporarily disappear. Units and objects will immediately fall into the unoccupied space should it open beneath them. At the end of the duration, the pocket closes, and the space returns to normal. If the space closes around a unit, it is forced to the nearest unoccupied space, and the unit must make a Resilience save. On a failed save, the unit takes 1d10 Earth damage. The machina's damage increases to 2d10 when your Machinist level reaches 5 and to 3d10 when it reaches 10.

Megahertz Headphones

Machination Time: Action

Range: Self

Components: T

Duration: Until destroyed

You construct a pair of headphones that are form-fitted for your ears. When you cast this machina, choose whether the headphones amplify or dampen sound. You can change the mode of the headphones as a free action on your turn.

While the headphones are set to amplify sound, you can hear even the softest noises within a 300-foot radius. You are able to filter specific sources in and out, allowing you to track particular sounds. While in this mode, the headphones grant a bonus to Observation checks equal to your Intelligence modifier so long as your hearing would help you with that check.

While the headphones are set to dampen sound, they block out all noise, granting you the deafened condition. While deafened this way, you are able to focus more deeply, allowing you to add your Intelligence modifier for contests and saving throws made to resist the charmed, fixated, and frightened conditions.

Regardless of which mode the headphones are in, you can use them to emit an ear-splitting frequency. As an action on your turn, you can force every unit within 5 feet of you to make a Resilience saving throw; each unit that fails the save takes 1d8 Air damage.

You can dismantle the headphones at any time as a free action, and they are automatically destroyed if you fall to 0 hit points or take the headphones off. In either case, the machina ends. If you create another pair of headphones, the previous pair is destroyed. The machina's damage increases to 2d8 when your Machinist level reaches 5 and to 3d8 when it reaches 10.

Power Lock

Machination Time: Action

Range: Touch

Components: K

Duration: Instant

You discharge a disruptive static shock into an object you touch that isn't being worn or carried. The object is rendered stiff and useless from the charge surging through it. For example, if you cast this machina on a computer, it remains frozen. If you cast it on a door, its hinges won't budge an inch, preventing it from opening or closing. If you cast it on a button or lever, it becomes immovable. The effect ends after 10 minutes or when you cast this machina again. You can end the effect early as a free action whenever you choose. Another unit can end the effect early if it takes the Use an Object action with a toolkit or lockpick to succeed on a check of the GM's choice against your Machina DC.

Alternatively, you can make a melee machina attack to discharge the static into a unit you touch. On a hit, the target takes 1d4 Electric damage, and you inflict one of the following effects:

- **Deactivate.** Choose an object the unit is holding, such as a weapon, a shield, or a medicine pouch. The object becomes unusable, no longer providing any benefit to the holder. If the object was created by a machina of 1st tier or higher, it resists this effect.
- **Deconstruct.** The target's armor is pushed apart by electromagnetic force, so it no longer grants the wearer any benefits. If the target is not wearing armor, its AC decreases by your proficiency bonus.

The chosen effect persists until the end of the target's next turn. The machina's damage increases to 2d4 when your Machinist level reaches 5 and to 3d4 when it reaches 10.

Reconstruct

Machination Time: Action

Range: Touch

Components: K, T

Duration: Instant

You instantly repair a damaged object you touch to pristine, functional condition, so long as it would be Large or smaller in its repaired state. In order to repair the object, you need more than half of its original parts, and those parts must be in at least salvageable condition. For example, you can repair an object that has been crushed, melted, shattered, burnt, or corroded, but you can't repair one that has been vaporized or pulverized.

Remote Sensor

Machination Time: Action

Range: 15 feet

Components: K, T

Duration: Until destroyed

You create a sensor and attach it to an object or unit within range. If your target is a unit, you must succeed on a Dexterity (Finesse) check with a DC equal to the target's passive Wisdom (Observation) in order to place it on the unit without it noticing. Other units will detect the sensor if they succeed on an Wisdom (Observation) check against your Machina DC while near the sensor. You know the exact location of the sensor relative to you for the duration, and you can tune into it as a free action at any time to perceive sights, sounds, and even smells as if you were in the sensor's place, provided you remain on the same dimension as the sensor.

If you and the sensor are ever in different dimensions, the sensor's distance from you exceeds 100 miles, or a unit destroys it, the machina ends. You can destroy the marker chip remotely as a free action whenever you choose. When you make another remote sensor with this machina, the old sensor disintegrates without a trace.

Scout Matrix

Machination Time: Action

Range: 120 feet

Components: T

Duration: Instant

You gather data on a unit you can see within range. When you cast this machina, make an Intelligence (Technology) check. Choose one of the following options, limited by the result of your check:

- **Less than 5:** You learn nothing.
- **5 or more:** You learn all of the target's senses.
- **10 or more:** You learn one of the following attributes: its armor class, all of its speeds, or any two ability scores. The GM tells you the target's exact value for that attribute.
- **15 or more:** You learn the target's family.
- **20 or more:** You learn all of the target's weaknesses, resistances, and immunities.
- **25 or more:** The GM lists all of the target's unique features. Choose one of those features. The GM reads the feature's description.

- **30 or more:** You learn any three pieces of the prior information, as if you had cast this machina with a result of 25 each time.

The GM truthfully supplies this information. After you cast this gimmick, you can cast any gimmick you know with a machination time of an action as a bonus action.

Short Circuit

Machination Time: Action

Range: 30 feet

Components: K

Duration: 10 minutes

You emit a magnetic wave that interrupts the circuitry of a device within range. If the device is particularly robust, you may need to succeed on an Intelligence (Technology) check with a DC set by the GM to affect it.

If you succeed, the wave causes the device to surge with energy. At the moment it surges, the device sends sparks flying out in a radius of your choice up to 10 feet. Every unit in the affected area must succeed on a Reflex save or take 1d10 Electric damage. The device's function accelerates and begins to behave erratically for the duration. If the device was controlled by a unit before this point, the GM assumes control of the device until the machina ends.

Some extremely advanced devices, such as those created as a Machinist's Masterpiece, may be impervious to this gimmick at the GM's discretion. The machina's damage increases to 2d10 when your Machinist level reaches 5 and to 3d10 when it reaches 10.

Tacks

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: Until cleared

You fling a myriad of tacks at a point of stable ground within range, which are all weighted at the bottom to land with the point facing upwards. The tacks scatter across a space of any size you choose up to a 20-foot square centered on a point within range. The affected ground becomes difficult terrain. When a unit enters the difficult terrain for the first time on a turn, it must succeed on a Dexterity (Athletics) check against your Machina DC or fall prone.

A unit that falls prone onto the difficult terrain takes 3d4 Metal damage. A prone unit takes Metal damage equal to your Machinist level for every 5 feet it passes through the terrain.

A unit within 5 feet of the tacks can spend 10 minutes clearing them, at which point the space becomes normal terrain, and the terrain no longer deals damage. The tacks also clear automatically when you cast this machina again to create a new set of tacks. The machina's damage increases to 6d4 when your Machinist level reaches 5 and to 9d4 when it reaches 10.

Thermal Gloves

Machination Time: Action

Range: Self

Components: T

Duration: Until destroyed

You construct insulating gloves around each of your arms that can emanate intense heat or cold. You can hold objects at extreme temperatures without being harmed while you wear the gloves.

When you cast this machina, choose whether the gloves heat or cool. You can change the mode of the gloves (heating, cooling, or off) as a free action on your turn.

While the gloves are set to heat, objects you touch with the gloves will begin to combust, melt, or boil, as appropriate, unless the material you touch is heat-resistant. While the gloves are set to cool, objects you touch with the gloves will begin to wither, freeze, or become brittle, as appropriate, unless the material you touch is cold-resistant.

The gloves function as a melee bodily weapon with the nimble and worn properties. Its damage die is 1d8. At the end of each of your turns while you're grappling a unit with the gloves, you can deal Neutral damage equal to your Strength or Dexterity modifier. When heating, any Neutral damage you deal with the gloves becomes Fire damage, and Neutral damage becomes Water damage when cooling. You can dismantle the thermal gloves at any time as a free action, and they are automatically destroyed if you fall to 0 hit points or take the gloves off. In either case, the machina ends. If you create another pair of gloves, the previous pair is destroyed.

1st-Tier Machina

Anti-Grav Disk

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 1 hour

You produce a thin circular plate, just under 5 feet in diameter, which begins to hover 5 feet above the ground in an unoccupied space of your choice within range. The disk remains active for the duration, and can support up to 500 pounds. If more weight is placed on it, the disk fails to hover, pressed against the ground until some of the weight is removed.

As a bonus action on each of your turns for the duration, you can cause the disk to move to any unoccupied space within range, moving laterally and always hovering 5 feet above the ground. The disk can cross lateral gaps up to 5 feet across without losing elevation. The disk can only rise one foot upwards for every foot it travels laterally, so it can't ascend along vertical surfaces steep inclines. If the disk moves to a location where the distance to the ground exceeds 5 feet, it falls until the ground is 5 feet below it. The disk is prevented from moving more than a foot upwards for every foot it moves forwards, so it is unable to scale walls or steep slopes.

The disk stays close to you, never moving farther than 30 feet away from you unless something traps it in place (such as an obstacle or a unit holding it). If you move more than 30 feet away from it, the disk follows you so that it maintains a 30-foot distance from you. Because the disk floats, difficult terrain does not impede the disk's travel in any way.

As an action, a unit that touches the disk can hold it in place with a successful Strength (Athletics) check against your Machina DC. A unit that weighs more than 500 pounds automatically succeeds on this check. A unit cannot push or pull the disk by any means. The disk remains at that location until the unit lets it go or moves away from the disk. In this case, the disk fails to maintain a 30-foot minimum distance from you.

If the distance between you and the disk exceeds 90 feet, the machina ends early. You can also end the machina early as a free action on your turn.

At the end of the duration, the hovering device runs out of energy and the disk falls to the ground along with any objects placed on top of it.

Boost Pad

Machination Time: Action

Range: 30 feet

Components: K

Duration: 1 round

You cause a 10-foot square centered on a point on the ground within range to emit an invisible repulsive force. When you cast the machina, every unit standing on the square other than you must make a Reflex saving throw. A unit that is Huge or larger automatically succeeds on the saving throw. On a failed save, a unit is launched up to 20 feet upwards and up to 15 feet laterally to a location of your choice. The unit falls according to the normal rules, taking damage and falling prone as appropriate. You make this choice separately for each unit you launch this way.

The repulsive force gently lingers for the duration. On its turn, a unit that stands on the affected square can spend 5 feet of movement to launch itself up to 20 feet upwards and up to 15 feet laterally to a location of its choice. A unit that falls after leaping this way takes no falling damage so long as it lands in an unoccupied space. If the unit falls into an occupied space, it takes falling damage as usual, but the unit or object it falls onto takes twice as much Neutral damage as the falling unit collides with it.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the maximum height of the machina's launch increases by 10 feet for each slot tier above 1st.

Bother Buzzer

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 24 hours

You set a device at a point within range that monitors motion in an area up to a 30-foot cube around it. For the machina's duration, an alarm triggers when a Tiny or larger unit enters the area. When you set the device, you can designate individual units that won't trigger the alarm.

Alternatively, you can send the device towards a particular unit within range, at which point the unit you target instantly triggers the alarm.

When the alarm triggers, it produces a grating buzz for 10 minutes, easily heard within 90 feet.

After the buzzing stops, the machina ends early, and the device ceases to monitor the area.

Every unit that hears the buzzing must succeed on a Resolve saving throw or become fixated on the unit that triggered the alarm until the buzzing ends. You, the unit that set off the alarm, and any other units you choose automatically pass the save. At the end of each of its turns, an affected unit can make another Resolve saving throw. On a success, the unit's fixation ends.

You can end the machina early as an action on your turn.

Bounce Counter

Machination Time: Reaction when you are hit by a melee attack

Range: Self

Components: T

Duration: 1 round

You set off a spring-loaded trap that delivers a concussive shock back at the unit whose attack triggered this machina. When you cast this machina, the target takes 1d10 Neutral damage, and it must succeed on a Resilience saving throw or shoved up to 15 feet away to a point you can see.

Additionally, you can also force the target to fall prone whether or not it succeeds on the save. A unit that falls prone this way can't stand up until the start of its next turn.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the machina's damage increases by 1d10 for each slot tier above first, and distance of the shove increases by 15 feet for each slot tier above first.

Broadcast Beacon

Machination Time: Action

Range: Self

Components: T

Duration: 10 minutes

You emit a continuous signal to a 100-mile spherical radius centered on you. Choose up to ten units you know of when you cast this machina. Every unit you choose instantly becomes aware of this signal and its general meaning (i.e. "I am in danger", "the coast is clear", or "I mean you no harm") unless it wasn't within the radius or its Intelligence score is less than 5. For the duration, a unit that receives the message gets a vague sense for its direction and distance relative to you, and it can choose to emit a mental response signal that grants you the same information about it. The response signal ends when the unit chooses to end it or loses consciousness. The signal can't be detected or traced by others unless they cast a machina to do so at a higher tier than you cast this one.

Cloak Field

Machination Time: 10 minutes

Range: 10 feet

Components: K

Duration: 8 hours

When you cast this machina, define a space up to a 30-foot cube centered on a point within range. You cause light to refract around the space, rendering all units and objects within the defined area invisible to units outside of the area for the duration. Units within the area can see outside as usual. If a unit enters the cloaked area, it suddenly sees everything that was hidden before. Likewise, a unit or object that exits the cloaked area suddenly becomes visible to units outside of the area as usual. You can end the machina as a bonus action on your turn.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, its duration increases to 24 hours. At 3rd tier or higher, the duration increases to 10 days. At 4th tier or higher, the machina lasts until destroyed.

Databomb

Machination Time: Action

Range: 60 feet

Components: K

Duration: Instant

You fling a metal ball through the air which explodes at a point within range. When it explodes, it releases a magnetic pulse in a 10-foot radius sphere around it.

Every hard drive in the area of the pulse instantly loses all stored data as if it had been formatted. Drives that are made by machina of a higher tier or that are otherwise reinforced against memory loss cannot lose data this way. When the databomb affects a device made by machina that requires

the Machinist to designate certain units, the machina begins to operate as if the Machinist had designated no units. The Machinist that originally cast the affected machina can designate a new list of units as a bonus action on their turn.

Every unit in the pulse's area other than you must succeed on a Resolve saving throw or become stunned until the end of its next turn. A unit of the Machine family has disadvantage on this save. A unit that becomes stunned also loses the last hour of its memory. Units affected by the memory loss have disadvantage on Intelligence and Wisdom ability checks for the next 10 minutes. If an affected unit attempts to recall the hour it forgot, it might have vague recollections of its emotional or sensory experiences, but it cannot bring any specific event to mind. Another unit that witnessed some or all of the events of the past hour can spend 10 minutes to inform a unit that has lost its memory this way. After the conversation, the unit recalls its memory in vivid detail, as if it had never lost its memory.

Density Duds

Machination Time: Action

Range: Touch

Components: K, T

Duration: 1 hour

You outfit a unit whose size is Medium or Small with a bracelet, a vest, boots, or similar garment that exerts a steady downward force, effectively making the unit 10,000 pounds heavier. The garment has a counteracting effect that makes it effectively weightless for the wearer, so it does not impede the wearer's mobility in any way. While it wears the garment, a unit's size counts as Huge for the purposes of being grappled, shoved, carried and the like. The unit sinks and falls ten times faster than usual, but it does not take any more damage than it typically would for a given falling distance. A unit wearing the garment can take it off as an action on its turn, ending the machina early for that unit. At the end of the machina's duration, the garment runs out of energy and provides no further effect.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, you can outfit one additional unit for each tier above 1st.

Elemental Siphon

Machination Time: Action

Range: 15 feet

Components: K, T

Duration: 10 minutes

You set a machine on the ground at an unoccupied space within range. The machine is a box that occupies a 5-foot cube and anchors itself onto nearby surfaces, rendering it immobile. When you cast this machina, choose an element. If the area of an effect that causes that type of elemental damage includes any space within 60 feet of the machine, the machine siphons all of the elemental energy into itself, negating the effect. It does the same if an attack that deals that type of elemental damage targets a unit within 60 feet of the machine, causing the attack to fail.

After the machine absorbs energy, it becomes charged. A charged machine's battery is too full to allow it to continue siphoning elemental energy. If a unit destroys the battery while it is charged, its energy violently surges, harming all units in a 5-foot radius. Each of those units takes 2d10 damage of the contained element as the energy violently erupts from the cell. As an action or reaction whenever the machine is charged, you can use its energy for any of the following:

- **Energize.** You send the machine's energy flying into a unit of your choice within 15 feet of the machine. All of the unit's movement speeds double for the next round.
- **Generate.** You power an object within range with the machine's energy, provided its size is Huge or smaller. Usually, you can only power electrical devices this way, but you may also be able to power other devices at the GM's discretion, depending on the type of energy the machine absorbed. For example, absorbing Air-elemental energy might allow you to power a windmill, and absorbing Arcane-elemental energy might enable you to reanimate a golem or a disenchanted wizard's tower. In any case, you provide enough energy for 1 hour of the object's usual function unless the object was created by a spell, machina, or intuition. If you provide energy to an object that is part of an active spell, machina, or intuition, its maximum duration extends by 10 minutes.
- **Machinate.** You touch the machine and channel its energy to cast a machina you know which has a machination time of an action or a bonus action without expending an energy slot. The machina's tier must be equal or lower than the slot tier used to cast *Elemental Siphon*, and you cast the new machina as if you had expended that tier of machina slot.
- **Rejuvenate.** Choose a unit within 15 feet of the machine. You send a harmless current of energy along the surface of the unit's body. It regains hit points equal to $1d6 + \text{your Intelligence modifier}$.

After you do so, the machine deactivates, retaining no energy, and it is unable to siphon any more elemental energy. This ends the machina early.

Filter Field

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You create a repulsive field of energy that encloses an area up to a 30-foot cube centered on a point on the ground within range. When you cast this machina, you choose whether the field filters solids, liquids, or gasses, and it does so for the machina's duration. If you choose gasses, only concentrated bodies of gas, such as a helium balloon or a cloud of toxic smog, are repelled.

Atmospheric gas can pass effortlessly in and out of the field as normal, which means the general proportion of elements in the air remains stable, and a unit inside the field breathes no less easily than one outside.

Matter within the field can exit it effortlessly, but if matter of the chosen type moves from the outside of the filter to one of the boundaries of the field, it fails to move any further unless something on the inside of the field pulls it through the boundary. Matter already inside the field behaves as normal, unless it exits the field and begins to re-enter it, at which point it is repelled. If an attack would require that a repelled object crosses the boundary, the attack fails. For example, a unit outside of a solid-repelling field can't use a hammer to strike a unit inside the field, even if the units are only 5 feet apart. The same field can also prevent an arrow from flying through the field even if both the attacker and the target are outside of the field but on opposite sides.

If a unit made of the chosen type of matter tries to enter the field, the field repels it. A repelled unit must expend 25 feet of movement to force its way through the boundary.

Each object or unit counts as whichever types of matter comprise a quarter or more of its mass. Humans, for example, count as both liquid and solid because more than a quarter of their mass is solid, and almost all of the rest is liquid. The same goes for nearly all organisms.

If a unit carries an object, that object counts as part of its mass for the purposes of passing through. For example, a robot carrying a large jug of water counts as both liquid and solid, even though the robot on its own would be considered solid. If one object contains another, but the filter field repels only one of them, neither object can pass through.

Floodlight

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You set a lamp at an unoccupied space on the ground within range that emits extremely bright light in a 30-foot cone in a direction you choose. Units suffer from the blinded condition while they occupy the cone's area unless they face in the exact opposite direction away from the device. If the unit attempts to do something that would require it to face in any direction closer to the device (such as an attack or Observation check), it must suffer the blinded condition until the start of its next turn. Units that do not rely on light to see are immune to this machina's effect. At the end of the duration, the device runs out of energy and ceases to emit light.

Guided Grappler

Machination Time: Action

Range: Self

Components: K, T

Duration: 8 hours

You produce a gun that fires a rope of coiled metal fibers with several jointed hooks at the end, which you can manipulate like a hand.

As a bonus action on its turn, a unit can use the gun in any of the three following ways:

- **Fasten.** The user fires the gun at a unit or object larger than itself up to 30 feet away from it. If the target was a unit, the user must make a Dexterity (Technology) check against the target's AC to properly fasten to the unit. The gun's rope makes it so that the unit can't be moved more than 30 feet away from that target so long as it holds the gun. As a free action on the unit's turn, it can draw the rope taut, instantly yanking itself as far as it likes in a straight line directly towards the target. The user can also end the Fasten as a free action at any time.
- **Grapple.** The user grapples a unit up to one size larger than itself according to the normal rules. The reach of this grapple is 30 feet, and the user can use its Dexterity or Intelligence rather than its Strength for the contest.
- **Yoink.** The user instantly delivers an object up to 30 feet away directly to itself. If the object is being carried by another unit, the user attempts to steal an object according to the normal rules. The user can use its Intelligence rather than its Dexterity for the contest.

The user can't use the grappler for another purpose when it's already using Fasten or maintaining a grapple with Grab. At the end of the duration, the grappler's battery runs dry, and it fails to propel the rope when fired.

Herbicide

Machination Time: Action

Range: Self

Components: T

Duration: Instant

You release toxic fumes that instantly wither the plants around you. Every unit of the Plant family within 30 feet of you must make a Resilience saving throw. The affected units take 5d10 damage on a failed save, or half as much on a successful save. Affected units have a weakness to this damage, and it cannot be reduced in any way.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the damage increases by 4d10 for each tier above 1st.

Hologram

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: 1 hour

You cast a hologram around a unit, object, or point in space that is no larger than 30 feet in any dimension. If you target a point in space, the hologram remains in place. If you target a unit or object, the hologram can envelop the target and move alongside it, making it appear like some other unit or object. The target perceives the hologram as indistinguishable from reality unless its passive Observation or the result of a Search it performs exceeds your Machina DC.

You can change the hologram dynamically to make it appear to move and interact with its space, but it can never create any accompanying sounds or other sensory effects. Because of this, a unit that touches, tastes, or otherwise closely interacts with your hologram immediately realizes the hologram is an illusion. The hologram lasts for the duration or until you choose to end the machina early as a free action.

If you set the hologram on a unit, the unit immediately realizes that it is being affected. If the unit chooses to deactivate the illusion, it must take the Use an Object action and perform an Intelligence (Technology) check to deactivate the machina.

At Higher Tiers: When you cast this machina using an energy slot of 2nd or 3rd tier, the duration increases to 24 hours. When you cast this machina using an energy slot of 4th or 5th tier, the hologram lasts until some other effect ends the machina.

I.V. Line

Machination Time: Action

Range: 10 feet

Components: K, T

Duration: Instant

You pierce a unit within range with a needle that dispenses healing agents into its blood. If the unit is willing, this attack is an automatic success and can't be a critical hit, if the unit is not willing, make a melee machina attack. The attack deals 1d4 Neutral damage.

When the needle connects, it slowly feeds the chemicals into the unit's bloodstream. A unit affected by the healing agent restores 1 hit point at the start of each of its turns for the next 10 minutes, for a total of 10 hit points. If the unit drops to 0 hit points while affected by this machina, the machina can't restore hit points any more hit points to it. The unit can choose to yank the line

out as an action on its turn, dealing 1 point of damage to itself and ending the machina's effect early.

As you cast the machina, you can also introduce other substances you have on your person into the needle's line, such as antivenom, drugs, potions, or toxins. In any case, the unit feels the effects of the additional substances as if it had ingested them at the start of its next turn.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the healing duration increases by 10 minutes for each tier above 1st.

Iron Lung

Machination Time: Action

Range: Touch

Components: K, T

Duration: 1 hour

You attach a mechanism to the body of a willing unit that surrounds it in an insular atmosphere, pumping air through its lungs and filtering out environmental hazards. For the duration, atmospheric conditions, such as extreme pressure, toxic gas, particulate, or even magical energy in the air, can't harm or otherwise impede the unit's movement, vision, or respiration. The unit automatically succeeds on saving throws to resist the effects of gas, pressure, and particulate.

When the unit is targeted by an attack that deals damage using harmful gas or particulate, the unit is immune to the attack's damage, and instead gains a number of temporary hit points equal to your Intelligence modifier.

Because the wearer doesn't need to breathe, they receive a bonus to all Constitution ability checks and Resilience saving throws equal to your Intelligence modifier. Furthermore, the mechanism silences the wearer's breathing and heartbeat, providing a bonus to Stealth skill checks equal to your Intelligence modifier.

While the unit stands in a cloud of gas, it can use a bonus action to store a liter of gas in a special insulating chamber. As an action or bonus action while gas is stored in the chamber, the unit that wears the device can release the gas into an adjacent space or container. A liter of gas fills about five cubic feet of open air, and it retains all of its usual effects until it diffuses after 10 minutes.

When the machina ends, the device ceases to function, and any gas stored in its chamber is slowly and harmlessly released.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, you can choose one additional unit for each tier above first.

Klein Flask

Machination Time: Reaction when you take damage of a type other than Neutral or Void

Range: Self

Components: T

Duration: 1 round

You absorb elemental energy into a compartment on your person. When you cast this machina, roll 1d10 and add your Intelligence modifier, and reduce the damage you take by that amount, to a minimum of 0 points of damage. Until the end of the duration, you can release the stored energy as part of a successful attack you make. When you do so, the attack deals additional damage of whichever element you absorbed equal to the amount by which you reduced the elemental damage you suffered prior.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, multiply the total result of the reduction roll by the tier of slot expended.

Machina Chip

Machination Time: 1 hour

Range: Self

Components: K, T

Duration: 24 hours

When you cast this machina, choose another 1st-tier machina you know with a machination time of "action" or "bonus action". At the end of the machination time, you create a chip that contains a preset procedure for the machina you chose. For the duration, a unit can use the chip to cast the machina (using your Intelligence modifier, Machina Attack Bonus, and Machina DC) as an action on its turn, ignoring the machina's tool component if it has one. A unit's Intelligence score must be 11 or higher for it to use the chip.

As an action, a unit that possesses the chip can crush it, rendering the chip useless. If you create a second chip this way, you render the older chip useless. Similarly, when you complete a short or long rest, your machina chip becomes useless.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, you can choose a machina with a tier less than or equal to the tier of slot you expend, rather than only 1st-tier machina. Furthermore, the machina cast from the chip is cast as if the user had spent an energy slot of the tier used to create the chip.

Marker Missile

Machination Time: Action

Range: Self

Components: K, T

Duration: 1 round

You fire an electric bullet to mark an enemy. Make a ranged attack with a weapon you have.

Alternatively, you can fling the bullet on its own, making a ranged machina attack with a range of 20 feet which deals 1d6 Neutral damage.

In either case, on a hit, the target takes 3d4 Electric damage in addition to the attack's usual damage, and surges of electricity begin to arc off of the target. The sparks make it impossible for the unit to go unnoticed, so it can't be obscured in any way and it automatically fails all Stealth checks it attempts until the end of the duration. The moving charges also create a field that attracts attacks, so attack rolls made against this target before the end of the duration have advantage. If the unit is hit by an attack, the machina ends.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the additional Electric damage increases by 1d4 for each tier above 1st.

Mini-Me

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 1 hour

You deploy a remote-controlled robot to an unoccupied space on the ground within range. The robot remains active until the machina ends. The robot is a Small unit of the Machine family; its AC, as well as its Strength, Dexterity, and Constitution scores are all equal to your Machina DC. It does not have any other ability scores. It has a walking speed of 30 feet, it has 20 hit points, and it is immune to the charmed, fixated, frightened, poisoned, and sick conditions.

When you cast this machina, and as an action on each of your turns for the duration, you can make the robot move a distance up to its speed and take any standard action. The robot has all the physical capabilities of a normal human, such as carrying objects and opening or closing doors and containers. It can even manipulate complex machinery, provided you know how to operate it yourself. It can use objects, including weapons, with a normal human's level of ability. The robot has normal human vision, and you can see what it sees. If you don't operate the robot on a given turn, it takes the Defend action.

When you operate the robot, you can have it cast a machina you know. It does this instead of taking a standard action, so the machina must have a machination time of "action" or "bonus action". When it does so, it consumes one of your energy slots as usual, and it uses your relevant modifiers to do so. If the machina requires concentration, you can concentrate on the machina like you can for any other technique, but the robot can't concentrate on it.

If the distance between you and the robot ever exceeds 300 feet, the machina ends early.

Mood Matrix

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Concentration, up to 1 hour

You activate a neural signaling device that affects any units you choose within range for the duration. You have to know that a unit is present in order to affect it with the matrix. If a unit is mindless, or if its Charisma score is lower than 5, this machina fails to affect that unit in any way. Every unit you choose must make a Resolve saving throw. On a success, the unit gains a suspicion that something is invading its mind, but it has no such suspicion on a failed save. A unit that is suspicious can be convinced otherwise, and a unit may later become suspicious, even if it failed the save. This save determines only the initial level of suspicion. If the distance between you and an affected unit exceeds the machina's range, the machina's effect ends early on that unit.

You can use the device freely to monitor the emotional state of affected units within range, even when it isn't your turn. This provides valuable information that grants you advantage on Insight and Persuasion checks on the affected units, so long as they aren't suspicious that you are monitoring them.

As a bonus action on each of your turns, you can attempt to neutralize or exacerbate a certain emotion. Name what emotion and which units you're trying to affect, and each of those units must make a Resolve saving throw. If a unit can see your device and finds it suspicious, it has advantage on this save. On a failed save, the unit immediately undergoes a heavy emotional shift. If you chose to exacerbate sadness, a unit may begin to sob over a minor disappointment, or if you chose to neutralize anger, every member of a furious mob might instantly become calm in the middle of a riot. On a successful save, the unit resists the machina's effects, and this machina can't sway its emotions or gather any data on it whatsoever for 24 hours, even if a different unit casts it.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, this machina's duration increases to 8 hours. When you cast this machina using an energy slot of 3rd tier or higher, it increases to 24 hours.

Monologue Matrix

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 1 hour

You calibrate a messaging device to the mind of a unit you can see. You can use the device to send one-way messages to the target as a free action. You can do this until the machina ends or the distance between you and the target exceeds ten miles.

The unit receives the meaning of your messages in its native language. If the unit doesn't speak any languages, or if its Intelligence score is less than 5, it doesn't receive your messages.

Unless you inform them, the unit does not realize that this machina is affecting it. When you first send a message to an uninformed unit with this device, it must make a Resolve saving throw. So long as the unit remains uninformed, it can repeat the save every 10 minutes if it suspects something is wrong. On a successful save, the unit learns the machina's effect.

Until the unit succeeds on the Resolve save, it hears the messages you send as if they were its own thoughts, and you have advantage on ability checks to influence its beliefs or behavior. It would be exceptionally difficult to convince a unit to cause direct harm to itself or the things that it cares for, but it is possible, even if it usually wouldn't be.

Once the unit learns the machina's effect, it becomes aware that you are an outside influence on its mind, so it hears your messages as if you were speaking to them, and it doesn't feel compelled to listen to you any more than it would listen to someone on a phone call.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the duration increases to 8 hours. When you cast this machina using an energy slot of 3rd tier or higher, it increases to 24 hours.

Nitro Motor

Machination Time: Action

Range: Touch

Components: K, T

Duration: 10 minutes

You activate an engine every bit as powerful as it is volatile and attach it to a unit or object between the sizes of Tiny and Large.

If you attach the engine to an object, the object rockets in a straight line in a single direction of your choice until the machina ends. You can change the direction at the start of each of your turns. The object moves a number of feet each round according to its size, as listed below. When this movement sends the object into a unit's space, the unit must succeed on a Reflex saving throw or the object collides with it, dealing an amount of Neutral damage to the unit according to the flying object's size:

- **Tiny or Minuscule:** 45 feet, $1d4 + 1$ damage
- **Small:** 30 feet, $1d6 + 3$ damage
- **Medium:** 20 feet, $1d10 + 3$ damage
- **Large:** 10 feet, $2d10 + 5$ damage

If you attach the engine to a unit, it is forced to move in a straight line in a direction you choose at the start of each of its turns until the machina ends. The distance it must move depends on its size. The unit can only take its usual movement action after it completes the engine's forced movement. When the forced movement sends the unit into another unit's space, the smaller unit must succeed on a Reflex saving throw or both units take an amount of Neutral damage according to the larger unit's size. The machina ends early if the unit's body is destroyed or if the unit collides with an object larger than it that forces it to stop moving, such as a wall or floor. The machina ends early if the object is destroyed or if the object collides with a unit or object larger than it.

Noxious Nails

Machination Time: Action

Range: 120 feet

Components: K, T

Duration: Instant

You send toxic needles flying into an enemy. Make a ranged machina attack. On a hit, the target takes 3d4 Nature damage and becomes poisoned for the next 10 minutes.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, you make one additional attack with the needles for each tier above 1st. Each attack can target the same unit or a different target.

Omni-Gear

Machination Time: 10 minutes

Range: Touch

Components: K, T

Duration: 8 hours

You outfit a unit with an energized suit made for all-terrain exploration. For the duration, the target gains a swimming and climbing speed equal to its walking speed, and the unit gains the ability to breathe in water. Furthermore, when a unit falls while it wears the suit, it can use the suit's webbing to glide, moving up to 5 feet laterally for every 5 feet it falls. After the machina ends, the suit becomes useless.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, you can outfit one additional unit for each tier above 1st.

Piercepin Augment

Machination Time: Bonus action

Range: Touch

Components: T

Duration: 10 minutes

You attach tiny machines that function similarly to harpoons onto a weapon or its ammunition. For the duration, the first successful attack performed with this weapon each round deals additional Metal damage equal to your Intelligence modifier as the machine drives the pins into the target's body. A unit that takes this Metal damage also suffers a penalty to its AC equal to the damage it took from this machina until the start of its next turn.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the additional Metal damage increases by 1 for each tier above 1st.

Power Pinwheel

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You set a fan at an unoccupied space on the ground within range that stirs a furious wind in a 15-foot cone in a direction you choose. When the unit enters the cone's area for the first time on a turn or starts its turn there, it must make a Resilience saving throw. On a failure, the unit takes 1d10

Air damage and is pushed backwards to the nearest area outside of the cone. On a successful save, a unit takes half as much damage and isn't pushed. Fires in the cone's area are instantly extinguished, and all objects of Small or smaller size are sent flying 15 feet away from the cone's point of origin towards the edge of the cone.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the damage increases by 1d10 for each tier above 1st.

Seeker

Machination Time: Action

Range: 300 feet

Components: K, T

Duration: 1 round

You prepare a needle-thin guided missile to strike a unit within range. The unit you choose becomes the seeker missile's target. The target only notices the seeker if its passive Observation or the result of a Search it performs exceeds your Machina DC. Otherwise, the seeker moves too slowly and silently for it to notice.

After you cast this machina, the seeker spends the remainder of the round hovering next to you, locking onto its target and calculating its course. At the start of your next turn, the seeker flies into its target, exploding inside the target's body and dealing 4d8 Metal damage. The seeker can fly around corners to chase down its target, so the seeker only fails if the target moves more than 300 feet away from you or if it achieves full cover from ranged attacks on all sides. If the target is still exposed from even one angle, the seeker still strikes.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the seeker's damage increases by 3d8 for each tier above 1st.

Sonar Sense

Machination Time: Action

Range: Self

Components: T

Duration: 10 minutes

You emit a series of electromagnetic pulses to map out your surroundings. When you cast this machina and at the start of each of your turns for the duration, you learn the location of every unit and object of Small or larger size within 30 feet of you, and you learn the layout of that area's terrain. If a unit or object was invisible, behind cover, or otherwise hidden, you learn its general size, shape, and position for the duration, but you can't identify particular qualities such as a person's face or the objects in their possession. If your surroundings were dark or heavily obscured such that you suffered the blinded condition, you ignore the condition until the end of your turn.

Ter-Mechs

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 10 minutes

You lob a hive of mechanical mites to a point within range, where they begin to occupy a space you define up to a 10-foot cube. The swarm rapidly grinds and shreds all inorganic material at a rate of

25 pounds per minute, reducing it to dust. Materials created or enhanced by machina cast at a higher tier than the slot used to cast this machina are impervious to these mites.

The first time a unit enters the swarm's area, the mites immediately latch on to that target. When they do so, the swarm ceases to occupy its own space and instead occupies the target's space, moving with the target. The mites begin to damage inorganic objects on the target's person, possibly rendering them useless or even destroying them after multiple rounds. The mites choose which object to devour totally at random, and the GM determines how long it takes for the mites to destroy a given object. If an object the mites target is made of a mixture of organic and inorganic material, they devour only the inorganic parts. When they destroy an object, they immediately begin to devour another. If the unit suffering the swarm's attacks touches another unit, the swarm immediately latches onto the other unit.

If the unit itself is made of inorganic material, the mites begin to eat away at that unit in addition to destroying its objects. When the mites first latch onto the target, and at the start of each of the unit's turns afterwards, the unit must make a Resilience saving throw, taking $4d4$ Metal damage on a failure, or half as much on a success. If the unit dies while the swarm surrounds it, the swarm will exit the unit's space and occupy a 10-foot cube centered around the unit's corpse. They will continue to destroy its corpse at the same rate as any other inorganic matter.

The mites remain for the duration, at which point they all deactivate and fall to the ground.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the damage increases by $3d4$ for each slot tier above 1st.

Trigger Mine

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: 1 hour

You attach an explosive device onto an unoccupied flat surface within range. The mine is about 1 foot in diameter and about an inch thick. When you cast this machina, choose an element. If the area of an effect that causes that type of elemental damage includes any space within 30 feet of the machine, the mine violently reacts to the elemental energy, exploding immediately after the effect occurs. It does the same if an attack that deals that type of elemental damage targets a unit within 30 feet of the machine.

When the mine explodes, all units within 15 feet of it must make a Reflex saving throw. A unit takes $3d8$ Neutral damage on a failed save, or half as much on a success.

At Higher Tiers: When you cast this machina using an energy slot of 2nd tier or higher, the explosion deals $2d8$ additional damage for each tier above 1st.

Universal Magnet

Machination Time: Action

Range: 120 feet

Components: K

Duration: Concentration, up to 10 minutes

You create a forcefield surrounding a Huge or smaller object within range. You can't choose an object carried or worn by a unit. You choose whether the field attracts or repels all units and objects within 15 feet of it, and you can reverse the polarity as a bonus action on your turn.

If the field is set to attract, the affected object clings to the greatest mass within 5 feet of it, which is usually the ground, but it may be a wall, a ceiling, or even a unit. If there is no significant mass

within 5 feet of it, it clings to the greatest mass within 10 feet of it, and so on. Furthermore, all objects in the field that are smaller than the affected object are pulled within 5 feet of the object, and all units smaller than the affected object must succeed on a Resilience saving throw at the start of each unit's turn or do the same.

If the field is set to repel, the affected object keeps about 5 feet of distance from all greater masses, usually causing the object to hover. If a greater mass approaches the affected object, the magnetic force will push the object to maintain the space. If a larger unit attempts to corner or grab the affected object, the unit fails to do so, but the object goes flying in a random direction from the intense repulsion. Furthermore, all objects in the field that are smaller than the affected object are pushed 10 feet away from the object, and all units smaller than the affected object must succeed on a Resilience saving throw at the start of each unit's turn or do the same.

If an impediment, such as a chain or a wall, prevents the attractive force from bringing two objects together, the field exerts a force equivalent to that of a unit equal in size to the machina's target with a Strength score equal to $5 + \text{your Machina DC}$

2nd-Tier Machina

Aural Amplifier

Machination Time: Action

Range: Self

Components: K, T

Duration: Concentration, up to 1 hour

You create a hands-free device that can increase the volume of any sound it records by a variable amount. As a reaction when the device detects a noise, such as speaking or footsteps, you can use a reaction to amplify the sound in a cone up to 30 feet long originating from you. Units within this cone must succeed on a Resilience saving throw or take 2d6 Air damage and become deafened until the start of your next turn. On a successful save, a unit takes half as much damage and isn't deafened. Deafened units are still able to hear sounds that are amplified by this machina.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the damage increases by 1d6. If you cast this machina with an energy slot of 4th tier or higher, the cone's length can be increased up to 60 feet.

Bombot Brigade

Machination Time: Action

Range: 10 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You set a machine on the ground at an unoccupied space within range. The machine is a box that occupies a 5-foot cube and attaches onto nearby surfaces, rendering it immobile. If the machine is destroyed, it explodes into a 10-foot sphere. Every unit inside the sphere must make a Reflex save, taking 4d6 Fire damage on a failed save, or half as much on a success.

At the moment you create the machine and at the start of each of your turns afterwards, the machine dispenses a bombot. When you create the machine, you designate any number of units you can see as targets for the bombots. The bombot is a Tiny unit that shares its turn with yours. Its Strength is 2, its Dexterity is 2, its Constitution is 10, it has no Intelligence, Wisdom, or Charisma scores, it has a single hit point, its AC equals your Machina DC, and its speed is 30 feet. When each

bombot appears, it moves as far as it can in a straight line. You choose the line's direction each time. If the bombot moves within 15 feet of a unit you have designated as a target, the bombot will change course in an attempt to reach the target unit. When the bombot has completed its movement, falls to 0 hit points, or moves within 5 feet of a target unit, the bombot explodes into a 5-foot sphere. Every unit inside the sphere must succeed on a Reflex save or take 2d6 Fire damage. **At Higher Tiers:** When you cast this machina using an energy slot of 3rd tier or higher, the damage of the machine's explosion increases by 2d6, the damage of a bombot's explosion increases by 1d6, and a bombot's speed increases by 10 feet for every slot tier above 2nd.

Datamine

Machination Time: 10 minutes

Range: 5 feet

Components: T

Duration: Instant

You drop a flat device on the ground that scans the surrounding area out to a radius of up 90 feet. The device can gather factual information on the area, such as the composition of nearby structures and objects, features of the terrain, flora and fauna, the contents of containers, the presence of text in the area, relevant major historical events, and any other details the GM deems appropriate. The device can also record a list of each unit that has entered or exited the affected area in the past 24 hours, and it can generate a vague summary of the events that occurred in the area in the same timespan. The device can't derive the identity of a unit, just its general species and characteristics.

The device doesn't automatically gather all possible information; you make three inquiries, which the device reports to the best of its ability. The GM provides the device's report, answering your questions truthfully, but not in perfect detail. The better your existing knowledge of the topic, the more information the GM provides.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier, the radius of the area increases to up to 120 feet, and the unit analysis window increases to 3 days prior. When you cast this machina using an energy slot of 4th tier, the radius of the area increases to up to 150 feet, and the unit analysis window increases to 10 days prior. When you cast this machina using an energy slot of 5th tier, the radius of the area increases to up to a mile, and the unit analysis window increases to 100 days prior.

Dimensional Anchor

Machination Time: 10 minutes

Range: Touch

Components: K, T

Duration: 24 hours

You create a Tiny sphere that you can hold in the palm of your hand and touch a point in space within range, linking the space to the object. When the sphere breaks, every willing unit within 5 feet of the sphere instantly warps to the linked point in space. If the sphere and the point are on different dimensions, the units do not teleport when the sphere breaks. You can destroy the sphere whenever you choose as a bonus action on your turn or as a reaction to any movement, action, or reaction taken by a unit you can see, regardless of your distance from the sphere. As an action, a unit other than you that possesses the sphere can destroy it with a DC 15 Strength check. At the end of the duration, the link is broken and the sphere becomes useless.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the duration increases by 24 hours for every slot tier above the 2nd. When you cast this machina using an energy slot of 4th tier or higher, the sphere is able to teleport units to the destination even when they are on different dimensions.

Dozer Doses

Machination Time: Action

Range: 15 feet

Components: K, T

Duration: 10 minutes

You produce three doses of a potent tranquilizer and supply them to any units you choose within range. You can supply multiple doses to the same unit. A unit that has a dose can grant it to another unit within 15 feet of it as a bonus action on its turn. For the duration, when a unit that has a dose makes a weapon attack, it can declare that it will apply the dose to the weapon for the attack, expending the dose.

If the attack hits, the attack deals $3d4$ additional Arcane damage, and the target must make a Resilience saving throw or fall unconscious for 10 minutes or until another unit uses its action to awaken it.

If you supplied at least one dose to yourself, you can make a single weapon attack with the same action used to cast this machina. All remaining doses become useless when this machina ends. When all doses have been expended, the machina ends early.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, you create one extra dose, and the doses deal $2d4$ additional damage for every slot tier above 2nd.

Flashbang

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Instant

You throw a compact device which explodes in a 10-foot radius sphere of light and sound centered on a point within range. Every unit within the sphere suffers the blinded and deafened conditions for the next 10 minutes. An affected unit can make a Resilience saving throw at the start of each of its turns. On a success, the conditions end early.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the sphere's radius increases by 10 feet for every slot tier above 2nd.

Gravity Badge

Machination Time: Action

Range: Touch

Components: K, T

Duration: 10 minutes

You create a badge that latches onto a unit or object that you touch. If you choose an unwilling unit, make a melee machina attack. On a hit, the badge latches to the target. The wearer of this badge, along with any objects attached to, carried by, or contained inside the wearer, are attracted to a surface of your choice up to 30 feet away, which must be part of a unit or object at least two size categories larger than the wearer. For the duration, the wearer ignores the pull of gravity and

experiences an equal pull towards the surface you chose. The unit can stand on and traverse that surface as if it were normal ground, and it falls towards that surface instead of the ground. As a bonus action on your turn, you can change the surface to which the wearer is attracted, so long as the wearer is within 30 feet of the new surface and you can see it. As an action, a unit that wears the badge can remove it with an Intelligence (Technology) check against your Machina DC, ending the machina early.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the wearer may be pulled to a surface an additional 20 feet away for every slot tier above 2nd.

Grinder

Machination Time: Action

Range: Self

Components: K, T

Duration: 10 minutes

You produce a giant saw blade which can whirr through the air, tearing through almost anything. As part of the action used to cast this machina, you can energize the blade to send it flying in a straight line, cutting through any material softer than diamond and not created by a spell, machina, or intuition. The blade forms a 5-foot-wide line and travels up to 90 feet or until it collides with an object it cannot cut through, where it clatters to the ground. Any units along the path of the line must make a Reflex saving throw, taking 4d8 Metal damage on a failure or half as much on a success. For the duration, as an action on your turn while you have the blade on hand, you can re-energize it to send it flying again, repeating the effect with a new 90-foot line.

As an action, a unit that holds the blade can attempt to destroy it with a Strength check against your Machina DC, ending the machina early. Alternatively, it can fling the blade to use it as a typical ranged weapon. Its category is projectile, its range is [30/60], it deals 1d8 Neutral damage on a hit, and it has the launch property.

When this machina ends, the blade disintegrates into a fine powder.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the Metal damage increases by 2d8 for every slot tier above 2nd.

Liquefaction Serum

Machination Time: Action

Range: Touch

Components: T

Duration: Concentration, up to 1 hour

You concoct an extract that allows solid matter to flow like viscous liquid. Choose a willing unit or object of Large or smaller size within range. For the duration, units and solid objects can travel through the target's space, treating it as difficult terrain. The target is also easy to sculpt and deform into other shapes, and the target can fit into spaces and containers (such as a jug) up to a tenth its size.

If the target is a unit, it can turn any part of its body and any object it wears or carries into liquid at will. The unit may pass through openings that are one inch or greater in any dimension and alter its shape to fill recesses. For the duration, the unit's swimming speed becomes 30 feet unless it was already higher and it gains AC equal to your Intelligence modifier.

When the machina ends, the target immediately reverts to its original shape, despite whatever shape it might have taken in its liquid state. If the target was occupying a space too small for its solid state, the target forcefully bursts out, falling into the nearest unoccupied space.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the maximum duration of this machina increases to 8 hours. When you cast this machina using an energy slot of 4th tier or higher, the target gains a resistance to Neutral damage for the duration.

Magnifier

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Concentration, up to 1 hour

You focus a lens to fire a ray that warps space around a unit or object within range. You choose whether to double the target's size, making it one size category larger, or halve its size, making it one category smaller. The effect you choose remains for the duration.

When a unit grows, every object it is wearing or carrying grows with it. The unit has advantage on Strength checks and Resilience saving throws, and its weapon attacks deal 1d6 additional damage.

When a unit shrinks, every object it is wearing or carrying shrinks with it. The unit has disadvantage on Strength checks and Resilience saving throws, but it has advantage on Reflex saving throws. The unit's weapon attacks deal 1d6 less damage, but this penalty can't reduce the damage below 1.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, you can target one additional unit or object for each slot tier above 2nd.

Marine Mine

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: 1 hour

You rig together and toss out a mine so that it floats five feet above a point on the ground within range. The mine is a Medium object with 15 HP and an AC equal to your Machina DC. If the mine is destroyed or reaches 0 hit points, it crumbles harmlessly, and the machina ends early.

If any unit or object takes damage within 10 feet of the mine, or if any unit moves or takes an action other than the Defend, Disengage, or Ready actions within 10 feet of the mine, it explodes in a 20-foot radius sphere. When the mine explodes, all units within the radius must make a Reflex saving throw. A unit that fails the save takes 4d10 Water damage and is pushed to the nearest unoccupied space along the edge of the blast radius. A unit that succeeds takes half as much damage and isn't pushed.

The mine harmlessly disintegrates at the end of the duration or when you choose to destroy it remotely as a free action on your turn.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the mine's HP increases by 5 and the explosion's damage increases by 2d10 for each slot tier above 2nd.

Memory Divers

Machination Time: Action

Range: Self

Components: T

Duration: Concentration, up to 10 minutes

You activate a special lens that allows you to view and file through memories. As part of the action used to cast this machina, and as action on each turn for the duration, you can choose a unit you can see within range and choose a point in time, which can be specific, such as "eight minutes ago", general, such as "last year", or conditional, such as "the last time you went to this restaurant". You can't select a unit that has an Intelligence lower than 5.

The GM provides a quick, vague description of the event that occurred at the point in time you chose from the target's perspective. If multiple events occurred at the chosen time, the GM describes the event most significant to the target. The GM's description is truthful, but it is only as detailed and as reliable as the target could readily recall. For example, if the unit can't speak a certain language, all words in that language might sound like gibberish, but if the unit is a robot with digital memory, you might see all relevant stored data in pristine detail, but not the information discarded. If the unit misremembers the event, the GM's description reflects that memory, not the factual account. If the unit has no memory of the chosen time for any reason, the GM explains as much, and you perceive nothing.

As an action on the following turn, you can choose to explore the memories of a different unit or explore the same unit's memories for a different point in time. Alternatively, you can attempt to delve deeper into the same memory from the same unit, provided you can still see it. If you choose to do so, the target must make a Resolve saving throw, which it can choose to fail. If it fails, you can ask three clarifying questions about the memory described last time, which the GM answers truthfully. The GM's responses to these questions are much more detailed, and can even supply information that the target may have forgotten (such as the exact words spoken in an unknown language). If the target succeeds the save, the machina ends early.

Peril Needles

Machination Time: Action

Range: 120 feet

Components: K, T

Duration: Instant

You fling two impossibly sharp needles into targets within range. Make a ranged machina attack for each needle, which can have the same target or different targets. These machina attacks are critical hits on a roll of 15 or higher. On a hit, the target takes 1d12 Neutral damage. These needles are specially designed to tear into a target's vitals, so they deal twice as much damage if the target's current HP is less than half its maximum HP.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, you fling one additional needle for each slot tier above 2nd.

Power Injection

Machination Time: Action

Range: 10 feet

Components: K, T

Duration: 10 minutes

You pierce a unit within range with a needle that alters its internal chemistry. Make a melee machina attack. If the unit is willing, this attack is an automatic success and can't be a critical hit. On a hit, the attack deals 1d4 Neutral damage, and it dispenses a steroid that either enhances or atrophies one of the unit's attributes; Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You choose which ability to affect and how to affect it. This steroid is able to affect the

target's mind and body regardless of its particular features, immunities, or the like. If you choose to affect Constitution, the machina's duration extends to 24 hours.

For the duration, each time the unit makes an ability check or saving throw for the relevant ability, it adds or subtracts 2 from the result, depending on whether you chose to enhance or atrophy the ability.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the number added or subtracted increases by 1 for each slot tier above 2nd.

Prime Directive

Machination Time: Action

Range: 60 feet

Components: K

Duration: Up to 8 hours

You emit an undetectable signal into the mind of a unit within range. The unit you choose must make a Resolve saving throw. If the target succeeds on the save, or if it is immune to being charmed, the machina fails. Otherwise, your signal invades the target's subconscious mind. The unit receives the meaning of your instruction no matter what languages it speaks, and even if it doesn't speak a language. This signal conveys a single discrete instruction of your choice, such as "withdraw 100 cores from the bank" or "assassinate the king". You also set at least one condition, such as "when you go to the bank", "when you see the king", or "at exactly 8:00 PM".

When the condition is met, the unit follows the instruction to the best of its ability. If the condition is never met for the duration, the unit simply never follows the instruction. The unit is not necessarily emotionally interested in following the instruction: it might look at its own actions in confusion or even horror as it carries out its course of action, but continue nonetheless. If you give an instruction that would bring the unit to direct harm, such as "put your hand in a vat of acid", the unit ignores the instruction. The unit also ignores the instruction if it doesn't comprehend, or if the instruction is nonsense. For example, a typical squirrel will ignore an instruction that requires it to make a phone call, and most every unit will ignore an instruction that says "repeal the tablecloth". Otherwise, the unit follows the instruction until it completes the task, until 10 minutes pass, or it takes any amount of damage, whichever comes first. When the unit ceases to follow the instruction, it forgets why it ever chose to do so, and the machina ends early.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier, the duration increases to up to 24 hours, and the unit will follow the instruction for up to 10 minutes. When you cast this machina using an energy slot of 4th tier, the duration increases to up to 3 days, and the unit will follow the instruction for up to an hour. When you cast this machina using an energy slot of 5th tier, the duration increases to up to 10 days, and the unit will follow the instruction for up to 8 hours.

Radiation Pads

Machination Time: Action

Range: Self

Components: K

Duration: 1 hour

You activate radioactive implants attached to the surface of your body. As a free action once on each round for the duration when you shove, grapple, or make a successful bodily weapon attack against a unit, or as a reaction when a unit comes into willing contact with you, you may choose to

deal 1d6 Light damage to the unit. If the unit loses at least 1 hit point from this Light damage, it must succeed on a Resilience save or become sickened for 10 minutes.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the Light damage increases by 1d6 for each slot tier above 2nd. When you cast this machina using an energy slot of 4th tier or higher, this machina's damage will ignore resistance and immunity to Light damage.

Rocket Fists

Machination Time: Action

Range: Self

Components: K, T

Duration: Concentration, up to 1 hour

You whip together and send out two remote-controlled floating metal gloves that act as an extension of your own arms. The gloves always move together and can't be more than 10 feet apart. You can't control a glove that is more than 90 feet from you.

When you cast this machina and as an action on each of your turns for the duration, you can cause the gloves to fly up to 30 feet and perform a task at their location that you would otherwise be able to perform with your own hands, such as flipping a switch, carrying an object, making an attack, or even grappling a unit. As a rule, if the task is outside the scope of a single Attack, Ready, or Use an Object action, you can't complete the task with the gloves.

The gloves can bear 500 pounds of weight together, or 200 pounds independently. When you use the gloves to make a Strength or Dexterity check, the check uses your Intelligence instead.

If you use the gloves to make an attack with a weapon, make the appropriate type of weapon attack, using your Intelligence modifier instead of Strength or Dexterity. If you have a different one-handed weapon in each glove, one glove can make an offhand attack after the other, as the gloves were your own hands, according to the offhand attack rules. On a hit, the attack deals the weapon's damage + your Intelligence modifier. If the gloves themselves are the weapon, make a melee machina attack that deals 1d10 Metal damage + your Intelligence modifier on a hit.

When the machina ends, the gloves fall harmlessly to the ground and become scrap metal.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the gloves can fly 10 more feet per action for each slot tier above 2nd.

Scout Spiderbot

Machination Time: Action

Range: 5 feet

Components: T

Duration: Up to 8 hours

You deploy a robot similar to a spider at a point on a surface within range. The spiderbot is a Minuscule unit of the Machine family, just under half an inch long in all dimensions. Its Strength and Constitution scores are 1, its Dexterity score is 20, and it has no score for the other abilities. It has 1 hit point and its AC is equal to your Machina DC. Its base walking and climbing speeds are 20 feet, and it cannot swim at all.

As soon as you deploy the spiderbot, it begins to patrol the area methodically, slowly traveling outward in a circle. You designate a target for its search. It can be specific unit or object familiar to you, such as "Lyra Callisto" or "my lucky bracelet", or it can be a general type of unit or object, such as "a frog", "a robot", "a man with a long, white beard", "a weapon", "a chunk of tellurium", or "a painting of an underwater fruit basket". The spiderbot covers roughly a 5-foot radius area around

you per minute of searching, going further and further out as time passes. After an hour, for example, the spiderbot will have searched a 300-foot radius area. Any given spiderbot never searches the same area twice.

The first time the spiderbot moves within 30 feet of a unit or object that meets the description you designate, it reports the exact location of the discovered target relative to you. Because the spiderbot travels outward in a circle, the target it discovers will almost always be the one closest to the location where it was deployed. Once it has discovered a target, the spiderbot ceases to search and maintains its distance from the target. For the remainder of the duration, you have constant knowledge of the target's location, even as it moves, so long as the spiderbot can remain within 30 feet of it.

The spiderbot won't always successfully find its target. If nothing matches your designation within the entire radius of its search, it won't detect anything. If it can't access any space within 30 feet of the target for some reason (usually because the target is too high, too low, or surrounded by some obstacle) it will fail to detect that potential target. If a unit or object that would usually meet your designation is somehow altered (such as being destroyed, transformed by a magical effect, or the like), the spiderbot will fail to identify it, ignoring it.

The spiderbot is always hiding. A unit within 90 feet of the spiderbot can detect the spiderbot with a Wisdom (Observation) check with a DC equal to (your Machina DC + 5). A unit that is aware of the spiderbot and understands its search method could move strategically to avoid ever being detected, but this knowledge is rare even among Machinists.

At the end of the duration, the spiderbot runs out of battery and self-destructs. The machina ends early if the spiderbot ever falls to 0 hit points.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the spiderbot gains a swimming speed of 20 feet which it uses for patrol. When you cast this machina using an energy slot of 4th tier or higher, the spiderbot gains a burrowing speed of 20 feet. When you cast this machina using an energy slot of 5th tier, the spiderbot gains a flying speed of 40 feet, and it covers ground twice as quickly, vastly increasing its search range.

Sewage Soil

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: 10 minutes

You concoct a bomb that covers the ground with viscous sludge in a 15-foot radius circle centered on a point within range. Every unit inside the circle when you cast the machina must make a Reflex saving throw. On a failed save, a unit takes 2d10 Nature damage and becomes coated in sludge. On a successful save, a unit takes half as much damage and isn't coated. A unit coated in sludge suffers the slowed condition for the duration or until another unit uses its action to wipe the sludge off.

The affected region becomes difficult terrain for the duration. At the end of the duration, the sludge seeps into the ground and rapidly decomposes.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the sludge's damage increases by 1d10 for each slot tier above 2nd. When you cast this machina using an energy slot of 4th tier or higher, you determine the radius of the circle, which can be up to 15 feet.

Skeleton Key

Machination Time: Action

Range: Touch

Components: K

Duration: Instant

You produce a universal thumb drive loaded with procedures to disrupt and disable nearly any physical, digital, or magical protection and insert it into an object within range.

You instantly and permanently dismantle any protective mechanisms preventing your further access to the object, such as a lock, a passcode, or a magic seal. If there are multiple, your skeleton key dismantles all of them. Note that the machina cannot dismantle obstructions such as walls, fences, wedges, or bindings, only protective mechanisms that were designed to be bypassed.

You cannot repair the damage this machina causes to the object's security. For example, a lock on a door might be useless and irreversibly warped, a retina scanner might now accept any scan whatsoever, and a passcode might be erased beyond recovery. In order to restore the object to normal security, you would have to completely replace the protection you compromised.

If one or more of the protections you seek to dismantle is the product of a spell, machina, or intuition cast at a higher tier than you cast this machina, you have two options: either you can choose not to dismantle that protection, or you can attempt to do so. If you choose to attempt, make an Intelligence (Technology) check with a DC equal to $10 +$ the caster's respective technique DC.

You make this check for each protection you choose to dismantle. If you succeed on all checks, you dismantle all protections as usual. If you fail on even one check, the machina fails entirely, dismantling nothing.

Every Machinist's skeleton key is unique, and a unit that succeeds on an Intelligence (Technology) check against your Machina DC will be able to identify the similarities in any protections you dismantle.

Steely Seed

Machination Time: Action

Range: 15 feet

Components: K, T

Duration: 1 hour

You plant a mechanical seed into a point on a stable surface within range. For the duration, as a free action on your turn or as a reaction when you see a unit move, you can detonate the seed so long as you are within 120 feet of it. When you do so, the seed grows into a 10-foot-diameter metal pillar which extends to a length you choose up to 30 feet. The pillar grows perpendicularly away from the surface: for example, if you plant the seed on flat ground, the pillar grows directly upwards, but if you plant it on a wall, it grows sideways, parallel to the ground.

The pillar grows in an instant, growing until it reaches the length you designate or until it collides with an object or unit of Huge or larger size. As it grows, it shoves smaller objects out of the way. A unit of Large or smaller size caught in the path of the pillar's growth must make a Reflex saving throw. A unit takes $2d10$ Metal damage on a failed save, or half as much on a successful one, and in either case it is pushed to the nearest unoccupied space. If the pillar collides with a unit of Huge or larger size, the unit takes $2d10$ Metal damage.

If a unit standing in the path of the pillar's growth knew where the seed was planted, and knew that it could turn into a pillar, it can choose to ride the pillar as it grows. If it chooses to do so, it does not make the save, but it is pushed to the end of the pillar.

The tower provides cover to units that stand within 5 feet of it. If the unit is Large or Medium, it provides partial cover. If the unit is Small or smaller, it provides total cover.

When you detonate the seed, you can choose to make the pillar hollow, or even outfit it with a door. The inside of the pillar serves as adequate shelter from environmental conditions, such as rain or heat.

You can end the machina as a free action on your turn. When the machina ends, the pillar dissipates into a fine dust.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the machina's damage increases by 1d10, and the height of the pillar may be increased by 10 feet for each slot tier above 2nd.

Support Spire

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 10 minutes

You set up a glowing spire at a point on a surface within range that bathes its surroundings in a dim, soothing light. The spire is a Medium object that can't be pushed or pulled because it is anchored to the surface where you set it.

As a bonus action on each of your turns for the duration, you can choose to emit a healing pulse through the light. When you do so, every unit within 10 feet of the spire regains hit points equal to $1d6 + \text{your Intelligence modifier}$. When a unit regains hit points this way while it suffers from the frightened condition, the condition ends. When you emit a healing pulse a total of three times, the spire runs out of battery and the machina ends early.

You can destroy the spire remotely as a free action on your turn. When the machina ends, the spire falls apart into useless scrap.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the pulse restores $1d6$ additional hit points for each slot tier above 2nd.

Thumper

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: Concentration, up to 1 hour

You create an immobile device that strikes the ground under it at an irregular rhythm and attach it to a point on the ground within range. For the duration, the device causes continuous rumbling in a cylinder centered on it with a 20-foot radius that extends 5 feet upward and 120 feet downward. Every unit other than you inside the cylinder's area is deafened. When a unit other than you enters the cylinder's area for the first time on a turn or starts its turn there, it must make a Resilience saving throw or take $3d6$ Earth damage and suffer the slowed condition until the start of its next turn. On a successful save, a unit takes half as much damage and isn't slowed. Any unit that occupies an underground region in the cylinder's area makes the save with disadvantage.

Any earth affected by the rumbling becomes soft and sandy. Any DC for a check made to excavate a region of earth affected by the thumper is halved for the next 24 hours.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the damage dealt by this device increases by $1d6$ for each slot tier above 2nd.

Thunder Nodes

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Concentration, up to 8 hours

You deploy three electric nodes that float above three different points on the ground within range. The plane you create between the nodes makes the base of a triangular prism with a height of 30 feet. The faces of the prism become invisible electric fields.

Whenever a unit touches one of the nodes or moves such that it passes through the field between any two nodes, it takes 3d8 Electric damage. When you cast this machina, you may also designate any number of units as allies. You and any units you designate can pass freely between the nodes without taking damage, and each of these units can pick up and move one of the nodes as an action on its turn.

At Higher Tiers: When you cast this machina using an energy slot of 3rd tier or higher, the damage dealt by the nodes increases by 1d8 for each slot tier above 2nd.

3rd-Tier Machina

Auto-Artillery Unit

Machination Time: Action

Range: 5 feet

Components: K, T

Duration: 1 hour

You manufacture a turret that will open fire on anything that moves and set it at a point on the ground within range. The turret is a Medium object with 50 hit points and an AC equal to your Machina DC that constantly scans a 20-foot radius sphere centered on it.

When a unit or object moves into the sphere from outside of it or moves at least 5 feet within the sphere's area, the turret makes a ranged machina attack against it using your Machina Attack Modifier. It doesn't have disadvantage on this ranged attack even if there is a hostile unit within 5 feet of it. On a hit, the target takes 3d6 Neutral damage. After it makes the attack, the turret must reload, so it can't make another attack for the remainder of the turn.

When you cast this machina, you can designate any number of units you choose as allies. The turret will ignore any unit you designate, so the unit can move freely without being attacked by the turret.

At the end of the duration, the turret runs out of energy and deactivates.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the damage increases by 2d6 and the scanned area increases by 5 feet for each slot tier above 3rd.

Blazebomb

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Instant

You launch an incendiary device that explodes into a 15-foot radius sphere centered on a point within range. Every unit within the sphere must make a Resilience saving throw. A unit takes 8d6 Fire damage on a failed save, or half as much on a success. This explosion also ignites flammable objects that aren't being worn or carried.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the damage increases by 2d6 for each slot tier above 3rd.

Brain Parasites

Machination Time: Bonus action

Range: Self

Components: K, T

Duration: 10 minutes

You create a handful of nanomachines that will jump to other units you touch and interfere with their cognition. For the duration of this machina, you have three Parasite dice, which are d12s. Whenever you shove, grapple, or make a successful bodily weapon attack against a unit, or when a unit makes a melee attack against you or otherwise comes into willing contact with you, you can choose to pass one of your Parasite dice to that unit. You can't give a second Parasite die to a unit who already has one. When a unit other than you holds one of your Parasite dice, it can't take reactions, and it must roll the Parasite die at the start of its turn to determine how it spends the turn.

- **1-4:** The unit moves as far as it can in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The unit does not take an action on this turn.
- **5-8:** The unit makes a melee attack against a random unit within its reach. If it can't attack a unit, it does nothing this turn.
- **9-10:** The unit does not move or take any actions this turn.
- **11-12:** The unit can move and take actions normally on this turn.

At the end of its turn, the unit can make a Resilience saving throw to resist the parasites. If it succeeds, the Parasite die disappears.

At the end of the duration, all of your remaining Parasite dice disappear, regardless of whether you or another unit held them.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, you gain an additional Parasite die for each slot tier above 3rd.

Conductive Chain

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 10 minutes

You form a 30-foot-long chain out of a magically conductive material that can automatically wrap around units and objects. When you cast this machina, or as an action on your turn while you hold the chain, you can attempt to wrap the chain around a Huge or smaller unit or object within 30 feet of you. If the target is a unit, it must make a Reflex saving throw. On a failed save, the chain leaves your hand, and the target is restrained, but on a successful save, the chain returns to your hand. A unit restrained by the chain can use its action to make a Strength check against your Machina DC to escape the chain; on a success, the chain shatters, and the machina ends early. If a unit restrained by the chain takes damage of any element, the damage is doubled.

The chain automatically breaks at the end of the duration, when a unit succeeds on its check to escape it, or when you choose to destroy it as a free action on your turn.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, a unit can't succeed on a Strength check made to break free of the chain unless another unit takes the Help action to assist it. Furthermore, the target makes its Reflex save at disadvantage, and you can wrap the chain around one additional unit or object within 10 feet of the target for each slot tier above 3rd. Only the target makes the Reflex save, and if the target fails the save, all of the units are restrained.

Convergence Chip

Machination Time: Action

Range: Touch

Components: K, T

Duration: 10 minutes

You develop a chip with a strain of code capable of bending nearby spacetime and attach it to a unit or object within range. You can pick up the chip and place it on another unit or object you touch as a single Use an Object action on your turn. You can attempt to attach this device to a unit without having it realize. If you do so, make a Dexterity (Finesse) check. If your check exceeds the unit's passive Wisdom (Observation), the unit doesn't notice.

A unit can take the Use an Object action to move the chip. If a unit other than you attempts to move the chip, it has to succeed on an Intelligence (Technology) check against your Machina DC. On a failure, the action is wasted.

For the duration, if a spell or machina targets a point within 90 feet of the chip, the effect centers on the chip's location instead. If a spell or machina targets any unit or object within 90 feet of the chip, the target becomes the unit or object attached to the chip instead, unless the spell or machina targets the caster, even if the spell or machina can usually target multiple units. Once the chip takes damage, the machina ends at the end of that turn.

Covert Charge

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: 8 hours

You set a translucent explosive device at a point within range. This device remains undetected unless a unit takes the Search action to make a Wisdom (Observation) that exceeds your Machina DC.

For the duration, as a reaction whenever you choose, you can send a detonation signal to the device, as long as you are on the same dimension as the device. When the device detonates, every unit within 20 feet of it must make a Reflex saving throw. A unit takes 6d6 Metal damage on a failed save, or half as much on a success. A unit that didn't see you cast the machina and wasn't aware of the explosive's presence makes the save with disadvantage.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the damage increases by 2d6 for each slot tier above 3rd. At 4th tier, the duration increases to 24 hours, and at 5th tier, it increases to 10 days.

Crusher

Machination Time: Action

Range: Self

Components: T

Duration: 1 hour

You activate a large metal claw that is bionically integrated into one of your hands. The claw functions as a melee bodily weapon with the worn property, and you can choose between Strength or Intelligence for its attack and damage rolls. Its damage die is 1d10, and it deals Metal damage rather than Neutral damage.

For the duration, the claw grants you a +3 bonus to Strength checks and grants you advantage when you attempt to grapple or shove a unit. A unit that you grapple with the claw also suffers the restrained condition, and it takes 1d10 Metal damage at the end of each of your turns.

You can dismantle the claw as a free action on your turn, and it is automatically destroyed if you fall to 0 hit points. In either case, the machina ends. You can't create more than one claw this way at a time.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the bonus to Strength checks increases by 1 for each slot tier above 3rd. When you cast this machina using a 5th tier energy slot, the weapon's damage die becomes 2d10, and a unit grappled with the claw takes 2d10 Metal damage at the end of each of your turns.

Electromagnetic Pulse

Machination Time: Action

Range: 90 feet

Components: K

Duration: 1 round

You emit a disruptive wave of energy that causes every normal mechanical device within range to cease its function for the next 10 minutes. A unit that has a weakness to Electric damage must succeed on a Resilience saving throw or become stunned until the start of your next turn. You automatically succeed on the save if you have to make it.

Furthermore, every machina of 3rd tier or lower and every effect caused by a machina of 3rd tier or lower within range instantly ends unless you specifically exempt it. For the duration, any attempt to cast a machina with a Tool component instantly fails.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, you end a machina or its effect if the machina's tier is equal to or less than the tier of the energy slot you used.

Gaseous Grenade

Machination Time: Bonus Action

Range: 90 feet

Components: K, T

Duration: Instant

You fling a grenade filled with noxious gas to a point on the ground within range. Attacks against the grenade always succeed and the grenade automatically fails all saving throws. When the grenade takes damage, or at the start of your next turn, it explodes, releasing the gas in a 30-foot radius cylinder with a height of 90 feet. Every unit caught in the blast must make a Resilience

saving throw. On a failed save, a unit takes 3d10 Nature damage and becomes poisoned for the next 10 minutes. On a successful save, a unit takes half as much damage and isn't poisoned.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the blast's damage increases by 2d10. At 5th tier, failing the saving throw also makes a unit sick.

Gatling Drone

Machination Time: Bonus Action

Range: Self

Components: K, T

Duration: 10 minutes

You construct a flying drone that orbits around you for the duration. The drone is a Small object with an HP and AC equal to your Machina DC. The drone automatically succeeds on saving throws, and it is immune to damage except from spells and machina cast at a higher tier than the tier of slot used to create the drone. The machina ends early if the drone is destroyed.

When a unit moves within 10 feet of you, the drone will automatically shoot at it unless you prevent it from doing so. It does not take your reaction when the drone shoots at a unit, and it also doesn't take your reaction to prevent it from shooting. When the drone shoots a unit, the unit must succeed on a Reflex saving throw or take 2d4 Neutral damage.

When you cast this machina, and as a bonus action on each of your turns for the duration, you can have the drone fly in a straight line up to 30 feet. As it flies, it can shoot any hostile unit within 10 feet of the course it travels, but it can't shoot the same unit more than once. Afterwards, the drone flies straight back to you and returns to its orbit.

When the machina ends, the drone powers down and falls harmlessly to the ground.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the drone's damage increases by 1d4 for each slot tier above 3rd.

Graviton Ray

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You fire a beam of gravity particles at a unit within range, suspending it in the air. For the duration, all the unit's speeds are reduced to zero, but it gains a hover speed of 15 feet. Furthermore, the target has disadvantage on melee attacks and Reflex saving throws while it levitates this way.

As a bonus action on each of your turns for the duration, you can move the target up to 30 feet in any direction. If you use this movement to fling the unit into an object of its size or larger, it takes damage as if it had fallen the distance between the unit's starting location and the point where you moved it. You can use this movement to have the unit pass through another unit's space. When you do so, the other unit must make a Reflex saving throw. On a failed save, gravity particles will converge onto it, reducing all of its speeds to 0 and forcing it to float right above the ground until the start of your next turn.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier, the distance you can move the target increases by 15 feet for each slot tier above 3rd.

Hoverboard

Machination Time: 10 minutes

Range: Self

Components: T

Duration: 8 hours

You deploy a hands-free vehicle that hovers slightly above terrain. The vehicle is a Small object, but a unit as large as Medium can ride it at no special penalty. The vehicle has a 60-foot hovering speed for the duration.

A unit receives the following benefits while it rides the vehicle:

- It has advantage on Reflex saving throws.
- It doesn't take any damage from falling unless it falls more than 30 feet. If it does take any falling damage, the damage is halved.
- The unit can make a high jump up to 15 feet upwards or a long jump up 30 feet laterally without dismounting the vehicle. This long jump and high jump do not require a running start.

If a unit other than you attempts to ride the vehicle, it must succeed on a DC 15 Intelligence (Technology) check to operate it. As a free action on your turn, you can end the machina early, destroying the vehicle or at least rendering it useless.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the vehicle's speed increases by 15 feet for each slot tier above 3rd.

Magical Conduit

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You send out a Tiny floating sphere that hovers at a point within range, crackling with magi-tech energy. For the duration, when a spell or magical effect originates from or targets a point, unit, or object within 30 feet of the sphere, you can use your reaction to have the sphere absorb the magic, ending the spell. If the spell is cast at a higher tier than the tier of energy slot used to cast this machina, the conduit fails to end the spell. If the conduit successfully ends the spell, you choose whether to nullify the absorbed spell or release it in a stronger form. When you do so, cast the spell using the sphere as casting point instead. The spell uses the original caster's relevant modifiers, such as Spell DC and Spell Attack Modifier, but it receives the following changes when you cast it from the sphere:

- The spell's range is doubled. If its range was "Touch", the range becomes 15 feet. If its range was "Self" the spell fails.
- If the spell creates an area of effect, such as a sphere, cylinder, line, or cone, the area is twice as large in all the measures listed in the spell. For example, a 10-foot cone becomes a 20-foot cone.
- Any damage the spell deals this turn is doubled.

After the sphere releases or nullifies the magic, the sphere reduces itself to dust.

Occult Code

Machination Time: 1 hour

Range: Touch

Components: K, T

Duration: Until deactivated

You write lines of code in a forbidden language to alter the fabric of reality, imbuing an object with elemental energy. If the object is Medium or smaller, you imbue the whole object. If the object is larger than that, you must limit the effect to a part of the object's surface no larger than 25 square feet.

You also decide what executes the code when you cast the machina. Usually, the condition is something as simple as touching the enchanted part of the object, approaching within a certain distance of it, or manipulating the object somehow, such as pushing a button. You can also set conditions for ways to trigger the code (or to avoid triggering it), such as requiring that a unit say a certain password before turning a dial. You can refine the trigger so that the code executes only under certain circumstances or according to a unit's particular characteristics, such as height, age, or affinity.

When you write the code, you also choose one of the following effects: gentle release, violent release, or spell release.

- **Gentle Release.** Each time the code executes, some harmless elemental effect occurs. For example, a Nature effect might emit a fresh and pleasant scent, an Electric effect might remotely power a device, and an Astral effect might teleport the user a short distance (or to another object enchanted with an occult code). In general, the power of these effects can't exceed that of a Mage's cantrip.
- **Violent Release.** When the code executes, the object erupts in a surge of elemental force in a 15-foot radius sphere centered on the object. Each unit caught in the eruption must make a Reflex saving throw. A unit takes $5d8$ damage on a failed save, or half as much damage on a successful one. You choose what element the damage is when you write the code. Afterwards, the code is deactivated.
- **Spell Release.** This option simply empties the object of elemental essence, leaving it receptive to magical energy. A unit can cast a spell into the coded object, storing it inside. The spell being stored has no immediate effect when cast in this way; it just enchants the object. When the code executes, the spell is cast from the object, using the original caster's relevant modifiers (such as Spell DC and Spell Attack Modifier). If the spell has a target, it targets the unit that triggered the code. If the spell affects an area, the area is centered on that unit. If the spell requires concentration, it lasts for its full duration. Afterwards, the coded object becomes empty again until another unit casts a spell into it.

In order to edit a code written by this machina, you must cast it again. If you didn't write the code, you must succeed on an Intelligence (Technology) check against twice the author's Machina DC in order to edit their code. You can delete one of your own codes as a free action on your turn whenever you choose. The machina ends when you delete the code or when the object is destroyed.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, the damage of a violent release code increases by $2d8$ for each slot tier above 3rd.

Reflection Robe

Machination Time: Action

Range: 5 feet

Components: K, T

Duration: 1 hour

You fashion a cape out of charged reflective microfibers and provide it to a unit within range. The wearer becomes partially invisible, allowing it to move unseen by units that have a passive Wisdom (Observation) lower than your Machina DC unless they have blindsight or truesight. A unit that takes the Search action to make a Wisdom (Observation) check that exceeds your Machina DC gains the ability to see the wearer properly.

When the wearer takes damage of any element, the wearer can use its reaction to nullify the damage and reflect it back towards its source, forcing the unit or object that caused the damage to take it. If the effect that caused the damage was a spell or machina cast at a higher tier than this machina, the robe can't nullify or reflect the damage. After the wearer reflects damage this way, the robe powers down, and the machina ends early.

Shock Shackle

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You construct a pair of shackles and attach each one of them to two different units within range.

These shackles can't be removed unless they are destroyed or the machina ends.

At the end of each of your turns for the duration, you can choose to run an electrical current between the shackles, dealing damage to either unit or to both of them. A unit you choose to harm must make a Resilience saving throw. On a failed save, the unit takes Electric damage equal to the number of feet between the two units, or 60 damage if the units are separated by more than 60 feet. On a successful save, the unit takes half as much damage.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, its range increases by 30 feet for each tier above the 3rd.

Spatial Linker

Machination Time: Action

Range: 120 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You throw two dimensional hoops that each hover at different points within range for the duration. These hoops are locked in space and cannot be moved. The hoops are wide enough for something Large or smaller in size to pass through.

These hoops connect to one another across space, and they show the perspective of the other hoop when looked at. When a unit or object passes through one hoop, it warps to the location of the other. A unit can make attacks and cast spells, machina, and intuitions through the hoops as if there were no distance between them without any sort of detriment. A unit takes at most 10d6 damage if it falls to the ground from one of the hoops, no matter the distance it actually fell.

As an action on each of your turns for the duration, you can move any number of your hoops to a new location within 120 feet of you.

When the machina ends, the hoops lose their dimensional stability and blip out of existence.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, you can create one additional hoop for each slot tier above 3rd. When a unit or object passes through a hoop, you decide which hoop it exits from. If multiple units or objects enter a hoop at the same time, they must all exit from the same hoop.

Woundbots

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: Instant

You toss several nanomachines onto a unit within range, which enter its body and fill the empty space between its wounds with synthetic material. The affected unit gains temporary hit points equal to its missing hit points. If the affected unit regains hit points while it has these temporary hit points, it loses temporary hit points equal to the number of hit points restored, as the nanomachines deactivate and fall out of closing wounds.

At Higher Tiers: When you cast this machina using an energy slot of 4th tier or higher, a unit gains 2 AC for each slot tier above 3rd so long as it still has at least one temporary hit point from this machina.

4th-Tier Machina

Blast Shield

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: 10 minutes

You toss a cube at a unit within range which unravels into a floating shield that hovers next to a unit you can see within range for the duration. The shield is a circular panel, 1 inch thick and 5 feet in diameter. The shield maintains its position relative to the unit, and it moves with the unit as the unit moves, but the shield always stays on the same side of the unit, so it doesn't rotate with the unit when it rotates.

For the duration, when an attack targets the unit, the shield automatically flies into place to block the attack, causing it to fail. The shield needs time to recalibrate, so it can't readjust to block attacks that come from other directions, but any attack made from the same direction will also automatically fail. The GM determines whether the direction of each subsequent attack is close enough for the shield to block.

At the start of each of the unit's turns for the duration, the shield recalibrates; it no longer protects the unit from the previous direction, but it becomes available to block the next incoming attack.

When the machina ends, the shield deactivates and falls to the ground as scrap.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, it provides two shields to the unit. Each shield offers protection and recalibrates independently.

Cryogen

Machination Time: Action

Range: Self

Components: K, T

Duration: 1 round

You violently expel a cryogenic liquid in a 30-foot cone, turning the cone's area into difficult terrain until the frost sublimates at the start of your next turn. Units within the cone's area at the moment of explosion must make a Resilience saving throw, taking 7d8 Water damage on a failed save, or half as much on a success. A unit that ends its turn in the difficult terrain must succeed on a Resilience saving throw or become petrified. A unit petrified by this machina doesn't gain resistance to Fire damage from the petrified condition. It recovers from the condition after 24 hours, after it takes Fire damage, or after some strong, concentrated heat melts it out.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the machina's damage increases by 2d8, and a unit has disadvantage on the save it makes to resist being petrified.

Deadlock Droid

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You deploy a Tiny mechanical phage that clamps onto a unit you can see within range, attempting to fix it in place.

A Large or smaller unit suffers from the grappled condition while the phage is attached to it. You can use a bonus action to order the phage to drill into the unit it is attached to, dealing Metal damage to the unit equal to $1d20 + \text{your Intelligence modifier}$. Alternatively, you can use a bonus action to order the phage to jump to another unit within 30 feet of it, attaching to the new unit instead.

When the phage is attached to a unit, the unit can use its action to attempt to detach the phage with Strength (Athletics) or Dexterity (Finesse) check against your Machina DC. If it succeeds, the phage will hover in place until you use a bonus action to order it to attach itself to a unit within 30 feet of it.

When the machina ends, the phage deactivates and unravels into useless scrap.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the phage's damage increases by 1d20.

Duel Dimension

Machination Time: Reaction

Range: Touch

Components: K

Duration: Until ended

You displace yourself and another unit to a parallel reality. As a reaction when you touch a willing unit, when you make a successful melee attack against a unit, or when a unit makes a successful melee attack against you, you can shift yourself and the target to an identical location in another dimension, along with every object each of you is wearing or carrying. Both you and the target can still see the original dimension, and units in the original dimension can see you and the target as usual, but two units can't touch one another, hear one another, or make attacks across the two dimensions, not even by means of magic or machina.

You and the target are unable to move or manipulate solid objects in the original dimension.

Instead, each of those objects acts as immovable, indestructible obstacles for both you and the target. You can pass through liquid and gas as usual.

Otherwise, the machina ends when you fall unconscious or when you choose to end it as a free action on your turn.

At Higher Tiers: When you cast this machina using a 5th tier energy slot, you have advantage on all ability checks and saving throws while inside the parallel dimension.

Encapsulating Capsule

Machination Time: Bonus Action

Range: Self

Components: K, T

Duration: Concentration, up to 1 hour

You produce a Tiny orb that can reduce the size of a unit and trap it inside. For the duration, a unit that holds the orb can use its action to throw the orb at a unit it can see up to 30 feet away. When it does so, the unit makes a ranged machina attack against the target. The attack uses your Machina Attack Modifier, and the attack automatically fails if the unit that throws the orb isn't proficient in Technology. On a miss, the orb falls to the ground with no effect, but the machina doesn't end. On a hit, the target shrinks to Minuscule size and becomes trapped inside the capsule.

A trapped unit is still conscious and aware of its surroundings as far as its senses would allow it to be, but it can't move, speak, or take any sort of action, bonus action, or reaction. The capsule provides it complete protection while it is trapped; it has total cover, it automatically succeeds on all saving throws, it cannot lose hit points in any way, and it becomes immune to all conditions. If the unit had any conditions before it entered the capsule, the condition is suspended until the unit exits the capsule.

At the end of each of the trapped unit's turns, it can make a Strength (Athletics), Dexterity (Finesse), or Intelligence (Technology) check against your Machina DC. On a success, the machina ends early. When the machina ends, the orb shatters, and if a unit was trapped inside, it returns to its normal size and violently pops out into the nearest unoccupied space.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, you create two capsules instead of one. A unit that has two capsules can throw both of them at once with the same action.

Exosuit

Machination Time: Action

Range: 15 feet

Components: T

Duration: Concentration, up to 1 hour

You release a swarm of nano-drones onto a unit within range, which forms a protective skeleton around the target. For the duration, the target receives the following benefits:

- The unit has advantage on Resilience saving throws.
- The unit gains a bonus to its AC equal to your Intelligence modifier.
- Each time the unit takes damage, the damage it takes is reduced by 5, to a minimum of 0.
- The target ignores the effects of difficult terrain, and it can pass through liquid as easily as it can pass through air, so the unit doesn't treat any liquid as difficult terrain.
- The unit becomes resistant to extreme conditions, such as temperature and pressure. A unit wearing this suit can pass through acid, lava, and the vacuum of space unharmed.

At the end of the duration, the nano-drones deactivate and fall to the ground as scrap.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, it doesn't require your concentration. You can still end the machina as a free action the same way you can when you concentrate on a machina. If you cast the machina again before the end of the duration, the older machina ends.

Flamespinner

Machination Time: Action

Range: 15 feet

Components: K, T

Duration: 10 minutes

You construct a pyrotechnical turret that is anchored to a surface within range. The turret is a Medium object with 50 hit points and an AC equal to your Machina DC.

The turret releases a continuous blast of fire in a 15 foot line in a direction you choose. A unit that enters or passes through the line for the first time on a turn or starts its turn there must make a Reflex saving throw, taking 5d6 Fire damage on a failed save, or half as much on a successful save. As a bonus action on each of your turns for the duration, you may choose to set a new direction for the line of flame. The turret will rotate the shortest distance possible to reach the new target direction; if there are multiple, equally short paths, you choose how it turns. As it rotates, the line of flame will arc, forming the segment of a circle. A unit caught in this segment as this turret rotates takes 2d6 Fire damage.

At the end of the duration, the turret deactivates and becomes scrap.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the damage of the continuous line increases by 2d6, and the damage of the segment increases by 1d6.

Medlance

Machination Time: 10 minutes

Range: Self

Components: K, T

Duration: 24 hours

You create a special lance outfitted with a vial that can store and dispense life force. The lance functions as a one-handed melee weapon with the nimble property, and it doesn't benefit from the Favored Weapon feature. The weapon doesn't deal damage like a typical weapon; if a unit tries to use it for a normal attack, its damage die is 1.

Each time a unit uses the lance to attack another unit, the attacker can choose to drain hit points. A unit can only drain hit points this way if the target has at least 10 maximum hit points. When the lance drains hit points, the attack itself deals no damage, but the target loses 2d8 hit points, or 4d8 on a critical hit.

The lance contains 20 charges of life force when you create it, and it can hold up to a maximum of 40 charges. Each time the lance drains hit points, it gains charges equal to the hit points the target lost, not including temporary hit points.

As an action, a unit can use the lance to heal a willing unit within the weapon's reach. The target regains hit points equal to the number of charges the lance had. If the weapon has additional charges after the target reaches its maximum hit points, the remaining charges become temporary hit points.

At the end of the duration, the lance falls apart into worthless scrap, and all of its unused charges are wasted.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the lance drains 3d8 hit points instead of 2d8, or 6d8 instead of 4d8 on a critical hit. Furthermore, the lance contains 25 charges to start, up to a maximum of 50.

Metacarpal Menagerie

Machination Time: 10 minutes

Range: Self

Components: T

Duration: 1 hour

Four mechanical limbs extend from your body, tied into your neural network. For the duration, you have four more free hands than normal, which have the same functions as your normal hands:

they can hold objects, make grapple, steal, and shove attacks, and fulfill Kinetic components for spells, machina, and intuitions. Furthermore, you can take an additional action on each of your turns using the mechanical limbs, but you can only use this additional action for the Use an Object action or to make the grapple, shove, or steal special melee attacks. When you employ the limbs for a check or attack, you substitute your Intelligence score for your Strength or Dexterity score whenever it applies.

The additional hands can help you hold your weapons, but they can't make attacks on their own. In order to make an attack with a weapon, you have to use one of your usual hands, but you can treat a two-handed weapon as a one-handed weapon if you use one of your usual hands and one of your additional hands to hold the same weapon. This even allows you to make offhand attacks while you wield a pair of two-handed weapons. A shield benefits you exactly the same way, regardless of whether you hold it in one of your usual hands or one of your additional hands.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the machination time becomes 1 bonus action.

Millenium Monolith

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Concentration, up to 1 hour

You cause an eerie monolith to flash into existence, anchored to a point on a surface within range. The monolith is a Medium object, and it can't be moved or destroyed for the duration. This monolith warps the flow of time around it in two radii; a weaker, larger radius and a stronger, smaller one.

A unit suffers from the slowed condition so long as it remains within 30 feet of the monolith. If a unit enters the area within 10 feet of the monolith on its turn, its turn immediately ends. When a unit starts its turn within 10 feet of the monolith, it must make a Resolve saving throw; on a failure, its turn ends immediately. On a success, the unit can take its turn as usual, but it still suffers the slowed condition until it moves more than 30 feet away from the monolith.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, a unit that starts its turn within 30 feet of the monolith must succeed on a Resolve saving throw or be pulled 5 feet closer to the monolith.

Miracle Pill

Machination Time: 10 minutes

Range: 30

Components: T

Duration: 24 hours

You provide a life-saving supplement to a willing unit within range, who consumes it. The unit gains 3 Miracle dice, which are d20s. Whenever the unit fails a saving throw, it may choose to spend one of its Miracle dice, rolling the die and adding its result to the save. If a unit with at least one Miracle die fails a death saving throw by any means, it automatically spends a Miracle die and regains 1 hit point. The machina ends early when all of the Miracle dice are spent, and any remaining Miracle dice are wasted when the machina ends.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, a unit regains 10 hit points each time it spends a Miracle die.

Oilbomb

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: Instant

You launch a glob of a sticky flammable substance that splatters through a 15-foot radius sphere centered on a point within range. Every unit caught in the sphere must make a Reflex saving throw, taking 4d10 Nature damage on a failure, or half as much on a success. Regardless of the save's success, every unit that makes the save is coated in the flammable substance. A unit coated in the substance takes twice as much Fire damage it usually would.

The sphere's entire area is coated in the flammable substance as well. If any unit or object in a coated space takes Fire damage, the heat flashes through every coated space, dealing the same amount of Fire damage to every unit in the area.

The flammable substance evaporates from the area and any units it was on after 10 minutes.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the machina's damage increases by 1d10.

Omni-Edge Gel

Machination Time: Action

Range: Touch

Components: K, T

Duration: 1 hour

You apply a liquid metal substance to a weapon within range to make it impossibly sharp. Choose a melee weapon within range; the fluid coats the weapon's blades or points. If the weapon has no blades or points, the gel adds a blade or point to it. Alternatively, you can fashion a melee weapon directly out of the gel. Whatever weapon you create this way, it has the same category, properties, and damage as an equivalent typical weapon made of any other material.

A weapon made of or enhanced by this gel is extremely precise and powerful. When the result of an attack roll made with the weapon is at least 20, the attack succeeds, even if the target's AC is higher than 20. On a hit, the weapon deals the maximum result of its damage die, so a weapon with a d8 damage die always takes a result of 8, and critical hit from a weapon with a d6 damage die always takes a 12, and so on. Any additional damage dice are still rolled as usual.

On account of its enhanced sharpness, the weapon can cut through any substance softer than diamond with ease, so the weapon deals twice as much damage to objects that weren't created by a spell or machina cast using a higher tier slot than the slot used to cast this machina.

When the machina ends, the gel evaporates. A weapon enhanced by the gel returns to normal, and a weapon made of the gel disappears..

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, when the result of an attack roll made with the weapon is at least 25, the attack scores a critical hit.

Quantum Tangler

Machination Time: Action

Range: 60 feet

Components: K

Duration: Concentration, up to 10 minutes

You link two units within range using a rope of spatial force. The rope itself is intangible, so it always connects the targets in a perfectly straight line, unimpeded by objects and forces. The rope can't elongate, so the targets cannot willingly travel further from each other by any means, but they can move closer to each other. If one of the targets is forced to move away from the other target, that other target is shifted an equal distance in the same direction to maintain the rope's length. As a bonus action on each of your turns for the duration, you can remotely change the rope's length to a minimum of 5 feet or maximum of 180 feet. If you make the rope shorter, both units are forcibly pulled closer to the center of the rope. If you make the rope longer, both units are forcibly shoved away from the center of the rope.

When the machina ends, both ends of the rope release a 5-foot radius surge of force unless you specifically choose to prevent the surge on either or both ends. Units within the radius of a surge must make on a Reflex saving throw, taking 7d6 Astral damage on a failed save, or half as much on a success. Each of the tethered units automatically fails its save.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the machina's damage increases by 3d6, the machina's range increases by 30 feet, and the rope's maximum length becomes 300 feet.

Rotary Augment

Machination Time: 10 minutes

Range: Self

Components: T

Duration: 8 hours

You augment a section of your body into a drilling mechanism that can effortlessly pierce through objects and surfaces softer than diamond. You gain a burrowing speed of 30 feet for the duration. This burrowing speed cannot be reduced by effects or conditions that would otherwise reduce a unit's speed. If you use your burrowing speed to escape from the grappled or restrained conditions, you automatically succeed any check you make to escape.

The augment is a melee exotic weapon with the Finesse and Worn properties. Its damage die is 1d10, and it deals Earth damage rather than Neutral damage.

For the duration, each time you take the Dash action, you can cause the matter in one of the spaces you burrow through to burst out in all directions. When you do so, every unit other than you within 5 feet of that space must make a Reflex saving throw. A unit takes 4d6 Earth damage on a failed save, or half as much on a successful save.

At the end of the machina's duration, the drilling mechanism ceases to function and harmlessly falls off your body.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, the damage for failing this machina's Reflex save increases by 2d6.

Timer Charge

Machination Time: Bonus action

Range: Self

Components: K, T

Duration: Up to 10 minutes

You produce a Tiny time bomb in your hands with a numerical display that starts at 0 and immediately increments to 1. At the start of each of your following turns, the number on the display increments by 1 as the bomb fills with power.

As an action, a unit that holds the bomb can throw it to a point up to 60 feet away and cause it to detonate. The bomb explodes in a 15-foot radius sphere centered on that point. Every unit within the sphere must make a Reflex saving throw. On a failed save, a unit takes Metal damage equal to 4d8 times the number on the display when the bomb exploded. A unit that succeeds takes half as much damage.

If the display increments past 9, the device overloads and immediately explodes the same way it would when you throw it. The explosion happens after the increment, so the damage is multiplied by the new number, not 9.

At Higher Tiers: When you cast this machina using an energy slot of 5th tier, you choose whether the bomb increments by 1 or 2 at the start of each of your following turns.

5th-Tier Machina

Black Hole Bomb

Machination Time: Action

Range: 90 feet

Components: K, T

Duration: Instant

You rig up a compact gravitational compressor and toss it to a point within range, where it implodes. Every unit within 30 feet of the bomb's implosion must make a Resilience saving throw, being pulled up to 20 feet closer to the point of detonation on a failure, or half as far on a success. If this movement forces several units to occupy the same space, they aren't forced apart until the end of the machina. After each unit has been pulled, the compressor de-stabilizes and explodes in a sphere with a 10 foot radius. Each unit caught in the explosion takes 8d8 Astral damage. After the explosion, any units that were occupying the same space are forced out as usual; the largest unit remains in place, and each smaller unit is forced away.

Cerebral Cage

Machination Time: Action

Range: 30 feet

Components: K, T

Duration: Concentration, up to 10 minutes

You fashion a set of three conductive rods implanted with alloys that reproduce your own brain waves. When you cast this machina, you throw each of these rods to a point on the ground within range. The plane you create between the rods makes the base of a triangular prism with a height of 60 feet. Your brain waves interfere with the thoughts of the units inside.

A unit inside the prism has disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Reflex and Resolve saving throws. If a unit starts its turn inside the prism, it takes 2d8 Arcane damage. If a unit attempts to enter the area from outside or exit the area from within, it must make a Strength (Athletics) or Intelligence (Technology) check contested by your own Intelligence (Technology) check. On a success, the unit passes through the barrier without issue, but on a failure, it cannot move any further for the remainder of the turn.

Because the machina uses your own brain waves, it has no effect whatsoever on you, and you can pass effortlessly in and out of the area. When the machina ends, the rods power down and become scrap, returning the area to normal.

Corrosive Haze

Machination Time: Action

Range: 60 feet

Components: K, T

Duration: 1 hour

You throw a noxious canister to a point within range which billows with a poison gas, filling a sphere with a radius you choose between 15 and 60 feet. The gas lightly obscures the area.

The gas is corrosive in nature, so it softens weapons and armor. A unit inside the affected area suffers a penalty to its AC equal to your Intelligence modifier, and the damage it deals with weapon attacks is reduced by your Intelligence modifier to a minimum of 0.

When a unit inside the sphere takes damage or ends its turn inside the sphere, it must make a Resilience saving throw as the gas effuses into its body. A unit that fails the save becomes severely poisoned, losing twice as many hit points as it would normally lose from the poisoned condition, for 24 hours. A unit that succeeds on the save doesn't become poisoned.

Penumbral Portal

Machination Time: Action

Range: Touch

Components: K, T

Duration: Concentration, up to 10 minutes

You construct a reality-warping device on the surface of a Large or smaller object you can touch, opening a wormhole to a chaotic neighboring dimension. This wormhole can be constructed of variable size; you can make it small enough to allow only Tiny units through, large enough to allow units equal in size to the object through, or any size in-between.

The first time a unit small enough to enter the wormhole makes physical contact with the wormhole's surface, the unit is sucked into the neighboring dimension, and the wormhole closes behind it. The unit becomes incapacitated and takes 7d12 Dark damage at the start of each of its turns. Each time it takes this damage, the unit can make a Resolve saving throw. On a success, the unit is expelled back into the original dimension back to the space it occupied before it entered the wormhole, and the machina ends. Otherwise, its turn immediately ends. If the machina ends early, the unit is immediately expelled back into the original dimension as if it had succeeded on the Resolve saving throw.

If a unit is reduced to 0 hit points while inside the portal, it is ripped to shreds and dies instantly.

Faraday Field

Machination Time: Action

Range: Self

Components: K

Duration: Concentration, up to 10 minutes

You surround yourself with an energy shield that diffuses a particular element. Choose which element generates the shield's power: for the duration of this machina, any damage you take from the chosen element is reduced by half, and you don't have to make a check to maintain concentration when you take damage of the chosen element. For the duration, after you take damage of the chosen element, you can choose to either absorb it or discharge it. This doesn't take your reaction.

- **Absorb.** You restore hit points equal to twice the damage taken.

- **Discharge.** You release the stored energy in a 15 foot radius sphere centered on you. Every unit within the affected area must make a Resilience saving throw, taking 4d10 damage of the discharged element on a failure, or half as much on a success. If the damage you took was greater than the result of the damage roll, you may choose to discharge the amount of damage you took instead.

When the machina ends, you may choose to have the field discharge. Since you don't take any damage when you discharge this way, the damage is always 4d10.

Gravitational Antipole

Machination Time: Action

Range: 90 feet

Components: K

Duration: Concentration, up to 10 minutes

You counteract the force of gravity in a cylinder with a radius of 20 feet and a height of 60 feet centered on a point within range. For the duration, units and objects within the cylinder become weightless. If the entirety of an object is contained in the cylinder, it begins to hover a distance from the ground equal to its height unless something fastens it to the ground. Every unit inside the cylinder has a floating speed of 30 feet while it remains inside. A unit inside the cylinder can't become prone, but if it was already prone, the condition doesn't automatically end.

When you cast the machina, you can designate any number of units as allies. While one of your allies is inside the cylinder, it has advantage on attack rolls, Athletics checks, and Reflex saving throws. Additionally, it may use a Dexterity (Athletics) check instead of a Strength (Athletics) check to attempt a grapple. Any other unit inside the cylinder has disadvantage on attack rolls, Athletics checks, and Reflex saving throws.

When a unit or object exits the affected area, or when one is inside the area when the machina ends, the unit or object returns to its original weight, so it falls immediately unless it was already on the ground or unless it has flying or floating speed.

Hyper-Reflective Beam

Machination Time: Action

Range: Touch

Components: K, T

Duration: Concentration, up to 10 minutes

You attach a laser device to a point on a surface within range that emits a devastating beam of continuous light. The device can't be moved by any means for the duration. When you cast this machina, determine the path of the beam; it extends from the device in a straight line. The line is 5 feet wide with a length of your choice, up to 120 feet long. The beam passes through units of all sizes and through objects that are Medium or smaller, but when it collides with an object that is Large or larger, it reflects off of that object. The remainder of the beam's length forms a new straight line in a direction of your choice that originates from that object. The beam continues until the line reaches its maximum length, reflecting off of each Large or larger object the beam strikes. The beam lasts for the duration or until you fire a new beam with the device as an action on your turn. If an object that was reflecting the beam moves out of the beam's path, the GM determines the beam's new path, and you choose which direction the beam reflects in once again.

A unit caught in the beam's path as it forms must make a Reflex saving throw, taking 4d8 Light damage on a failure or half as much on a success. If the unit succeeds on the save, it can use its

reaction to hop 5 feet in any direction. If a unit starts its turn within the beam's area, or passes through the beam on a turn, it takes 1d8 Light damage. A unit inside the beam's area is blinded.

Razor Spinner

Machination Time: Action

Range: Self

Components: T

Duration: Concentration, up to 1 hour

You build an armored spinning top, complete with a ring of razor-sharp hooks along the outside. The top has the same size category as you, but you can ride it without any sort of penalty. The top has a walking and climbing speed of 45 feet, and it ignores the effects of difficult terrain. Because of the way it spins, the vehicle won't sink into liquid; instead, it treats the surface of the liquid as solid ground. If the vehicle is submerged at the end of a turn, it instantly rises up to 60 feet to the top of the body of liquid. The top is magnetized to the bottom of your feet, so it will always return to you if it is separated from you, and you can't be unwillingly removed from it. The top can't be destroyed, pushed, pulled, restrained, or grappled by any means, and a unit can't make opportunity attacks against the top or its rider.

You can use a bonus action on each of your turns to perform any of the following stunts with the vehicle:

- **Spin Out:** You rapidly spin in compact circles at your location. Every unit within 10 feet of you must succeed on a Reflex saving throw or take 2d8 Metal damage.
- **Trailblaze.** The top accelerates, moving up to 30 feet in a path you choose. Every unit caught in your path must succeed on a Reflex saving throw or take 2d8 Metal damage. The ground in each space you move through becomes difficult terrain for the next hour. A unit makes the save only once even if you move through its space multiple times.
- **Rebound.** You kick the machina out from under you at a unit or object within 45 feet of you. Make a ranged machina attack. On a hit, the target takes 4d8 Metal damage. This attack deals ten times as much damage to objects. After the attack is complete, the machina rebounds to your location, positioning itself under you as you land.

This machina's particular construction is unique to its creator, meaning the top is useless and motionless when another unit tries to ride it. At the end of the machina's duration, it is reduced to scrap.

Save State

Machination Time: Bonus action

Range: Self

Components: K, T

Duration: 1 round

You set an anchor that fixes your position in space-time, allowing you to return to the state you were in as it was created. When you cast this machina, record your current status, including your hit points, your remaining energy slots and similar resources, any conditions you have, your location, and any other variables that currently affect you.

At the start of your next turn, you instantly snap back to the anchor and return to the status you recorded. Any changes made to your hit points, machina slots, and other attributes are reverted, and you re-appear to your previous location. If you die before the start of your next turn, you still return to your previous state at the start of what would have been your next turn. After you snap back to the anchor, the machina ends, and you take your turn as normal.

Only your state reverts; any object you picked up after you cast the machina falls to the ground when you revert, and any object that you were wearing or holding returns to you in the state it was in when you cast the machina, even if the object was moved or somehow altered. All other changes made for the duration remain intact, and you retain your memories of the reverted round.

Stop Watch

Machination Time: Action

Range: 10 feet

Components: K

Duration: 10 minutes

You emit a pulse that slows the flow of space-time to a halt around you. Every unit within range other than you and every object within range that you aren't wearing or carrying enters a temporary stasis. Each unit and object in stasis can't fall, slide, roll, or otherwise move or be moved by any means for the duration, and if it was moving, it immediately stops in place.

An object that isn't worn or carried by a unit remains in stasis for the duration. An object worn or carried by a unit in stasis remains in stasis until that unit recovers from stasis.

When you cast this machina, every unit you force into stasis must make a Resolve saving throw. A unit that succeeds on the save remains in stasis until the start of its next turn, and a unit that fails the save remains in stasis for the duration. A unit forced into stasis this way is paralyzed. All its life systems, such as respiration and energy flow, are temporarily suspended, and it loses the ability to think or perceive its surroundings until the stasis ends. Likewise, if the unit is subject to some recurrent effect, such as the poisoned condition, that effect is also suspended until the unit's stasis ends. If a unit in stasis takes damage, it takes 1d12 additional Astral damage and immediately recovers from stasis.

INTUITION LIST

1st-Tier Intuitions

Anathema

Casting Time: Bonus action

Range: 90 feet

Components: V

Duration: 10 minutes

You chant a curse that causes strands of negative energy to constrict a unit you can see within range. For the duration, the target is slowed, and attacks made against it have advantage. The unit can make a Resolve saving throw at the end of each of its turns, ending the intuition early on a success.

Commune

Casting Time: 10 minutes

Range: 10 feet

Components: V

Duration: Concentration, up to 1 hour

You perform a seance to summon the spirit of a being who has died, allowing its fading soul to be seen and heard. You must be familiar with the being in order to summon it. Even if you aren't familiar with the being, you can still summon that being if you touch its corpse, or if a unit who is familiar with the being assists in the seance.

Over the course of the duration, you can ask the spirit up to five questions. The spirit knows only what it knew in life, including the languages it knew. A spirit's responses are usually cryptic, and it is no more likely to answer your questions truthfully than it would have been when it was alive. This intuition doesn't return the being's spirit to life; it only channels the lingering essence. Thus, the spirit can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Simply conversing with the spirit grants a deeper understanding of something that will serve you well in the future. At the end of the intuition's duration, you regain half of your spent guidance dice, rounded up. If you already had all of your guidance dice, you regain the intuition slot used to cast this intuition.

Decay

Casting Time: Action

Range: 60 feet

Components: K

Duration: Concentration, up to 10 minutes

You cause the ground to rot in a 20-foot square centered on a point within range, rendering it soft and sticky. The affected ground becomes difficult terrain for the duration, and the plant life in the area withers.

When you cast the intuition, each unit standing in the area must succeed on a Reflex saving throw or sink into the ground and take 3d6 Nature damage. On a successful save, a unit takes half as much damage and doesn't sink. A unit that ends its turn in the area also sinks.

A unit that has sunk suffers the restrained condition for the duration. A unit restrained in this way can use its action to make an Dexterity (Athletics) check. On a success, it frees itself.

At Higher Tiers: When you cast this intuition using an intuition slot of 2nd tier or 3rd tier, the intuition's damage increases by 3d6 for each slot tier above 1st.

Mind Veil

Casting Time: Action

Range: 30 feet

Components: V

Duration: 24 hours

You form a protective layer around the soul of a unit you can see within range, making it harder to peer into or manipulate. For the duration, it has advantage on Resolve saving throws, and it becomes immune to the charmed, frightened, and fixated conditions. Furthermore, Insight, Persuasion, and Intimidation checks made against this unit have disadvantage, and attempts to read or alter its mind with spells, machina, or similar abilities fail automatically. The intuition ends early if you cast it again. You can end the intuition early as a free action on your turn.

At Higher Tiers: When you cast this intuition using an intuition slot of 2nd tier or 3rd tier, you can choose one additional unit for each slot tier above 1st.

Luminous Pulse

Casting Time: Action

Range: Self

Components: K, V

Duration: Instant

You cause a surge of pale, twinkling starlight to fly out from your body, filling a 20-foot radius sphere centered on you. When you cast the intuition, you can choose to direct the light away from any number of units caught within the sphere, exempting that unit from the effect.

The light tears away at every unit caught inside the sphere other than you or a unit you exempt.

Each unit harmed by the pulse must make a Resolve saving throw. A unit takes 3d10 Light damage on a failed save, or half as much damage on a successful one. A unit automatically fails the save if it is invisible. It also instantly becomes visible and it can't become invisible again by any means for the next 10 minutes.

At Higher Tiers: When you cast this intuition using an intuition slot of 2nd tier or 3rd tier, the damage increases by 3d10 for each slot tier above 1st.

Omen

Casting Time: 10 minutes

Range: Self

Components: V

Duration: 24 hours

You meditate deeply to glimpse into the future, getting a sense for the results of a specific course of action that you plan to take within the next day. The omen doesn't take into account any possible circumstances that might significantly change the outcome. The GM describes the future you see

in vague, blurry terms, and ends by calling your course of action is favorable, disfavorable, a mixture of both, or totally neutral.

After you learn the omen, roll a d20 and record the number rolled. At any point during the intuition's duration, you can replace any single attack roll, saving throw, or ability check made by you or a unit that you can see with this number. You must choose to do so before the die is rolled. If you complete a long rest before you use this number, it is wasted. If you cast this intuition again while you still have this number, roll a d20 again, and replace the old number with the number you roll.

Purify

Casting Time: Bonus action

Range: Self

Components: K

Duration: Instant

You release a pulse of positive energy that fills a 10-foot radius sphere centered on you. Every object in the pulse's area is instantly cleansed of poisons, toxins, or other contaminants unless you choose to exclude a particular object or set of objects. Furthermore, you can cleanse up to five units you choose in the pulse's area, including yourself. Each unit you choose instantly loses all of the following conditions: blinded, charmed, deafened, frightened, fixated, paralyzed, poisoned, sick, slowed, and stunned.

Refresh

Casting Time: Bonus action

Range: 60 feet

Components: K

Duration: Instant

You channel positive energy into a unit that you can see within range. It regains hit points equal to $2d6 + \text{your Wisdom modifier}$.

At Higher Tiers: When you cast this intuition using an intuition slot of 2nd tier or higher, the healing increases by $2d6$ for each slot tier above 1st.

Soothing Soil

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Concentration, up to 10 minutes

You cause a 5-foot radius cylinder centered on a point within range to brim with life, soothing the wounds of those in the space. Plants rapidly grow and bloom in the area. Each time a unit inside the cylinder takes damage, you can choose to subtract your Wanderer level from the damage. Until the intuition ends, whenever you or a unit you can see moves into the area for the first time on a turn or starts its turn there, you can choose to restore hit points to that unit equal to $1d10 + \text{your Wisdom modifier}$. After the third time you heal a unit this way, you can't use this intuition to restore any more hit points until you cast it again.

As a bonus action on your turn, you can move the centerpoint of the effect up to 30 feet to another location within range.

At Higher Tiers: When you cast this intuition using a intuition slot of 2nd tier or higher, the healing increases by 1d10 for each slot tier above 1st.

Tithe

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: 10 minutes

You fire a wriggling beam of negative energy that saps the target's life force. Make a ranged intuition attack against a unit within range. On a hit, the target loses 10 hit points, and it loses hit points equal to a tenth of its maximum hit points at the start of each of its turns for the duration.

At Higher Tiers: When you cast this intuition using an intuition slot of 2nd tier or 3rd tier, you can make an additional attack for each slot tier above 1st. Each attack must have a different target.

Vim Surge

Casting Time: Action

Range: Touch

Components: K, V

Duration: Instant

You create a crackling current of positive and negative energy between you and a unit you touch. Make a melee intuition attack. On a hit, the target takes 4d6 Electric damage. If the target loses at least 2 hit points, a unit you choose within 15 feet of you regains hit points equal to half the number of hit points the target lost.

At Higher Tiers: When you cast this intuition using an intuition slot of 2nd tier or 3rd tier, you make one additional attack for each tier above 1st. You don't have to choose the same target for each attack, and you also don't have to heal the same unit with each attack.

2nd-Tier Intuitions

Aura of Command

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

You call upon the force of truth itself to create an authoritative presence that fills a 15-foot radius sphere centered on you for the duration. The first time a unit within the aura hears you speak, it must make a Resolve saving throw. On a failed save, the unit becomes incapable of telling a deliberate lie while inside your aura until the intuition ends. A unit that fails the save knows the effect, so it is still fully capable of giving indirect, incomplete, or otherwise vague answers to questions that don't require it to lie. It can also simply refuse to speak. You do not know whether a given unit succeeds or fails on the save.

Furthermore, when you cast this intuition, and as an action on each of your turns for the duration, you can issue a single word of command. When you say the word, every unit within the aura that failed the prior Resolve save must obey the command to the best of its ability until the start of your next turn. You can choose to exempt any number of affected units from the command, allowing

them to act as they see fit. If a unit doesn't hear or understand the word you use, or if following the command would bring it obvious harm, it can freely ignore your command.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the unit behaves.

- **Approach.** The target moves as close to you as it can get, using the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop.** The target drops whatever it is holding and then ends its turn.
- **Fall.** The target falls prone and then ends its turn.
- **Flee.** The target spends its turn moving away from you by the fastest available means.
- **Halt.** The target stays where it is and takes no actions.

At Higher Tiers: When you cast this intuition using a 3rd tier intuition slot, you can determine the size of the sphere. Its radius can be as small as 5 feet or as large as 60 feet.

Beacon of Hope

Casting Time: Action

Range: 90 feet

Components: V

Duration: Concentration, up to 10 minutes

With a fervent wish, you bestow incredible power into a unit within range. The target receives the following benefits until the intuition ends:

- All of its speeds increase by 15 feet.
- The unit makes melee attack rolls with advantage, and its melee attacks deal an extra 1d6 Light damage on a hit.
- If the unit takes damage, it immediately regains hit points equal to the number it lost from the damage. This healing can't be increased or reduced by any means.

If the target takes more than 30 points of damage at once, it doesn't regain any hit points, and the intuition ends early. If the intuition ends this way, every ally of the target becomes frightened of the unit who dealt the damage. A unit frightened this way remains frightened until it uses its action to calm itself.

At Higher Tiers: When you cast this intuition using a 3rd tier intuition slot, the extra Light damage increases by 2d6, and the intuition only ends early if the target takes more than 45 points of damage.

Familial Ward

Casting Time: 10 minutes

Range: Touch

Components: K, V

Duration: 1 hour

You establish a foreboding barrier that prevents the passage of a certain type of being. When you cast the intuition, designate a spherical area with a radius of your choice, up to 1 mile, centered on a point on the ground within range. Choose any one family other than Void, such as Beast, Spirit, Humanoid or Machine. If you choose your favored family, you can also choose an additional family. The sphere's area affects a unit of the chosen family in the following ways:

- The unit can't willingly pass into or out of the sphere unless you permit it to do so. If the unit tries to teleport to pass through the barrier without your permission, it must make a Resolve saving throw. On a successful save, it passes through. On a failed save, it can't pass, and it automatically fails the save on any repeated attempt for the duration.

- The unit has disadvantage on attack rolls it makes against targets within the sphere.
- Units inside the sphere have advantage on saves made against effects caused by the unit.

If you can see a unit while you cast the intuition, you can choose to exempt it from the effects, even if the unit's family is a family you chose to ward. The intuition ends early if you become incapacitated or when you choose to end it willingly as a free action on your turn.

Monstrous Aspect

Casting Time: Action

Range: 30 feet

Components: V

Duration: 8 hours

You let out a series of primal noises, such as roaring, hissing, or chanting, which fills any number of units with the essence of some family. For the duration, every unit you choose has advantage on attacks against units of a family you choose. Each unit also receives a +5 bonus to a certain type of skill check, depending on the family you chose, as follows:

- **Aquatic:** Finesse
- **Beast:** Athletics
- **Fiend:** Intimidation
- **Machine:** Observation
- **Material:** Deception
- **Mineral:** Grit
- **Mythic:** Insight
- **Plant:** Survival
- **Spirit:** Stealth

If you choose your favored family, you can also provide the +5 bonus for an additional family's skill checks, but you can only grant advantage on attacks for one family or the other, not both.

At Higher Tiers: When you cast this intuition using a 3rd tier intuition slot, the bonus to skill checks increases to +7.

Rejuvenate

Casting Time: Bonus action

Range: 60 feet

Components: K

Duration: Instant

You fill the air around with a buzzing aura of positive energy. Choose up to five units you can see within range. Every unit you choose regains hit points equal to $2d6 + \text{your Wisdom modifier}$.

At Higher Tiers: When you cast this intuition using a 3rd tier intuition slot, the healing increases by $2d6$.

Shapeshift

Casting Time: Action

Range: 60 feet

Components: K, V

Duration: Concentration, up to 1 hour

You transform a unit that you can see within range into a new form, so long as the unit has at least 1 hit point. If the unit isn't willing to transform, it can make a Resolve saving throw to resist the effect. On a successful save, the intuition fails. On a failed save, the unit transforms anyway.

The new form can be that of any unit whose level is equal to or less than the target's. The family of the unit's new form must be your favored family. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The target's equipment melds into the new form, so the unit can't employ or otherwise benefit from any of its equipment.

The target's game statistics, including their ability scores, saving throw bonuses, AC, and class features are all replaced by the statistics and features of the chosen form. The unit doesn't adopt the personality, skill proficiencies, proficiency bonus, level, or languages of the chosen form; instead, it retains the traits it has in its original form. This feature can't grant a unit any exalted or eternal features or actions. A unit that already had exalted features can still use them in their new form, but eternal features are lost until the unit reverts to its original form.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. For example, if a unit has 100 hit points in its base form, and changes to a form with 50 hit points, then takes 70 damage, the unit takes 50 damage, reverts, then takes 20 more damage in its base form, leaving 80 hit points.

The creature is limited in the actions it can perform by the nature of its new form. For example, if you turn a human into a pig, the transformed unit can't do anything that would require the use of hands or speech.

At Higher Tiers: When you cast this intuition using a 3rd tier intuition slot, you can choose the unit's new form from any family except Void.

Soulbind

Casting Time: 10 minutes

Range: 30 feet

Components: K, V

Duration: Until dispelled

You harness a being's soul and prepare to store it in an object. To take the soul, choose an object within range that contains the soul of a sentient being. This can be the corpse of someone who has died in the past 10 days, an object that has a soul inside it because of this intuition, or another object that the GM allows. If there is no soul inside the object, or if the soul has been sealed away, the intuition fails.

After you take the soul, choose a Huge or smaller object within range that doesn't already have a soul inside it. You choose whether to seal the soul within the object or to allow the soul to animate the object.

If you choose to seal the soul, the object lays dormant, unable to do so much as speak or even nudge itself forward.

If you choose to animate the object, the object adopts the soul and comes to life, complete with the memories and personality of the soul's previous owner. The soul animates the object, so the object becomes a unit with the same Intelligence, Wisdom, and Charisma scores as the soul's previous owner. The rest of the unit's statistics, including HP, AC, movement speeds, and other special features change to match the object, as determined by the GM. The animated object has its own affinity, which may or may not be the same as the soul's previous owner's affinity. If the unit had any class levels, the GM determines whether the unit keeps those levels, loses some or all of them, or takes some number of levels in a different class instead.

If the intuition ends or the object that holds the soul is destroyed, the soul is released the same way a soul is usually released when a unit dies.

Spiritual Well

Casting Time: Action

Range: Self

Components: K, V

Duration: Concentration, up to 10 minutes

You unleash an aura of negative energy that swallows and suppresses mystical effects. For the duration, if a spell or intuition targets a point within 60 feet of you, the effect centers on you instead. If a spell or intuition targets any unit or object other than its caster within 60 feet of you, you become the target instead, even if the effect could usually target multiple units. Furthermore, you are immune to the effects of a spell or intuition if you redirect it, but not if the spell or intuition was intentionally targeted at you or made to center on your space.

At Higher Tiers: When you cast this intuition using a 3rd tier intuition slot, you have advantage on saving throws against spells and intuitions for the duration, even when they intentionally target you.

3rd-Tier Intuitions

Dimensional Shift

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Concentration, up to 24 hours

You transport up to ten willing units that you can see within range to another dimension you know of. When you cast the intuition, specify a target destination in the target dimension, which can be as general or as exact as you choose. The GM determines where exactly each target appears, but it must match your specifications, and it must be in the target dimension. The transported units remain there until the intuition ends, at which point each unit reappears in the space it left, or in the nearest unoccupied space if that space is occupied.

Instead of transporting up to ten willing units, you can force a single unwilling unit into another dimension. At the start of each of its turns, the target can make a Resolve saving throw to reconnect to the dimension it left. On a successful save, the intuition ends early.

Equalize

Casting Time: Action

Range: Self

Components: V

Duration: 1 round

You release a shockwave that bends luck to your whim and throws fate into disarray. When you cast this intuition, choose a number between 5 and 15. Until the start of your next turn, if a unit within 150 feet of you makes an ability check, attack roll, or saving throw, it must use the number you chose instead of making a roll.

Renewal

Casting Time: Action

Range: 30 feet

Components: K, V

Duration: Instant

You cause a wellspring of positive energy to erupt from the very core of a unit within range. That unit regains 50 hit points. Furthermore, the unit is instantly cured of any disease it has, and every condition it has instantly ends, except for grappled, prone, or restrained. This intuition can't restore a dead unit to life.

Second Wind

Casting Time: 10 minutes

Range: Touch

Components: K

Duration: Instant

With slow, steady breathing, and gentle, calming touch, you replenish a unit's energy. The unit instantly completes a short rest, but it doesn't regain any hit points from the rest.

Subjugation

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 24 hours

You assume complete control of the body of a unit you can see within range. On each of the unit's turns for the duration, you choose exactly how the unit spends its turn, including its actions, bonus actions, and movement, but not its reactions. You can even control its free actions, including its speech. You can only force the unit to take actions that you know it is able to take; if the unit isn't able, or if you don't know that it is able, you can't force it to act that way. You can't force the unit to cause direct harm to itself.

You also form a telekinetic link with the unit. You can perceive its surroundings through its senses and exchange messages between the two of you, no matter the distance.

The unit can make a Resolve saving throw at the end of each of its turns. The intuition ends early if the unit succeeds on the save.

APPENDIX

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