

AEGIS

A burly dwarf clad in plate armor jumps in front of a massive mammoth to shield a lost child on a snow covered mountain. A fierce human sends a blast of his spirit towards a hellish orc, knocking him into the blade of his fellow Paladin, taking his head clean off.

Pushing his fellow adventurers to their limits with his inspirational cries, a barbarian is able to overpower an adult dragon with a single blow because of the Spirit the tall Elf gives to him.

The Aegis. One who has found some proof that something more is out there than just the gods, deities, and even the forces of nature, that others choose to revere, and knows they are all a lie.

Because of this, the Aegis has committed their entire being to protecting those who are lost to the world, using their shield, wisdom, and intellect they have gained in their search for truth.

A DEEP CARING FOR ALL LIVING BEINGS

Many talk of being saved by a clad warrior, in the face of almost certain death, and then never seeing this adventurer again once the danger is taken care of.

The knowledge they have gained in their travels has shown them that most other people have no idea of what's truly going on in the multiverse. They believe that lies surround us, and because of this, see others as almost children in a dream.

Because of this, they take it upon themselves to do everything they can to protect others at all costs, even if it costs their own lives, but in the hope for that individual to find the truth as well and be awoken.

A SOLITARY LIFE OF SEARCHING

An Aegis has spent a majority of their life searching for a greater truth. Some event in the past has shown the Aegis that the deities of the worlds are nothing more than greater beings who use their powers to play games and use the races of the worlds as pawns for these games.

Even the forces of nature frighten beings into worship. Being very few and far between, the Aegis normally lives a solitary life, and even when they do find other Aegis, they normally do not stick together for long as they are all searching for the proof that will finally show everyone that what they have always believed in was a lie.

They do understand, however, that the answers they may personally seek do require skills beyond what they themselves can do, so they do often partner with other adventurers so they can obtain the proof they need to their questions.

CREATING AN AEGIS

When creating an Aegis, contemplate what event, as well as what deity, or force of nature it was that caused you to seek the truth. Once you have realized that truth, then think of what proof you exactly found. Was it some ancient hieroglyph scrawled across a wall in a deep cave you found, or a hidden jar containing very ancient texts that was hidden in a church to a specific deity.

When did you first realize further that your belief would provide you a power that was unheard of and allowed you to tap into a spirit you never even knew you had? Were you being pursued by others who were going to persecute you because of your beliefs, and your prayers to this unknown being manifested new abilities. Or maybe laying down the night after finding further proof provided you a vision which showed you your abilities, thus pushing you to find and control that power further.

QUICK BUILD

You can quickly make an Aegis by following these suggestions. First, Constitution should be your highest ability score for your hit points and AC. Next, if you decide you want to focus on your poultices and/or the Path of Inspiration, choose Intelligence. If you are more interested in your attacks and/or the Path of Displacement, choose Wisdom. Finally, choose the Hermit background.



THE AEGIS

Level	Proficiency Bonus	Safeguards	Spirit Points	Spirit Slots	Features
1st	+2	2	-	-	Safeguard/Spiritual Insight
2nd	+2	2	2	-	Spirit
3rd	+2	2	3	4	Path of Protection
4th	+2	3	4	4	Ability Score Improvement
5th	+3	3	5	4	Overreactive/Poultices
6th	+3	3	6	8	Path Feature
7th	+3	4	7	8	Shield Tactics
8th	+3	4	8	8	Ability Score Improvement
9th	+4	4	9	8	Deflect Ranged
10th	+4	5	10	8	Path Feature
11th	+4	5	11	8	Shield Guard
12th	+4	5	12	12	Ability Score Improvement
13th	+5	6	13	12	Shield Wall
14th	+5	6	14	12	Second Skin
15th	+5	6	15	12	Full Cover
16th	+5	7	16	12	Ability Score Improvement
17th	+6	7	17	12	Shield Master
18th	+6	7	18	16	Path Feature
19th	+6	8	19	16	Ability Score Improvement
20th	+6	Unlimited	20	16	Unbreaking Shield

CLASS FEATURES

As an Aegis, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per Aegis level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Aegis level

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, long sword, morningstar

Tools: Choose one type of artisan's tools or herbalism

Saving Throws: Constitution, Intelligence

Skills: Choose two skills from Animal Handling, History, Insight, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) a longsword or (c) a shield
- (a) scale mail or (b) ring mail or (c) chain mail
- (a) two hand axes or (b) two javelins
- (a) a scholar's pack or (b) an explorer's pack
- A shield, one of any artisan's tools, and a spirit focus

SAFEGUARD

When danger is present, you protect others with everything you have and without any thought for yourself.

On your turn you can enter Safeguard as a bonus action. While safeguarding, you gain the following benefits:

- As a reaction, you provide a creature within 5 feet of you Cover or Counter once per turn, depending on your Shield Art. The effects last until the end of that creature's turn.
- While in Safeguard, you can use the Disengage action as a bonus action and are immune to knock back, prone, and stun effects.
- If an armor you wear requires you to add your Dexterity modifier to get your total AC, add your Constitution modifier instead (max 2).

Safeguard lasts for 1 minute. It ends early if you are knocked unconscious or if two turns have gone by since you last safeguarded a creature. You can also end Safeguard on your turn as a bonus action.

Once you have safeguarded the number of times shown for your Aegis level in the Safeguard column of the Aegis table, you must finish a short or long rest before you can Safeguard again.

If you use Cover as a reaction, you cannot use the attack action on your next turn.

The details of how Cover/Counter work are detailed in the list below.

SHIELD ARTS

While Safeguard is active, you use your Wisdom modifier when determining attack and damage for a weapon you are proficient with. Once selected, you cannot change your Shield Art:

Weapon and Shield: When using a weapon and shield, you provide half cover when Covering a creature as a reaction. While Safeguard is active, creatures who make an attack against you gain disadvantage to that hit, but you also gain disadvantage to hit as well.

Duel Weapon: When using at least one weapon and no shield, you can Counter Attack as a reaction. This allows you to take half the damage for the creature you counter for if they are hit. When you do use Counter and take damage, you can do additional damage on your next turn equal to half the damage you took + your weapons normal damage.

Dual Shield: You use two shields in battle. You provide three-quarters cover when you Cover a target as a reaction. The second shield does not get +2 AC but can now be considered a weapon you are proficient with, which has the light property, and does 1d8 bludgeoning damage. Only this second shield can be considered a weapon and attacks while Safeguard is active get disadvantage to hit.

SPIRITUAL INSIGHT

When in the presence of a deity, you are able to see past the facade they put on. Whenever a deity tries to use their will or power to deceive, intimidate, or persuade you or your party members, you all gain advantage on the saving throw associated with that skill. Those party members must be in your line of sight or within at least a 30-foot radius of you to gain this advantage.

SPIRIT

Starting at 2nd level, your belief that something out there is more powerful and greater than anything known to any race has allowed you to tap into something inside yourself. A power. An energy. Your Spirit.

Your Spirit level is determined by your Aegis level, which determines the number of Spirit points you have to spend. These points can be spent on various actions that are fueled by your Spirit. The first three you know being Closed Mind, Shield Bash, and Toll the Bell.

When you spend a Spirit point, it is not available again until you take a short or long rest. You must also spend 45 minutes of that time alone studying or pondering over your belief. As long as you have Spirit points, you have no limit on how many times these actions can be used.

You unlock an additional Spirit action at 3rd level, and again at 6th, 10th, and 18th levels in this class. Safeguard must be active to use these actions, unless stated otherwise, and they can only be used for yourself.

SPIRIT ACTIONS

The Spirit actions list is presented in alphabetical order. You can spend your Spirit to cast any of the following Spirit actions.

Appendage Smash. As a bonus action, you can spend 1 Spirit to use your shield to smash a creature's appendage. That creature makes a Strength saving throw. On a failed throw, the creature is stunned until the end of their next turn which gives them disadvantage on their next attack. You use your Spirit save DC outlined in the Path of Displacement section for the saving throw.

Closed Mind (3rd Level Required). When not incapacitated at the beginning of battle, if you are surprised or frightened, you can spend 1 Spirit to act normally as if you weren't surprised or frightened, but only if you enter Safeguard before doing anything else on your next turn.

Healing Belief (6th Level Required). Your belief in something more lets you overcome the sicknesses of this world. You can spend 2 Spirit as a bonus action to heal disease, poison, or bleeding you are experiencing. This can be used outside of battle.

Metallic Cocoon (18th Level Required). When certain area of effects, such as blue dragon's lightning breath or fireball spell are cast around you, and you are required to make a Dexterity saving throw to take only half damage, you can spend 4 Spirit to make a Wisdom saving throw instead and take no damage if successful. If you take damage, you only take half of it.

Shield Bash. When attacking on your turn, you can spend 1 Spirit to use Shield Bash as a bonus action to knock the target back 5 feet. This action causes no damage.

Shield Throw. You can spend 1 Spirit to attack and lob your shield at a target within 15 ft of you to do 1d4 bludgeon damage + your Wisdom modifier as an action. If the creature is within 10 feet of you, your shield returns to you.

Toll the Bell (10th Level Required). As a bonus action, you can spend 3 Spirit to use your shield with whatever is in your main hand to cause up to 3 unfriendly creatures you choose within 15 feet to focus on you. Those creatures must make a Wisdom saving throw. On a failed throw, for 1 minute, any of those creatures that attack anyone besides you gets disadvantage towards that attack. This can end if you fall unconscious.



PATH OF PROTECTION

At 3rd level you realize your Spirit that drives you, and others, is more than just an ideal. It is real and can be used to power amazing abilities, not just great actions.

Choose if you want to use your Spirit to push your enemies and move them as you wish, or to use your Spirit to push your fellow adventurers past their limits.

These path abilities allow you control over your Spirit with more than just yourself and shield such as the class Spirit actions give. Choose the Path of Displacement or the Path of Inspiration, both detailed at the end of the class description.

You have 4 Spirit slots initially for these abilities that can be used before needing to take a short or long rest. The Spirit Slots column in the Aegis table shows when you gain more Spirit slots for your abilities. You must also spend 45 minutes of that time alone studying or pondering over your belief.

Your path choice grants you additional features and/or an increase in Spirit slots at 3rd level and again at 6th, 10th, 18th, and 20th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

OVERREACTIVE

At 5th level, you can take two reactions per round instead of just one.

POULTICES

At 5th level, you have learned to heal yourself using the natural gifts that were provided to you by the one who truly created everything. You can create special poultices that can heal like some potions. You must have an herbalism kit.

You can spend 1 hour gathering herbs and creating an amount of poultices equal to your Intelligence modifier. After 24 hours they lose their potency. Only you can apply these poultice to others and yourself. It takes one minute to apply a poultice and the one the poultice is applied to gains 1d4 hit points for every two Aegis levels.

Because of the potency of the poultices, you can only apply two poultice per character, including yourself, per day.

SHIELD TACTICS

At 7th level, when Safeguarding for another creature, if the attacking creature misses, you can choose to Shield Bash or Toe Smash that attacking creature as a bonus reaction.

DEFLECT RANGED

At 9th level, while in Safeguard, you can use a reaction to deflect any ranged attack when you are hit by a ranged weapon. When you do so, the damage you take from the attack is reduced by 1d10 + your Wisdom modifier.

SHIELD GUARD

At 11th level, your determination to protect others is almost a rage in itself. Safeguard stays active until your hit points hit 0 or you end Safeguard yourself.

SHIELD WALL

At 13th level, you gain advantage on all saving throws while in Safeguard. Also, you can spend 1 Spirit to use your reaction when an enemy attacks you while in Safeguard to brace yourself and add an additional +2 AC until the end of that turn to your AC.

SECOND SKIN

Your armor is like a second skin of metal. Starting at 14th level, and while Safeguard is active, damage from bludgeoning, piercing, and slashing attacks you take from non-magical weapons is reduced by half your Aegis level, rounded up.

FULL COVER

At 15th level, when Safeguarding another creature, if your AC would be greater than that creature's AC with your Cover bonus, you can spend 1 Spirit. That creature uses your AC instead. If your AC is higher while using Duel Weapon and Countering, if the attacking creature hits you, you do +3 damage on top of any other damage bonus you get to that creature next turn. If the creature misses, you still add +1 damage on top of any other damage bonus you get.



SHIELD MASTER

At 17th level, you have mastered your Shield Art beyond measure. You gain the following benefits pertaining to the Shield Art you originally chose:

Weapon and Shield: Creatures still have disadvantage on hits against you, but you now have advantage to hit. Toll the Bell now extends to 40 feet and any unfriendly creature that fails a Wisdom saving throw and is affected also only deals half damage to anyone they successfully attack. This ability ends at the end of the battle, when the creature dies, or you fall unconscious.

Duel Weapon: On your next turn, you now do the full amount of damage you took on a successful Counter as bonus damage on top of your weapons normal damage on your next turn. If that creature misses, you still do half of the damage you took as bonus damage on your next turn, rounded up. You also gain half of the damage you took back in hit points, rounded up.

Dual Shield: Your main shield is now also considered a weapon, has the light property, and can do 1d8 bludgeoning damage. You gain +2 AC now for your second shield as well. When you Cover a creature, you can now choose to provide full cover to that creature, but this can only be used 3 times before a long rest is needed. You no longer get disadvantage to hit.

UNBREAKING SHIELD

At 20th level, you are the shield yourself and have perfected your techniques and battle styles. Anyone behind your shield, including you, has no worries. You get a +4 to Constitution and it can be increased to 24. Also, if your hit points drop to 0 while Safeguard is active, you can spend 1 Spirit and get up with 1 hit point. Once you use this feature, you can't use it again until you finish a long rest.

PATHS OF PROTECTION

The need to protect rages inside of every Aegis, and at a certain point, they understand they must learn more of how to control their Spirit if they are to continue protecting any who come across their path. For their search for the truth will take them through very dangerous paths indeed.

Whether it be the want to push their fellow adventurers further, or the need to control their enemies and move them at their will, all Aegis choose a path to perfect their control of their Spirit.

You can only use so many Spirit abilities before a short or long rest is needed, 45 minutes of which must be spent meditating or reflecting on your belief.

PATH OF INSPIRATION

Some Aegis understand that the beliefs of the world have weakened others and their limits, so they aim to help others go beyond those limits.

The Aegis will use their own words, knowhow, and Spirit to rally adventurers to do things like increase their attack, give advantage on rolls, heal them during combat with poultice's, or even shield them with their Spirit from afar.

HELPING SHIELD

When you choose this path at 3rd level, you dedicate yourself to the enhancement of those around you so that they have the power to help themselves, at least for the time you are around. This path requires you to spend your Spirit points each time you use an ability.

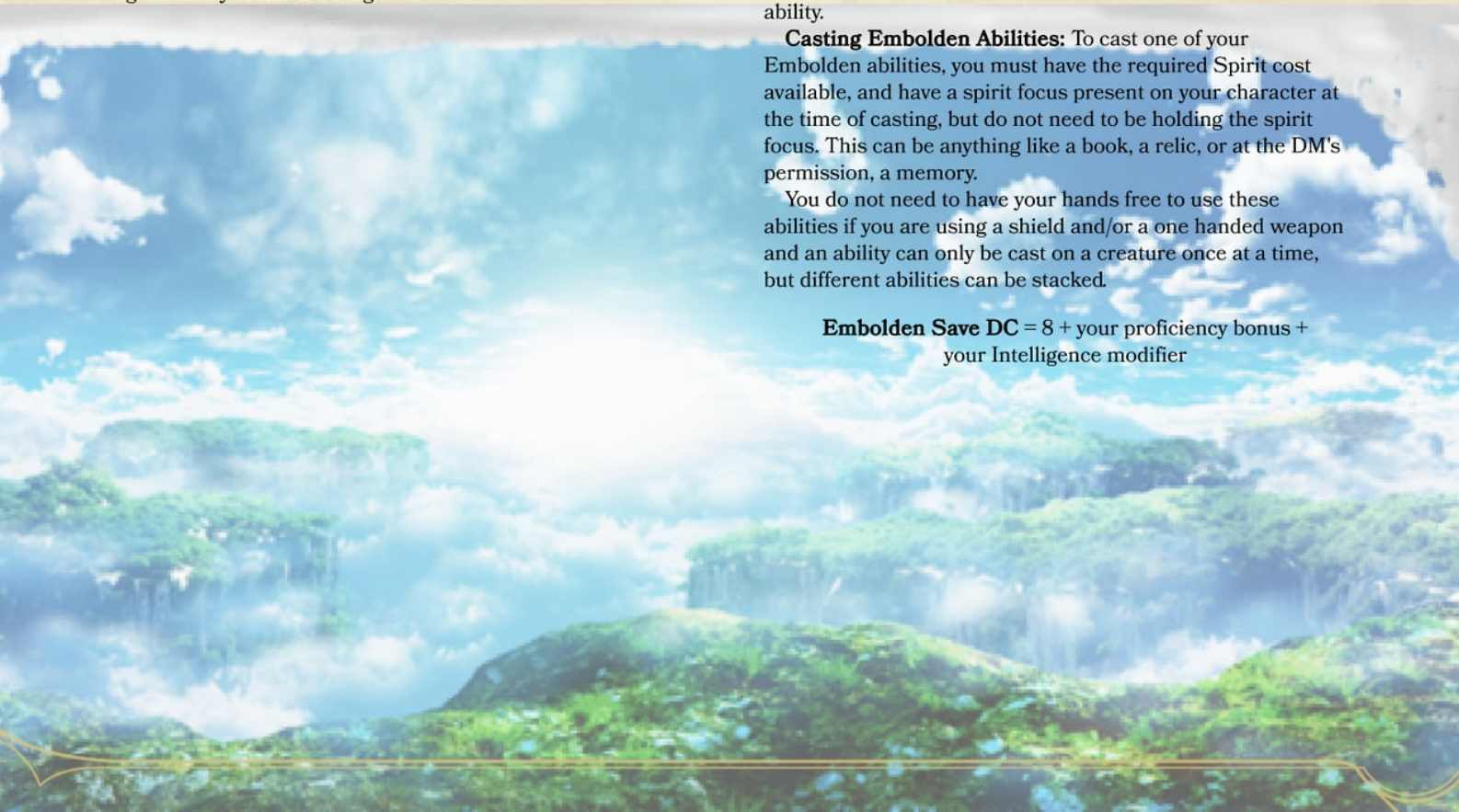
You can now Embolden adventurers using several abilities. You choose two abilities when you pick this path, which are detailed in the "Embolden" section below. You learn one additional Embolden ability at 6th, 10th, 18th, and 20th level.

Whenever you learn a new Embolden ability, you can also replace one Embolden ability you know with a different ability.

Casting Embolden Abilities: To cast one of your Embolden abilities, you must have the required Spirit cost available, and have a spirit focus present on your character at the time of casting, but do not need to be holding the spirit focus. This can be anything like a book, a relic, or at the DM's permission, a memory.

You do not need to have your hands free to use these abilities if you are using a shield and/or a one handed weapon and an ability can only be cast on a creature once at a time, but different abilities can be stacked.

Embolden Save DC = 8 + your proficiency bonus + your Intelligence modifier



EMBOLDEN ABILITIES

The Embolden list is presented in alphabetical order. If an ability shows a level requirement, you must have attained that level in this class first before you can learn that ability. If an ability shows you can use it, you must pay an additional Spirit on top of the initial cost to cast the ability on yourself.

Critical Maneuver (10th Level Required). As an action, you can spend 3 Spirit to target a creature within 15 feet of you and ensure they more easily land critical hits when they get a roll of 18-20. This lasts for 1 minute.

Disarming Spirit. When a creature is hit by another creature that you can see, you can spend 1 Spirit and use a reaction to disarm a creature within 10 feet of you. That creature makes a Strength saving throw, and on a fail, it drops one item of your choice at its feet.

Encouraging Word (6th Level Required). As an action, you can spend 2 Spirit so your encouraging words can give a creature within 15 feet of you advantage on their next skill check.

Exalted Attack. As an action, you can spend 1 Spirit to provide a creature within 10 feet of you with an additional 1d6 damage die. The damage die lasts for 1 minute or until used.

Frightening Spirit (18th Level Required). Unfriendly creatures around you become fully aware of you and your ferocity when they attack an innocent or your fellow adventurers. As an action, you spend 4 Spirit so all unfriendly creatures within 15 feet of you must make a Wisdom saving throw. On a failed throw, those creatures are frightened until the end of their next turn.

Lend Spirit (18th Level Required). You can spend 5 Spirit to provide your spiritual energy as an action to a creature of your choice within 20 feet of you. You subtract an amount up to 4 from any of your abilities, such as Strength, and then add that amount to that creature's same ability. This ability lasts 1 hour, until you or the other creature falls unconscious, or that creature leaves your view.

Spirit Light. As an action, you can spend 1 Spirit and provide a ball of light that hovers over yours or a creature's head. The ball of light is able to provide bright light within a 30-foot radius and dim light for an additional 20 feet for 1 hour. The light can be any color you wish. The spell ends when you dismiss it or cast the spell again.

Spirit Link. You can spend 1 Spirit to link minds with all friendly creatures you can see as a bonus action to relay information to each other. This lasts 1 hour and must be in the same plane of existence. All interaction is done in the creatures' minds and no one around can hear what's being said.

Spirit Shield (6th Level Required). You can spend 2 Spirit and provide a creature you see within 15 feet of yourself a shield of energy made by your Spirit as an action. This shield provides the creature with +2 AC for the next 1 minute.

Spirit Vision (18th Level Required). As an action, you can spend 4 Spirit to be able to provide a creature within 30 feet of you Truesight for 10 minutes in a 20-foot radius. This effect wears off if you or the creature falls unconscious.

Spirit Weapon (6th Level Required). For the next 2 turns, you can spend 2 Spirit to use an action to provide your Spirit to a creature's weapon you can see within 15 feet. That creature's weapon now does force damage on top of the weapon's normal damage type. On a hit, that creature takes the weapon's normal damage + 1d6 force damage and must make a Strength saving throw. If failed, the creature is knocked back 5 feet also. The target uses your Embolden save DC. This also counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Waking Spirit (10th Level Required). As an action, when a creature you can see falls unconscious, you can spend 3 Spirit. That adventurer can make a Constitution saving throw to have you awaken them with 2 hit points. If they fail, the creature remains unconscious but this does not use one of their death saving throws.

Warning Shout (10th Level Required). You can spend 3 Spirit to use an action to provide a creature within 10 feet of you advantage on their next saving throw.

THE AEGIS, DEITIES, AND THE FORCES OF NATURE

The Aegis is a being who has been affected by some major event in their life that was caused by the worship of some deity or force of nature itself. This event caused the individual to search for something outside of common teachings, and in that search, did find some type of proof that there is in fact something more. A single being who seems to pre-date all of the deities, including the multiverse, and who even created all of the forces of nature, in which many beings feel that nature itself is its own entity that is somewhat divine in a way.

Whatever that proof may have been, whether that be ancient hieroglyphics, a long lost scroll, or even a direct vision of the past and what may lie in the future, that proof was more than enough to bring you to a place of absolute belief. This extremely strong belief in itself has also given the Aegis a connection with whomever that being may be, but using the Aegis' own life and spirit, the Aegis can tap into a power that lets the Aegis react when protecting others with an almost uncanny knowhow, push others beyond limits they never knew they could surpass, and even project that spirit as a martial energy to move their foes.

Along with the proof that the Aegis searches for their whole lives, they also tend to research the other religions and history as well so they can find missing bits of information, hidden messages, or even evil truths that others have missed so that they can prove the knowledge they've found and they believe in is fact. Because most also shun the Aegis because of their direct opposition in belief to a majority of living beings, they tend to be on their own a majority of the time and thus, have become accustomed to the use of many artisan tools, and are extremely intelligent. Older Aegis are even wiser than they are intelligent most times, but all are hardy.

SPIRIT HEALER

Beginning at 6th level, your mastery with poultices and the application of them is perfected. You now only take 30 minutes to search for ingredients and create poultices, and now create an amount equal to your Intelligence modifier times two. You can now also apply poultices during battle to heal yourself or a creature, but it uses your turn. On top of their healing properties, your poultices can now heal poison and disease as well.

PROUD SPIRIT

At 10th level, you become so proud of those around you, any time a creature in your party kills another creature, you gain back 2 Spirit. The creature in your party that made the kill must have been Safeguarded by you the turn before the kill, however.

PROJECT SPIRIT

At 18th level, you can now project your spirit as a controllable force that can perform any of your Embolden abilities, as well as simple tasks, until the power ends. It has AC 15, 2 hit points, and cannot attack.

Once on each of your turns as a bonus action, you can mentally command your spirit to move up to 20 feet and interact with a creature or object. The spirit can perform simple tasks that you yourself could do, such as fetching things, cleaning, mending, cooking, lighting or putting out a fire, and even use tools you're proficient with and create poultices, as well as apply them.

As soon as you give the command, the spirit will perform the task until it is complete and wait for your next command. If you would command the servant to perform a task that would move it more than 70 feet away from you, the power ends.

Any poultices your spirit uses are taken from your own amount, but any that it makes are also added to that amount. Any Embolden abilities this projection uses also use your Spirit points as well. This ability lasts for 1 hour, or until you dismiss it. Dismissing your Spirit can be done as a bonus action you can take on your turn.

PATH OF DISPLACEMENT

Most Aegis see protecting others as ensuring that they get in between the enemy and those who they are protecting. Other Aegis see protecting others as simply ensuring that the enemy gets no where near your fellow adventurers in the first place. These Aegis use their Spirit to create a type of martial energy that allows them to use force to push and move their enemy. They have learned to harness this energy in different ways, such as small explosions, energy balls, and burning beams, just to name a few.

MASTER OF FORCE

When you choose this path at 3rd level, you learn to harness your Spirit to create a force that allows you to move your enemy at will. This path requires you to spend your Spirit points each time you use an ability.

You can pick two Spirit abilities of your choice, which are detailed in the "Spirit abilities" section below. You learn one additional Spirit Ability at 6th, 10th, 18th, and 20th level.

Whenever you learn a new Spirit ability, you can also replace one Spirit ability you know with a different ability.

Casting Spirit Abilities: To cast one of the Spirit abilities, you must have the required Spirit cost available and have a spirit focus present on your character at the time of casting, but do not need to be holding the spirit focus. This can be anything like a book, a relic, or at the DM's permission, a memory.

You do not need to have your hands free to use these abilities if you are using a shield and/or a one handed weapon.

Spirit Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spirit Attack Modifier = your proficiency bonus + your Wisdom modifier|

SPIRIT ABILITIES

The Spirit Abilities are presented in alphabetical order. If an ability shows a level requirement, you must have attained that level in this class first before you can learn that ability.

Blinding Spirit. As an action, you spend 1 Spirit to cause a flash of radiant light in a 15-foot radius around you. Up to 2 creatures of your choice make a Constitution saving throw. On a failed throw, those creatures are blinded for the next two turns.

Guided Spirit Ball (6th Level Required). You concentrate your energy into a single ball. As an action, you can spend 2 Spirit to target any creature you can see within 20 feet of you. Make a ranged spirit attack. On a hit, you do 2d8 force damage and that creature is knocked back 10 feet.

Radiant Field (6th Level Required). You can spend 2 Spirit to make the ground radiate in an area of your choice with that Spirit. As an action, you can place a 15-foot cube down in an area you can see. Your Spirit Energy radiates there for 1 minute. Any creature who is in this area on their turn must make a Wisdom saving throw. If they fail, they take 1d10 radiant damage. If that creature rolls a 1-3, they are also frightened until the end of their next turn.

Scatter Beam (18th Level Required). As an action, you can spend 4 Spirit to shoot out 4 beams from your hand at up to 2 creatures of your choice in front of you. Make a ranged spirit attack for each beam. Each beam does 1d8 radiant damage. If all beams hit, all creatures hit take fire damage. Each turn after taking fire damage, all creatures have to make a Constitution saving throw. If failed, the creatures take 1d4 fire damage.

Spirit Absorption (10th Level Required). When you kill a creature with a Spirit ability, you can spend 3 additional Spirit and use a bonus action to consume the last of the creatures spirit energy and regain 1d6 hit points.

Spirit Balls. For the cost of 1 Spirit, 3 small balls of Spirit energy are projected at a target you can see within 20 feet of you as an action. Make a ranged spirit attack for each Spirit Ball. On a hit, each does 1d4 force damage, and if all 3 successfully hit the creature, the creature is knocked back 5 feet.

Spirit Beam. As an action, you can spend 1 Spirit and make a concentrated beam out of that Spirit which can hit a target you see within 20 feet. Make a ranged spirit attack. On hit, that creature takes 1d8 radiant damage.

Spirit Buster (18th Level Required). As an action, you can spend 4 spirit to use both hands to create a giant Spirit ball that you can launch at a target within 30 feet of you. Make a ranged spirit attack. On a hit, that creature takes 3d8 force damage and is stunned. The ball then explodes from that point out in a 15-foot radius. All creatures within that radius must make a Dexterity saving throw. On a failed save, all creatures are knocked back 10 feet and take 2d8 force damage.

Spirit Grenade (10th Level Required) As an action, you can spend 3 Spirit to throw a small ball of your Spirit energy at an area within 15 feet of you. When thrown, the ball of energy explodes within two turns, in a 10-foot radius. If a creature steps in the grid the grenade is in, or if the grenade is thrown directly at a creature, it explodes on impact. All creatures in the area must make a Dexterity saving throw, and on a failed throw, take 2d10 force damage and are knocked back 10 feet.

Spirit Hand Blast (6th Level Required). As an action, you can spend 2 Spirit to make the energy in your hand explode out in front of you. Up to 3 creatures in a 15-foot cone originating from you must make a Strength saving throw. On a fail, you do 3d6 force damage to all creatures hit, and they are knocked back 5 feet as well as knocked prone.

Spirit Optics (10th Level Required). As an action, you can spend 3 Spirit to cause a burning beam to shoot out of each eye towards a creature you can see within 20 feet. Make a ranged spirit attack. On hit, you cause 2d10 radiant damage and you have advantage on your next attack against that creature.

Spirit Wave. You can spend 1 Spirit to make a wave of energy burst out in a 15-foot radius all around you as an action. Up to 3 creatures have to make a Strength saving throw. On a fail, you do 1d6 force damage to all creatures that are hit, and they are knocked back 10 feet.

Ultimate Spirit (18th Level Required). Your entire body is covered in a glowing Spirit shield. As an action, you can spend 5 Spirit to gain resistance to all attacks against you for the next 1 minute. This glow can be any color of your choice.

SPIRIT WEAPON

At 6th level, when you damage a creature with a weapon, that weapon does force damage on top of the weapons normal damage type. On a hit, that creature takes the weapons normal damage + 1d6 force damage and must make a Strength saving throw. If failed, the creature is knocked back 5 feet also. You use your Spirit save DC when calculating the Saving throw DC for the creature. Also, if a creature is knocked back into a friendly creature by Spirit weapon or any of your Spirit abilities, that creature can use a reaction if they already have not done so since their last turn. On this reaction, they can move 5 feet or make a weapon attack against the knocked back target. On a hit, they do that weapons normal damage + 5. On a miss, both creatures take 1d6 Bludgeoning damage. This also counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

SELF REFLECTION

Beginning at 10th level, you gain advantage on all skill checks in which you are proficient. You can also choose for your body to radiate your Spirit as a dim light as well, in a color of your choice, that provides a dim light in a 10-foot radius around you.

PERFECTED SPIRIT

At 18th level, you have learned to perfect your control of your Spirit. You can control your Spirit and energy within yourself, and use a bonus action on your turn to become ethereal for up to 1 minute, but only if you take the bonus action first on your turn.

During this time, you can not be touched or attacked by other creatures, but you are able to interact with yourself and creatures around you. You can move up to your movement speed on your turn while in Perfected Spirit.

You can still take actions, as well as provide Cover/Counter to others while in Perfected Spirit, but this effect ends if you attack a target. You can choose to end Perfected Spirit on your turn as a bonus action.

CREDIT

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