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Maybe you dispatch your enemies from a secure vantage point, draw at high noon, or bring down buildings. You're a master of steel, lead, and gunpowder. A cold, calculating killer who calls thunder down on those unlucky enough to face the business end of your arsenal, you represent the tip of the spear in military innovation.

Starting hit points

You start with 6+CON hit points.

Proficiencies

Armor	Light armor	
Weapons	Simple Weapons, Shortswords, Heavy Crossbows, Hand Crossbows, Firearms	
Tools	Gunsmithing tools	
Saving Throws	Strength, Dexterity	

Skills

Choose 2 from the following: - Athletics - Acrobatics - Animal Handling - Investigation - Insight - Intimidation - Persuasion - Stealth - Sleight of Hand

Starting Equipment

- Either (A) a musket, (B) one revolver, or (C) four pocket pistols
- 20 medieval bullets
- A shortsword or 2 daggers
- Backpack
- Heavy Wrench
- Tinker's Tools
- one 10lb unit of scrap
- common clothes with apron
- pouch of 5GP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice
 Prof = proficiency bonus
 MNVS = Maneuvers

LVL	XP	SD	Prof	MNVS	Features
1	0	1d6	+1	1	Scrap, Smith
2	300	2d6	+1	1	Hit point Increase
3	900	3d6	+2	2	Hit point Increase
4	1800	4d6	+2	2	Second Wind, Hit point re-roll
5	3600	5d6	+2	3	Ability Score Increase
6	6100	6d6	+2	4	
7	9100	7d6	+3	5	Advanced Smith
8	13100	8d6	+3	5	Ability Score Increase
9	22600	9d6	+4	6	
10	44600	10d6	+4	6	Ability Score Increase

Features

Gunsmith Maneuvers

You learn to perform maneuvers from the maneuvers list. The number of maneuvers you know can be found in the list of the maneuvers column.

Scrap

One unit of scrap consists of 10lb of iron, chemicals, and other metal. It can be purchased from most shops for 1GP. During a rest, you may break down metal items into scrap. When you break down a batch of metal items, divide the total weight by 10 to find the number scrap units you get. The remainder is wasted.

Smith

During a partial or full rest, you may craft weapons using scrap. You may not craft cartridges, nor weapons that use cartridges.

Hit point Increase

Your maximum hit points increase by 1d6+CON.

Hit point Increase

Your maximum hit points increase by 1d6+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d6 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Second Wind

You may use your bonus action to take a deep breath and brace yourself for more carnage. You must have at least one stamina die, which you expend by rolling. You heal the rolled amount of hit points.

Advanced Smith

You may now craft cartridges and weapons that use cartridges.

Maneuvers

Humanoid shield

When you grapple a creature and are targeted by a ranged weapon or spell attack, you may use your reaction to add +5 to your AC for the purpose of that attack. If the attack would have otherwise hit you, the grappled creature receives this hit instead.

Execution

When you are within 5ft of an enemy that does not see you, your expertise with gunning allows you to aim to kill. You may make a ranged weapon attack without receiving disadvantage from close range. If this attack hits, you deal an additional 3d8 damage.

Spray and Pray

If firing a weapon with the reload property, you may use your action to make up to three ranged attacks in place of one. Each attack has disadvantage.

Suppressing fire

You use a weapon with at least five shots left in it to lay down suppressing fire. Target a 10 foot cube in range. You fire five times into this area until the start of your next turn. A creature that starts its turn in this cube or enters it for the first time must succeed a DC 15 wisdom saving throw or fall prone and end its turn. If a creature succeeds the saving throw and moves in your line of sight, you may target it with one of your 5 shots. This attack has disadvantage, but forces the creature to remake the wisdom saving throw even if it misses.

Fire around cover

You've learned to blindly fire from behind cover. When you are behind cover from an enemy, you may hold your weapon out of cover and attack with it. When doing so, you receive a -5 to your attack roll. Making an attack this way does not expose you to enemy ranged attacks.

Disarming shot

You're as precise as you are quick. If an enemy is holding an item of any kind in one hand, you may target the item in their hand, incurring a -5 penalty to your attack roll when you do so. On a hit, the target lets go of the item. If it is not attached to them in some way, it falls to the ground.

Called shot

You target a specific body part such as a leg, arm, hand, or eye. At the DM's discretion, this attack receives either a -2 or -5 penalty to the attack roll. On a hit, your damage is applied directly to that body part. This may effect a creature's mobility, senses, or deal an additional 1d8 damage by targeting a vital body part.

Quick draw

If you are targeted by a ranged weapon attack and your hands are empty, you may use your reaction to draw a holstered one-handed ranged weapon and make a ranged weapon attack with it. You may not quick draw weapons that are already drawn, or that are not in a holster of some sort.

Steady Aim

You're good at getting the most out of long barrels. With any two-handed ranged weapon, you may use your bonus action to aim carefully. Doing so grants your next shot this turn advantage.

Dual-wielding

You've learned to wield ranged weapons with both hands. The weapons must be one-handed, but do not require the light property. If one or more of the weapons have the reloading property, you must use an action on the next turn to reload both weapons. You may store or draw two of such weapons at the same time.

Trigger Guard Catch

When a blade(dagger, shortsword, longsword, rapier) targets you with an attack that would hit, you may use your reaction to gain +2 AC for the purpose of this attack by catching the blade in the trigger guard of a weapon that has one (pistol, revolver, hand crossbow). If this blocks the attack, you each may attempt to wrestle the entangled weapons free from the other by making your choice of an athletics or acrobatics check. Whoever succeeds retains their weapon and knocks their opponent's weapon onto the ground.

Bayonet

On a two-handed crossbow or firearm, you may now install a shortsword as a bayonet. When wielding a weapon equipped with a bayonet, you are able to defend against approaching enemies. When a creature that you can see enters a range of 10 feet of you, you may use your reaction to make an melee attack at them. This attack uses your strength modifier and deals 1d8 piercing damage on a hit.

Army Crawl

Your ranged attacks no longer suffer disadvantage from being prone, and while prone you may now take the dash action to move your normal speed.

Corner Shot

If you are behind full cover, you may peek out one side in order to make a single attack against an enemy. This will trigger held actions to attack you with ranged weapons, but you will still have half cover from these attacks. Using this ability does not require movement.

Double Tap

After hitting an enemy with a ranged attack using a weapon that still has more ammunition, you may use your reaction to fire an additional time. You cannot use double-tap if you have fired more than once already on this turn.

Action Surge

You may now expend a stamina die take one additional action this turn. You may only use action surge once per turn.

Firearms

Item	Damage	Range	Ammo	Scrap	Weight(lb)	Properties
Pocket Pistol	1d8	30/90	1	2	2	Light, Reloading
Pistol	1d10	30/90	1	5	3	Reloading
Musket	1d12	40/120	1	20	10	Two-handed, reloading
Revolver	1d10	30/90	6	50	3	Reloading
Shotgun*	2d8	30/90	1	35	6	Two-handed
Bolt-action Rifle*	2d10	100/500	5	50	8	Reloading, Two-handed
Harmonica Gun	1d12	40/120	10	50	10	Reloading, Two-handed
Crank Gun*	1d12	40/120	300	500	100	Burst Fire
Medieval Bullet(20)				4	2	
Cartridge(20)				4	2	

* Uses Cartridges

Properties

Reloading Property A weapon with the reloading property contains one or more pieces of ammunition. You may expend an action to reload such a weapon up to its full capacity, provided you have enough ammunition to do so.

Burst Fire Instead of a normal ranged weapon attack, a weapon with the burst fire property may fire ten rounds of ammunition in rapid succession on a ten foot cube. Every creature inside the cube must succeed a DC15 dex saving throw or receive the weapon's normal damage. This consumes ten rounds of ammunition. If the creature is beyond the weapon's normal crange, the save is made with advantage. If the creature is within half the weapon's normal range, the creature is hit with twice the weapon's normal damage dice.

Explosives

Item	Scrap	Weight
Bomb	10	1 lb
Dynamite(stick)	12	2 lb
Smoke Bomb	12	1 lb

Bomb

You may use your action to light and throw a bomb at a point within 30 feet. It explodes upon impact. All creatures within 15 feet of the bomb must make a DC15 dex saving throw, taking 3d6 fire damage on a failure and half as much on a success.

Dynamite

You may use your action to throw a stick of dynamite at a point within 30 feet. It explodes on impact. All creatures within 15 feet of the bomb must make a DC15 dex saving throw, taking 3d6 fire damage on a failure and half as much on a success.

You can attach up to 3 sticks of dynamite together. Each stick increases the damage dealt by 3d#####

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Magicians bend the weave to unleash magical energy that they struggle to control. Alchemical processes are what you struggle to control. Novice alchemy is a form of gambling, but after achieving mastery in the art, alchemists can truly achieve stability.

Starting hit points

You start with 4+CON hit points.

Proficiencies

Armor	Light armor	
Weapons	Simple Weapons	
Tools	Alchemy Kit	
Saving Throws	Intelligence, Wisdom	

Skills

Choose 4 from the following: - Religion - Arcana - History - Deception - Investigation - Insight - Persuasion - Stealth - Sleight of Hand

Starting Equipment

- Alchemy Kit
- Dagger
- Backpack

- quill pen
- book
- 2 bottles of ink
- 10 pieces of paper
- 10 candles
- tinderbox
- bag of sand
- small knife
- Fine clothes
- pouch of 10GP

LVL = level
 XP = total eperience points needed for level
 SD = Stamina Dice
 Prof = proficiency bonus
 TN = Techniques

LVL	XP	SD	Prof	TN	Features
1	0	1d4	+1	1	Novice Alchemy
2	300	2d4	+1	2	Lesser Splash Potions, Hit point Increase
3	900	2d4	+2	3	Big Dipper, Quick Brew, Hit point Increase
4	1800	3d4	+2	4	Journeyman Alchemy, Hit point re-roll
5	3600	3d4	+2	5	Ability Score Increase
6	6100	3d4	+2	6	GlassBlower
7	9100	3d4	+3	7	Expert Alchemy
8	13100	3d4	+3	7	Greater Splash Potions
9	22600	3d4	+4	7	Master Alchemy
10	44600	3d4	+4	7	Ability Score Increase

Features

Novice Alchemy

You learn to brew simple potions using the Amateur’s Bubbling Cauldron technique. During each rest, you may spend 5SP of alchemical ingredients to brew a potion using a known technique. You may brew a number of potions equal to your intelligence modifier during that rest. You may use a separate alchemy technique for each potion. In addition to making potions, you may use your alchemy kit to identify a potion. Doing so requires 10 minutes.

Lesser Splash Potions

You learn to temporarily heighten the potency of a potion so that it can be divided up between two bottles. The process requires one action and consumes one stamina die to fuel the magic, but results in two potions. These potions remain potent for 1 minute, after which they lose all potency.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d4 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Big Dipper

Your practice has paid off. You may now dip a weapon or piece of ammunition in a potion using your bonus action.

Quick Brew

You may now spend 10 minutes and expend a stamina die to brew a potion.

Journeyman Alchemy

Above and beyond simply making potions, you've learned to refine your technique by using additives to avoid defects and increase the potency of your potions. You may add 5SP of extra alchemical ingredients to a potion and add 1d6 to your roll for that potion. If your roll is higher than the values in the table, you pick the highest value in the table.

Glassblower

You may now craft 1d12 flasks or 1d4 vials during a rest at a campfire. You may instead produce a single glass arrow, which can be filled with any potion and fired from a shortbow or longbow and which shatters on impact, applying the potion's effect to the target on a hit.

Expert Alchemy

You have further refined your use of additives to better control the output of brewing. When you make a potion, you may now include additives in order to roll multiple times for your technique and pick one of the rolls. Below is a chart of the total number of rolls and cost in ingredients.

Rolls		Cost	
2		1GP	
4		5GP	
6		10GP	

Greater Splash Potions

When you create splash potions, you may now produce four from a single potion, instead of two.

Master Alchemy

You have gained mastery over the field of alchemy. You have learned to copy existing potions, whether they are products of any known techniques or not. When making a batch of potions during a rest, you may expend a potion to produce copies of it. Doing this requires 10GP of ingredients per copy created.

Alchemy Techniques

Amateur's Bubbling Cauldron

Roll 1d4.

+-----+		
roll	potion	
+-----+		
1	Regular Ale	
2	Smelling salt soup	
3	Rat Spit Spirit	
4	Cloud in a bottle	
+-----+		

Healer's Shimmy (Minimum level 2)

Roll a 1d6

+-----+		
Roll	Potion	
+-----+		
1	Nothing	
2	Tekilya	
3	Smelling salt soup	
4	Rat Spit Spirit	
5	Awkward Healing Potion	
6	Amaro Guarire	
+-----+		

The Poisoner's Purple Pantsuit (Minimum level 2)

You've learned to reliably produce a poison that deals 2d4+2 poison damage to those it effects. However, each version comes with a side effect. The effect lasts 1 minute. Roll 1d6

+-----+			+-----+		
Roll	Poison		Side Effect		
+-----+					
1	Black Mamba		hands become snakes		
2	Whiny Squire		voice becomes shrill		
3	Waterworks		uncontrollable sobbing		
4	You wreck-a		strong body odor, cannot hide		
5	Leafy Greens		leaves sprout from body, dealing 1 necrotic damage		

6	painful truth	must succeed private DC 14 WIS save to lie
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Soldier's Courage (Minimum level 2)

Roll 1d6

Roll	Potion
1	Nothing
2	Thorned Potion
3	Cloud in a bottle
4	Spark Fruit Cocktail
5	Thick Skin Potion
6	Hunter Bomb

Tinker's Best Friend (Minimum level 2)

Roll a 1d6.

Roll	Potion
1	Glow paint
2	Skillfull Spirit
3	Super solvent
4	Insane Adhesive
5	Strong Acid
6	Poisoner's Perfume

The Metamorphasis (minimum level 3)

Roll a 1d4.

Roll	Potion
1	Beast folk's Ale
2	Devil's Liquor
3	Doppelganger's brew
4	Growth paint

Restorative Feverdream(minimum level 3)

This technique guarantees a potion that provides 2d4+4 healing, but also a side effect. The side effect lasts for 1 hour.
Roll a 1d6

Roll	Potion	Side Effect
1	Affection Aperol	You feel unusually affectionate
2	Angel's Delight	You sprout feathery wings and a halo
3	April Rain	A tiny rain cloud hovers over your head
4	Aura in Me	Your body glows a color of your choosing
5	Black Cat	You involuntarily meow while talking
6	Burning Bush	If you have hair, it turns bright red, orange, and yellow

The One Slipper Jim (minimum level 3)

Roll a 1d6.

Roll	Potion
1	Nothing
2	Speech Bubble Tea
3	Invisible Brandy
4	Bullseye light potion
5	Glow paint
6	Ethereal Liquer

The Figure Eight With Wrist Action (minimum level 4)

Roll a 1d20 and add your intelligence modifier and proficiency bonus.

Roll	Potion
1-5	Nothing
6-10	Smelling salt soup
7	Mundane Strength Potion
8	Light Beer
9	Skillfull Spirit
10	Bullseye light potion
11	Strong Acid
12-15	Dragon Salsa
16	Stone Skin Syrup
17	Potion of shrinking
18	Doppelganger's brew

19	Beast folk's Ale	
20	Devil's Liquor	
21	The Tremendous Gulp	
22-25	Necromancer's Pickle Brine	
+-----+		

The Drunken Chaotician (minimum level 4)

This produces a potion of chaos each and every time.

Potions

Rat Spit Spirit

This clear liquid smells strongly of turpentine. If thrown, it creates a puddle that fits inside a 5 foot square. When thrown at a creature, it breaks on impact and soaks them. Lighting the spirit with fire damage or tinder box causes the spirit to ignite in blue flame, dealing 2d10 fire damage

Hunter Bomb

This bottle of dark, licorice-smelling liquid comes with a much smaller vial of effervescent sweet liquid. When mixed, the substance becomes highly unstable. If the bottle is not thrown within one minute of mixing, it will explode. If thrown at a creature within 30 feet, it will cause an explosion of fire that expands outwards in a 15 foot sphere, causing every creature inside to make a DC 15 dexterity saving throw. On a failure, they take 3d6 fire damage, or half on a success.

Invisible Brandy

When you shake the bottle, it sloshes, but you swear you can see nothing inside. Do not try to sell this without letting the buyer shake it for themselves. If you drink this potion, you become invisible for one minute.

Amaro Guarire

This pungent, dark liquid is bitter tasting and supposedly good for your health. When you consume it, you gain 3d10 hit points and make a DC 14 constitution saving throw. On a failure, you lose one stamina dice.

Speech Bubble Tea

Filled with tapioca pearls, this fruity drink bestows powerful hallucinations. After consuming this potion from its thick straw, you can see speech bubbles with written words on them every time someone speaks. You can differentiate voices in a crowd this way, and if someone speaks a language you do not know, the symbols for that language still appear, allowing you to write them down for later translation. If you watch from a distance of up to 300 feet, the speech bubbles will grow and be easy for you to read. Past that no speech bubbles appear. This lasts for 1d4 hours.

Poisoner's Perfume

This bright pink liquid carries a strong floral aroma similar to roses. As good as it smells, it has high concentrations of cyanide and arsenic. The poison tastes slightly bitter, and if consumed will deal 5d10 poison damage. You may dip up to ten pieces of ammunition in this perfume, or pour half the bottle out onto a melee weapon that deals piercing or slashing

damage. The coating lasts for one minute, and the first attack with a coated weapon deals an extra 2d10 poison damage if it hits.

Tekilya

A dead worm sits at the bottom of this extremely bitter spirit. If you drink it, you gain 3d8 maximum hit points for 1 minute. At the end of the duration, your maximum hit point returns to normal and you take 3d8 poison damage.

Ethereal Liquer

When you look into this potion, you can faintly see tiny glowing dots swimming around in it. Drinking this potion causes you to phase into the ethereal plane for 1 hour, after which you are returned to your previous plane of existence. Make a DC 14 constitution saving throw. On a failure, you are tipsy.

Smelling salt soup

This potion requires an carrot and potato to stew, and is a full meal in itself. If someone is unconscious or making death saving throws, splashing them with this liquid causes them to awaken with 1 hit point.

Cloud in a bottle

This bottle of black liquid is activated by dropping a pinch of reagent power in. When you activate this potion, pressure begins to build in the bottle. If you wait for 1 minute, the bottle will build pressure and explode wherever it is. You may instead throw the potion up to a range of 40 feet, setting off the potion on impact. In either case, the potion creates a dark storm cloud that fills a 20 foot cube. The cloud heavily obscures any creature behind or inside it. The cloud lasts for 1 hour. Throwing salt into the cloud will cause it to darken and discharge lightning. Every creature inside the cloud at this time must make a dex saving throw. On a failure they take 2d6 lightning damage. On a success, they take half as much. The cloud then disappears.

Spark Fruit Cocktail

This yellow liquid has a strong citrus smell and gives off a static discharge occasionally. This potion tastes refreshingly sweet and fruity. Drinking it allows you to conjure static electricity from your hands for one minute. In that time, any unarmed melee attacks and weapon attacks with a metal weapon confer an additional 1d6 lightning damage.

Thorned Potion

A thorn floats in some light green liquid. It tastes strongly of grass clippings and humus. For the next minute thorny vines sprout from your arms and you may use the thorn whip cantrip, found in the Spell Compendium Volume 1, at will.

Bullseye light potion

After consuming this potion, your insides glow brightly. If you open your mouth, you produce bright light for 60 feet, and dim light for 60 more feet in a narrow area. Your nostrils glow faintly, giving away your position in darkness.

Awkward Healing Potion

The scent changes depending on who drinks this clear liquid. Some smell lemon, while others smell rotting eggs or fresh watermelon. It's utterly awkward to see the effect this potion has when poured on the ground in a crowd. Fortunately the flavor is that of pure water. Consuming this potion heals 1d4 hit points.

Mundane Strength Potion

This potion is grey, scentless, and flavorless. When consumed, your muscles grow. Your strength modifier increases by +2 for the next minute.

Thick Skin Potion

Shake well, as this potion tends to grow large waxy chunks if left on the shelf for long. When you drink this potion, your hide grows tough and you gain +2 AC for the next minute.

Strong Acid

The symbol for this potion is a flexing arm, but that's entirely misleading. You can use a strong acid for many things, but it can be thrown up to 20 feet. On a hit, the target is burned by this dark green fluid and receives 3d6 acid damage.

Super solvent

All glue, paint, and dye that comes into contact with this substances is dissolved immediately. It is also slippery, and can be used to slick up smooth surfaces. Super solvent is completely safe to the touch, making it useful for applications where damage is not desired. Do not consume super solvent. Aside from it's bitter taste, consuming it will cause the creature that consumed it to become poisoned for 1 hour, during which they will experience nausea, heartburn, indigestion, upset stomach, and diarrhea;

Insane Adhesive

This adhesive may join two objects together and withstand a force of 200 pounds. Once it has adhered, only super solvent or a strong acid can dissolve insane adhesive. If thrown on the ground, it creates a 5 foot by 5 foot puddle that lasts for one minute. Any large or smaller creature that steps on this puddle must succeed a DC 16 strength save, or their movement is reduced to 0. They may use their action to make this save again.

Glow paint

This liquid, once spattered on a target, will illuminate them and allow them to be targeted in complete darkness as if in bright light. The paint can also be used to mark walls. An entire flask of glow paint can be shattered on the ground to create a 10 foot square. If a creature steps on this square, they can be targeted by spells that require sight, and can be targeted by normal attacks as if in dim light. An invisible creature that steps in a puddle will produce glowing footprints that can be tracked, allowing attacks to target them with disadvantage.

Growth paint

A creature coated in this paint will grow two sizes larger. This effect lasts for one hour. In such a state, damage from weapon attacks increases by 1d4. One jar has two uses, or one if thrown when full. If the creature is trapped in a confined space when they are grown, they will receive 4d8 bludgeoning damage and be restrained for the duration.

Potion of shrinking

A creature coated in this paint will shrink down by two sizes. In such a state, damage from weapon attacks decreases by 1d4 to a minimum of 1 damage. The effect lasts for one hour.

Potion of chaos

When one consumes this potion, they roll a 1d20 and receive the corresponding effect: 1. Become poisoned, receive 1d20 poison damage 2. Receive 1d20 poison damage 3. For the next 1d4 days, you will cough up demonic larvae at night 4. You produce radioactive flatulence. Every creature within 30ft of you must make a DC 17 con save, receiving 2d8 radiant damage on failure and half as much on success 5. You contract malignant lycanthropy 6. You can only communicate through song for the next 1d4 hours 7. You begin to perceive the sounds of plants screaming in pain when stepped on or eaten for the next 1d4 hours. 8. For the next 1d4 days, the tears you produce can cure any infection or curse. 9. Your hair falls out, then regrows in a new color. 1d4 (red, green, blue, white) 10. You experience mitosis, splitting into two exact copies of your original self. 11. A devil appears from a portal, ready to make a magical contract with you. 12. For the next 1d4 days, you are transformed into a random animal. 1d10(frog, mouse, owl, cat, fox, dog, bat, bear, lizard, cow) 13. Your voice booms. You can be faintly heard from one mile when speaking, and when you shout, all creatures within 100 feet must make a DC 15 con saving throw or take 1d20 thunder damage. Creatures may use a reaction to drop whatever's in their hands and cover their ears to give themselves advantage on such a check. 14. You sprout claws and sharp teeth for the next 1d4 hours, and your unarmed attacks with them deal 1d6+strength damage. 15. Your sense of smell increases, granting you 20 feet of blind sight for the next 1d4 hours. 16. For the next 1d4 hours, you can see sounds, effectively doubling your hearing range. 17. Your eyes charge up a beam(use wisdom for the attack roll) which deals 2d8 radiant damage on a hit. 18. A swarm of angry bees emerges from your nostrils, mouth, and ears. It may attack one creature within 30 feet +8 to hit and deal 2d8 poison damage on a hit. 19. Heal 3d8 health 20. Remove one harmful effect on you and heal 3d8 health

Doppelganger's brew

When you drop a physical piece of a medium or small-sized creature into this liquid, it fizzes and froths, activating. Drinking the brew will cause you to transform to be physically identical to that creature. You remain this way for 1d4 days, unless your hit points are reduced to or below 0.

Light Beer

This evervescent amber liquid tastes strongly of hopps and yeast, and causes mild belching. For 1d4 hours, your feel nearly weightless. This grants you the ability to jump thirty feet into the air, and grants a climbing speed equal to your movement speed. You fall at a rate of 5 feet per six seconds, and do not take fall damage.

Beast folk's Ale

This dark, bitter liquid has a powerful odor of wet fur. You may add the hair, feather, mucus, or scale of one beast to activate the potion. Drinking the concoction will transform you into a beast folk version of this beast for the next 1d4 days. Alternatively, you may instead add one drop of your blood to activate the potion. When activated with blood, it is only effective for the creature whose blood was added, the animal is selected randomly, and the effect is permanent. Roll a 1d10 1. Field Mouse 2. Long-eared Bunny 3. Arctic Fox 4. Timber Wolf 5. Black Bear 6. Bald Eagle 7. Bullfrog 8. Salmon 9. Mountain Lion 10. Bison

Devil's Liquor

This blood-red liquid is always warm to the touch. When you drink it, your skin turns the same shade of crimson, you grow a spade tail, and horns grow from your head. Unarmed attacks with your horns deal 1d8 piercing damage. Wings sprout from your back, granting you a 30 foot flying speed. In addition, you gain sight in pure darkness up to 120 feet as your eyes grow completely black. You may create magical contracts with willing creatures that will last after the effects of this potion end. The potion lasts 1d4 days, and at the end your hit points drop to 0 and you begin rolling death saving throws. On three successes, you awaken 1d4 hours later in your prior form. If you instead accumulate three failures, you awaken 1d4 hours later permanently transformed as a devil.

Stone Skin Syrup

This thick, smokey, sweet concoction causes your skin to turn to stone. For the next minute, you are resistant to all non-magical physical damage.

Dragon Salsa

A chunky mixture of stewed peppers, tomatoes, and spices, dragon salsa serves as a full meal. The default element is fire, but you may add an extra ingredient to change the element. Iron dust grants lightning, lemon grants acid, some mint for cold, and a small piece of nightshade plant grants poison. For a minute after consuming a jar of the salsa, you may perform a breath attack. As an action you create a 15 foot cone of breath. All creatures within must make a DC 15 dexterity saving throw, taking 3d6 damage of the element you selected, or half as much on a save.

Necromancer's Pickle Brine

If you listen carefully, you can hear whispering coming from this salty, sour liquid. Submerging a dead tiny creature or a severed limb along with a hair from your body in a jar of this fluid for one day will cause the creature to re-animate as an undead version of itself. It shares your turn in initiative. When it's within 100 feet of you, you can use your bonus action to command the creature to move up to 30 feet and make an attack(+5, 1d4 piercing on hit). It has 8 AC and 1 hit point.

Skillfull Spirit

This clear liquid can take the paint off a wall, and it burns the whole way down. A flask of the stuff has ten charges. When you take a shot of this spirit, you receive advantage on the next skillcheck you make within 1 minute. Make a con save, DC 14. If you fail, you become intoxicated.

The Tremendous Gulp

This flask of sugary fluid produces a powerful rush. For the next 1d10 turns, your movement speed doubles, you gain an extra action, and your AC increases by +5. When the potion wears off, powerful side-effects set in. Side effects include reduced vision, halved movement speed, and disadvantage on all attack rolls.

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Your mind extends beyond itself, an invisible appendage that allows you to reach farther than your arms, see farther than your eyes, and to peer into and trifle with the minds of others. There is no outward evidence of your difference, and it is unclear whether you will ever meet someone similarly-minded.

Starting hit points

You start with 4+CON hit points.

Proficiencies

Armor	Light Armor, Shields	
Weapons	Simple Weapons	
Tools	None	
Saving Throws	Wisdom, Charisma	

Skills

Choose two from the following: - Acrobatics - Animal Handling - Athletics - History - Insight - Intimidation - Perception - Survival

Starting equipment

- Dagger
- Backpack
- Common clothes
- 5lb sack of wheat
- pouch of 5SP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

PD = Maximum Psionic Die size for level

SL = Spell Level

LVL	XP	SD	Prof	PD	SL	Features	
1	0	1d4	+1	--	0	Invisible Hand, Silent Voice	
2	300	2d4	+1	D2	1	Psionic Guidance, Hit point Increase	
3	900	3d4	+2	D4	1	Psionic Spellcasting, Meditation, Hit point Increase	

	4		1800		4d4		+2		D4		1		Psionic Ability, Hit point re-roll	
	5		3600		5d4		+2		D6		2		Ability Score Increase	
	6		6100		6d4		+2		D6		2		Psionic Ability	
	7		9100		7d4		+3		D6		3			
	8		13100		8d4		+3		D6		3		Psionic Ability	
	9		22600		9d4		+4		D8		4			
	10		44600		10d4		+4		D8		4		Ability Score Increase	
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Features

Invisible Hand

When you concentrate, you can use your action to conjure force in the form of an invisible hand. This hand has a range of 30 feet and can lift no more than 10lb. The hand can be active for up to one minute.

From higher levels When cast as a first level spell, the range increases to 60 feet, it can carry 50lb, and you may attack with it to deal 1d4 bludgeoning damage. Wisdom is the ability used for melee attacks with your invisible hand. You are proficient with your invisible hand.

When cast as a second level spell, the hand can carry 100lb, grapple, shove, or drag creatures(make a spellcheck in lieu of athletics checks). Attack damage increases to 1d6 bludgeoning and you can wield one-handed melee weapons with it.

When cast as a third level spell, the hand can carry 300lb, grapple or shove large creatures two sizes larger than you, and it deals 2d8 bludgeoning damage.

Silent Voice

You focus on one creature within 120 feet of you and spend your action sending a message to it no longer than 6 seconds. The creature perceives this message in your language, and may reply with a message no longer than 6 seconds.

From higher levels When cast as a first level spell, you may send your message to up to two creatures instead of one. The range increase to 240 feet.

When cast as a second level spell, you may send your message to up to three creatures instead of one, you communicate through solid objects.

Psionic Guidance

You draw from your well of mental guidance to creatures within thirty feet of you. Either as an action on your turn or as a reaction on another turn, you may roll your psionic die as if casting a spell and add the number you rolled to a creature's attack, ability check, skill check, or saving throw.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d4 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Psionic Spellcasting

You have awakened latent abilities. They will grow stronger as you grow further in tune with yourself. Your spellcasting ability is wisdom. To determine the limit of your magical capacity you use a psionic die. At first level, your psionic die is a D2. It increases in size according to the “psionic die” column in the psion table. Spells you cast never need verbal, somatic, nor material components.

Using the psionic die When you cast a spell of first or higher level, you roll a number of dice equal to the spell’s level. If any of these dice roll a 1, your die decreases one size. When you roll a 1 on a D2, you can no longer cast spells this way until you finish a rest. You can cast a spell of a level no higher than half the current size of your psionic die.

Spells Known You know one 1st level spells, and learn one spell each time you gain a level in this class. When you gain a level in this class, you may swap out one spell with another of the same level.

Meditation

When your psionic die’s current size is D2 or higher, you may spend 10 minutes and one hit die to increase it’s size by one. Your psionic die may not be larger than the maximum size for your level, indicated in the class table above.

Ability Score increase

You may increase one ability score by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score past 20.

Psion Spell List

1st

- Propelling Flame
- Psionic Lasso
- Mind Blade
- Missile Wall
- Force Field
- Pyro-Osmosis
- Ice Shield
- Glowing Filament
- Splash Freeze
- Sculpt Ice
- Catapult

- Absorb Element
- Push
- Pull
- Ice Tomb
- Vorpall Snare
- Jump

2nd

- Psionic Bridge
- Water Walk
- Hypnotic Trigger
- Red-hot metal
- Psionic Missiles
- Flying Weapon
- Levitate
- Object of Desire
- Mind Whip[pending]

3rd

- Malevolent Guidance
- Delusion
- Psionic Construct
- Flight
- Enemies Abound
- Force Sphere
- Dispel Magic
- Fast Friends
- Intellect fortress [Pending]

4th

- Ferroform
- Mind Probe
- Dreamscape
- Heart Crush
- Mind Meld
- Psychic Lance [Pending]

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Your battle cry haunts the nightmares of those adjacent to your carnage in battle. You are an instrument of war that channels fury and skill into the art of violence.

Starting hit points

You start with 10+CON hit points.

Proficiencies

Armor	Light Armor, Medium Armor, Heavy Armor, Shields
Weapons	Simple Weapons, Martial Weapons
Tools	None
Saving Throws	Strength, Constitution

Skills

Choose 2 from the following list: - Acrobatics - Animal Handling - Athletics - History - Insight - Intimidation - Perception - Survival

Starting Equipment

- Chain mail or leather armor, longbow, and 20 arrows
- A martial weapon and shield or two martial weapons
- A light crossbow and 20 bolts or two handaxes
- Backpack
- Waterskin
- Traveler's Clothes
- 10 rations
- 50ft rope
- bedroll
- Mess kit
- 10 torches
- pouch of 5GP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

MNVS = Maneuvers

LVL	XP	SD	Prof	MNVS	Features
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	1		0		1d10		+1		0		Warrior's Respite	
	2		300		2d10		+1		1		Maneuvers, Hit point Increase	
	3		900		3d10		+2		2		Hit point Increase	
	4		1800		4d10		+2		3		Hit point re-roll	
	5		3600		5d10		+2		3		Ability Score Increase	
	6		6100		6d10		+2		3		Extra Attack	
	7		9100		7d10		+3		4			
	8		13100		8d10		+3		4		Ability Score Increase	
	9		22600		9d10		+4		5			
	10		44600		10d10		+4		6		Ability Score Increase	
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Features

Warrior's Respite

An army marches on it's belly, and you are no different. You may consume a 2lb quantity of food over the course of 10 minutes and expend one stamina die. Roll the expended die and gain that many temporary hit points, which last until you complete a rest.

Maneuver

You learn one maneuver from the warrior maneuvers list. The maneuvers column shows the number of maneuvers you know at any given level.

Hit point Increase

Your maximum hit points increase by 1d10+CON.

Hit point Increase

Your maximum hit points increase by 1d10+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d10 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Extra Attack

When you use your action to make an attack, you may make two attacks instead.

Ability Score increase

You may increase one ability score by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score past 20.

Warrior Maneuvers

Frenzy

As a reaction when you take damage during combat, you may enter a frenzy. In a frenzy you are resistant to slashing, bludgeoning, and piercing damage. You also have advantage on athletics and strength saving throws while in a frenzy. Your frenzy ends after one minute, or when you begin your turn without taking damage or making an attack in the previous round of combat. When your frenzy ends, you lose one stamina dice to exhaustion.

Stagger Block

As a reaction when a melee weapon attack misses you by 2 or less, you can block the attack with brute force and stagger the attacker. The attacker must succeed a strength saving throw with a DC equal to your passive strength. On a failure, they are staggered, and the next attack against them has advantage until the start of their next turn.

Forced Strike

When your melee weapon attack misses by 2 or less, you may use your bonus action to lock weapons with the targeted creature, and you make a contested athletics check. If you succeed, you force your weapon against their block and deal half damage.

Reckless Strike

When you make the first attack on your turn, you may do so fiercely and without regard for your own safety. When you do, you gain advantage on that attack roll. Until the start of your next turn, attacks made against you have advantage.

Charge

When you move at least 20 feet in a straight line before attacking, your next attack deals an additional 1d8 damage if it hits.

Swift Action

At the beginning of your turn you may fully utilize your swiftness in battle to perform two actions instead of one. When you do so, you must expend one stamina die. You may only use this ability once per turn.

Deflect Attack

If a melee attack would hit by 2 or less, you may use your reaction to deflect the attack.

Violent Grapple Break

When a creature fails an attempted grapple on you, you may make an attack against them.

Zealous Strike

When a creature enters your attack range, you may use your reaction to make an attack against them.

Second Wind

You may use your bonus action to take a deep breath and brace yourself for more carnage. You must have at least one stamina die, which you expend by rolling. You heal the rolled amount of hit points.

Danger Sense

You may use your reaction to confer advantage on a dexterity saving throw when you can see or hear the source of danger.

Fighting Will

You may use your bonus action to expend one of your stamina dice and roll it. You gain that much temporary hit points. Until the start of your next turn, any attack you make receives advantage.

Down, but not out

When you go down, the first death saving throw you make does not expend a hit die.

Enduring Will (minimum level 9)

If you roll initiative and have no stamina dice remaining, you regain one.

Last stand (minimum level 9)

When you take damage that reduces you to 0 hit points and doesn't kill you outright, you may use your reaction to expend all of your stamina dice and remain standing with 1 hit point.

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Some channel the power of the weave by studying symbols. These symbols are known as runes. Once carved, runes contain powerful bindings to the weave that can be invoked to cast spells. The runesmith is one who dedicates their life to the art of the rune.

Starting hit points

You start with 4+CON hit points.

Proficiencies

+-----+	
Armor	None
+-----+	
Weapons	Daggers, Darts, Slings, Quarterstaves, Light Crossbows
+-----+	
Tools	None
+-----+	

| Saving Throws | Dexterity, Intelligence |

Skills

Choose 2 from the following: - Arcana - History - Insight - Investigation - Medicine - Religion

Starting Equipment

- Book of Runes
- Dagger or quarterstaff
- Backpack
- quill pen
- book
- 2 bottles of ink
- 10 pieces of paper
- 10 candles
- tinderbox
- bag of sand
- small knife
- Fine clothes
- pouch of 10GP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

SL = Spell Level

LVL	XP	SD	Prof	Runes	SL	Features
1	0	1d4	+1	0	1	Runebook, Ritual Casting
2	300	2d4	+1	2	1	Runesmithery, Runecasting, Hit point Increase
3	900	3d4	+2	4	1	Extra Cantrip, Hit point Increase
4	1800	4d4	+2	8	2	Runecasting Style, Hit point re-roll
5	3600	5d4	+2	10	2	Ability Score Increase
6	6100	6d4	+2	12	3	
7	9100	7d4	+3	16	3	Runesmithing Technique
8	13100	8d4	+3	18	4	
9	22600	9d4	+4	20	4	Extra Cantrip
10	44600	10d4	+4	24	5	Ability Score Increase

Features

Runebook

You have a book of runes for your spells. You start with four cantrips and five 1st level spells from the runesmith spell list and may add additional spells. Each level you gain, you may learn 1 new spell from the runesmith spell list. If the runebook is lost, a new one can be crafted from 10GP of materials.

Copying Spells You may copy spells from a spellbook or scroll if they are on the runesmith spell list. For every level of the spell you are copying, you require one hour of time and 10GP of paper, inks, and materials. When you gain subsequent levels, you may learn one spell from the spell list at no cost.

Runesmithery

You've practiced with runes and can now inscribe them onto flat stones. You may expend a hit die, rolling it and inscribing that many runes over the course of ten minutes. If you wish to expend more than one stamina die while carving, it takes an additional 10 minutes per stamina die. Each rune you carve requires 2 silver pieces worth of materials needed to make arcane ink. The base number of runes you may have active across all your rune stones at any time can be found in the runes column for your level.

Runesmithing 2nd level and higher spells Spells of higher levels require more more runes. Specifically, the spell level indicates how many runes are required to smith a runestone of that level. A 2nd level takes two runes, a 3rd takes 3, and so forth.

Runesmithing Cantrips Cantrips are smaller spells, and you can fit 6 of them on a single runestone. When you expend a rune to smith a cantrip stone, you may mix and match any combination of 6 cantrips onto it. For instance, you may pick 6 copies of firebolt, or you may have three copies of firebolt and one copy each of minor illusion, minor conjuration, and mold earth.

Ritual Casting

Your knowledge of certain spells allows you to channel magic through their runes through ritual. You may cast any spell marked as a ritual using ritual casting. When you do so, the spell's casting time increases by 10 minutes. Ritual casting does not consume runes, nor any other magical resources, as the ritual itself powers the cast.

Runecasting

When holding a rune stone in your hand, you may use an action to release the stored spell from the stone. Intelligence is your spellcasting ability. The rune stone you cast with acts as a spell focus, and is consumed after the spell is cast. Your spell DC (difficulty class) is 8+proficiency bonus + intelligence modifier. Your spell attack modifier is proficiency bonus + intelligence modifier.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

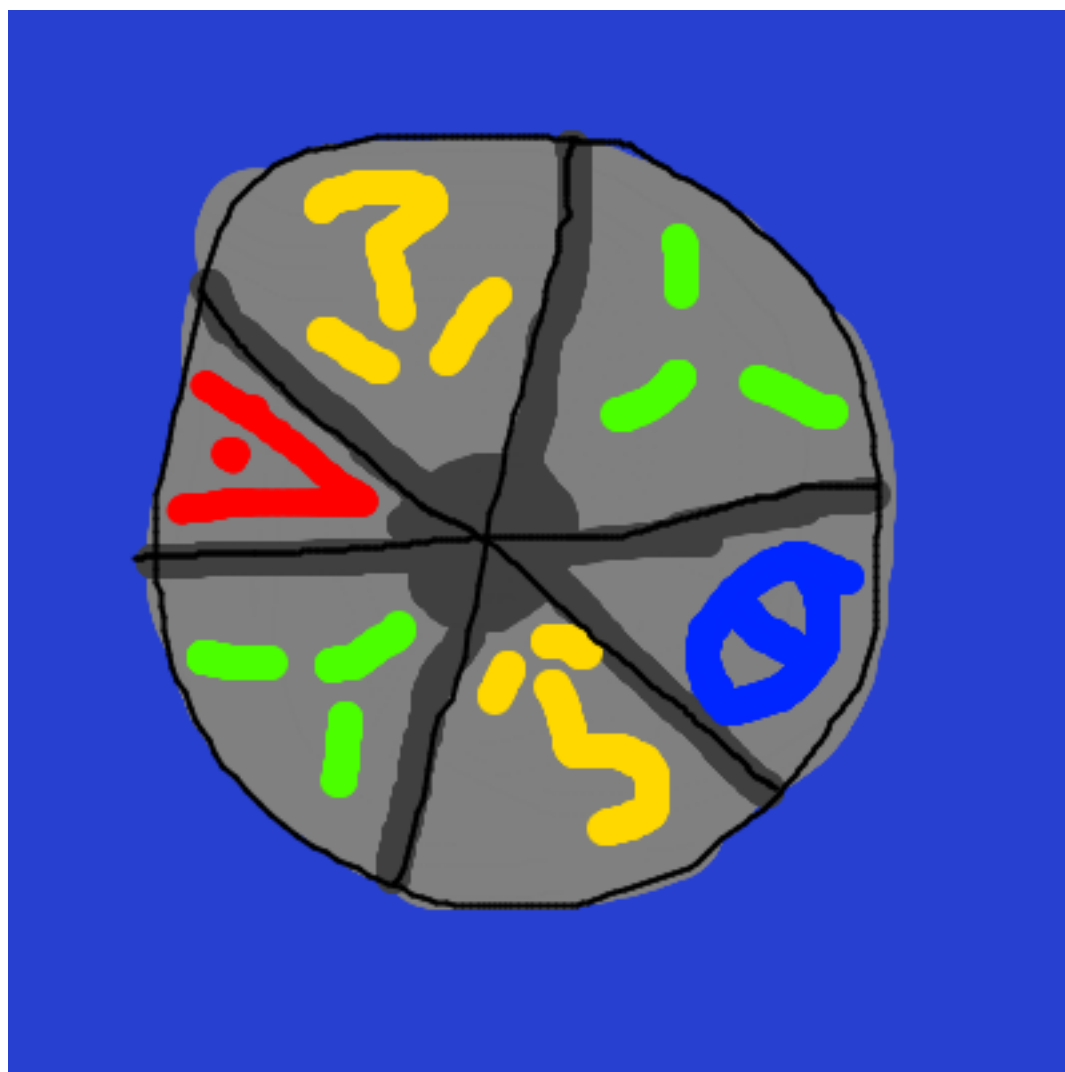


Figure 1: Cantrip Runestone

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d4 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Extra Cantrip

You learn one additional Cantrip from the runesmith spell list.

Ability Score increase

You may increase one ability score by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score past 20.

Runecasting Style

When you reach 4th level, you define your style for the rest of your career.

Spell Hoarder You have an insatiable appetite for spellcasting, and you are constantly reading through the literature. You learn an extra spell, and each time you level up from now on you may learn one additional spell.

Rune Hoarder Your runes are made with a special, more expensive technique that is less taxing to your magical energy. As such, you may smith a number of additional runes equal to your intelligence modifier plus your proficiency bonus. Your runes now cost 5 silver to produce, instead of 2.

Cantrip Savant You have learned to attune gems to your magical aura using a special gauntlet. The gauntlet requires 10GP of materials to produce, and has a slot for a gem on each finger and on your palm. Each gem must be worth at least 5gp in order for you to inscribe a cantrip onto it and insert it into the slot. Each cantrip on your gauntlet can be cast an unlimited number of times. The gauntlet holds up to six cantrips, and only works for your unique magical aura.

Extra Cantrip

You learn one additional Cantrip from the runesmith spell list.

Rune Artisan You have learned to smith advanced rune stones. Each time you carve runes onto a rune stone, you may expend an additional rune to smith an artisinal rune stone with one of the following properties: - Upcast - The spell is cast as if from two levels higher. - Blast - If the spell deals damage, you may reroll the the damage and choose the highest. - Guided - If this spell involves one or more spell attacks, they are made with advantage. - Surge - If the spell forces targets to make a saving throw, they must make it with disadvantage. - Remote - This rune can be invoked from a range of up to 1 mile. Ranged spells that target a point select the runestone's position, or select a random target within range if they target a creature.

Runesmithing Technique

When you reach 7th level, you learn one of the following techniques.

Duplicate Inscription When smithing runes, you may make a duplicate runestone which contains the same spell and requires the same material components, but does not count against the number of runes you've used. After you use this feature, you may not use it again until the runestone and it's duplicate have been cast.

Glyph You may now draw glyphs, which can be drawn on any 10ft square surface (which it exactly covers) and use 5gp of alchemical ink. Drawing time is 10 minutes per spell level, ranging from 10 minutes for a 1st level spell, to 1 hour for a 5th level spell. The runes spent to make a glyph do not count toward your total number of glyphs, and the glyph remains dormant until activated or destroyed by smearing the ink. When you draw a glyph, you must specify a trigger. Triggers are simple conditions such as when: - a command phrase is spoken - a creature touches the glyph - the door the glyph is drawn on is opened - the giant the glyph is drawn on moves 5ft - a day passes - the glyph is exposed to light/darkness - the glyph gets wet

A glyph's spell DC is 13 and it's attack modifier bonus is +5. It will target the nearest creature to it, a creature touching it, or else center the spell on itself.

Runesmith Spell List

Cantrips

- Sparking Blade
- Bonfire
- Firebolt
- Prestidigitation
- Light
- Spare the dying
- Thornwhip
- Eye Stone
- Mending
- Minor Illusion
- Earth Whisper
- Phantom Whistle
- Long Ear
- Minute Conjunction
- Touch Light
- Lesser Telekinesis
- Death Grip
- Acid Splash
- Control Flames
- Friends
- Frostbite
- Green Flame Blade
- Gust
- Infestation
- Mind Sliver
- Mold Earth
- Poison Spray
- Ray of Frost

- Shape Water
- Shocking Grasp
- Thunderclap
- Toll the Dead

1st

- Self deception
- Sculpt Ice
- Protection from good and evil
- Magic Missile
- Shield
- Hasty Retreat
- Instant Athlete
- Magic Caltrops
- Catapult
- Vorpall Snare
- Absorb Element
- Beast Aspect
- Identify
- False Life
- Push
- Pull
- Ice Tomb
- Jump
- Detect Magic
- Alarm
- Cause Fear
- Charm Person
- Chromatic Orb
- Color Spray
- Comprehend Languages
- Disguise Self
- Distort Value
- Earth Tremor
- Feather Fall
- Find Familiar
- Fog Cloud
- Frost Fingers
- Grease
- Ice Knife
- Mage Armor
- Ray of Sickness
- Silent Image
- Sleep
- Snare

- Caustic Brew
- Hideous Laughter
- Floating Disk
- Tunderwave
- Unseen Servant
- Witch Bolt
- Burning Hands

2nd

- Blink Step
- Consort With Devils
- Eyeball Zone
- Hypnotic Trigger
- Red-hot metal
- Slime
- Spin Web
- Levitate
- Insight Arrow
- Psionic Missiles
- suggestion
- Hold Person
- Words of Warning
- Walk Through Walls
- Fiendishness
- Channel The Dead
- Object of Desire
- Spirit Barrier
- Enhance Ability
- Gentle Repose
- Locate Object
- Gust of Wind
- Blazing Scorcher
- Water Cannon
- Eathbind
- Arcane Lock [pending]
- Blindness/Deafness [pending]
- Blur [pending]
- Borrowed Knowledge [pending]
- Cloud of Daggers [pending]
- Continual Flame [pending]
- Crown of Madness [pending]
- Darkness [pending]
- Darkvision [pending]
- Detect Thoughts [pending]
- Dragon's Breath [pending]

- Dust Devil [pending]
- Enhance Ability [pending]
- Enlarge/Reduce [pending]
- Flaming Sphere [pending]
- Gentle Repose [pending]
- Gift of Gab [pending]
- Hold Person [pending]
- Invisibility [pending]
- Glowing COin [pending]
- Kinetic Jaunt [pending]
- Knock [pending]
- Magic Mouth [pending]
- Magi Weapon [pending]
- Eathen Grasp [pending]
- Acid Arrow [pending]
- Mind Spike [pending]
- Mirror Image [pending]
- Misty Step [pending]
- Mischief [pending]
- Magic Aura [pending]
- Phantasmal Force [pending]
- Pyrotechnics [pending]
- Ray of Enfeeblement [pending]
- Binding Ice [pending]
- Rope Trick [pending]
- Scorching Ray [pending]
- See Invisibility [pending]
- Shadow Blade [pending]
- Shatter [pending]
- Snowball Swarm [pending]
- Spider Climb [pending]
- Suggestion [pending]
- Mind Whip [pending]
- Vortex Warp [pending]
- Warding Wind [pending]
- Web [pending]
- Wither and Bloom [pending]

3rd

- Cause Fear
- Create Undead Vermin Swarm
- Shadow Magic
- Delusion
- Flight
- Lightning Bolt

- Riddle
- Silent Prance
- Possession
- Tame Beast
- Counterspell
- Rust
- Petrification
- Blazing Trail
- Animate Dead
- Blink
- Clairvoyance
- Dispel Magic
- Enemies Abound
- Erupting Earth
- Fast Friends
- Feign Death
- Flame Arrows
- Gaseous Form
- Glyph of Warding
- Haste
- Hypnotic Pattern
- Force Sphere
- Incite Greed
- Intellect Fortress
- Life Transference
- Magic Circle
- Major Image
- Minute Meteors
- Nondetection
- Phantom Steed
- Protection from energy
- Sending
- Sleet Storm
- Slow
- Speak with dead
- spirit shroud
- stinking cloud
- Thunder step
- tidal wave
- tongues
- vampiric touch
- wall of sand
- wall of water
- water breathing
- tiny servant
- summon X [Pending]

4th

- Stone skin
- Fireball
- Mind Probe
- Summon Devil
- Dreamscape
- Polymorph
- Antimagic Field
- Arcane Eye [pending]
- Banishment [pending]
- Blight [pending]
- Charm Monster [pending]
- Confusion [pending]
- Control Water [pending]
- Dimension Door [pending]
- Divination [pending]
- Elemental Bane [pending]
- Black Tentacles [pending]
- Fabricate [pending]
- Fire Shield [pending]
- Greater Invisibility [pending]
- Hallucinatory Terrain [pending]
- Ice Storm [pending]
- Secret Chest [pending]
- Locate Creature [pending]
- Faithful Hound [pending]
- Private Sanctum [pending]
- Phantasmal Killer [pending]
- Polymorph [pending]
- Psychic Lance [pending]
- Sickening Radiance [pending]
- Stone Shape [pending]
- Storm Sphere [pending]
- Vitriolic Sphere [pending]
- Wall of Fire [pending]
- Watery Sphere [pending]

5th

- Firewall
- Chain Lightning
- Conjure Demon
- Curse
- Raise Undead Horde
- Rune Gate
- Nightmare Gate

- Bodyswap
- Animate Objects [pending]
- Magic Hand [pending]
- Cloudkill [pending]
- Cone of Cold [pending]
- Contact other plane [pending]
- Control Winds [pending]
- Creation [pending]
- Danse Macabre [pending]
- Dawn [pending]
- Dominate Person [pending]
- Dream [pending]
- Enervation [pending]
- Far Step [pending]
- Geas [pending]
- Hold Monster [pending]
- Immolation [pending]
- Infernal Calling [pending]
- Mislead [pending]
- Modify Memory [pending]
- Negative Energy Flood [pending]
- Passwall [pending]
- Plane Binding [pending]
- Scrying [pending]
- Seeming [pending]
- Skill Empowerment [pending]
- Steel Wind Strike [pending]
- Synaptic Static [pending]
- Telekinesis [pending]
- Teleportation Circle [pending]
- Transmute Rock [pending]
- Wall of force [pending]
- Wall of light [pending]
- Wall of stone [pending]

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\ _ _ \ | _ _   # #   \ _ _ / \ _ _ | | \ _ _ | | | _ | \ _ _ | _ _ \ _ _ |
# ##### You have a
habit of looking past limits, be they technical or moral. An insatiable curiosity transforms your life into an
unending pursuit of knowledge.
```

Starting hit points

You start with 4+CON hit points.

Proficiencies

Armor	Light Armor	
Weapons	Simple Weapons, Heavy Crossbows, Hand Crossbows	
Tools	Tinker's Tools	
Saving Throws	Dexterity, Wisdom	

Skills

Select four from the following: - Arcana - History - Investigation - religion - Nature - Insight - Medicine - Sleight of Hand

Starting equipment

- Backpack
- Heavy Wrench
- Tinker's Tools
- one 10lb unit of scrap
- common clothes with apron
- pouch of 5GP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

LVL	XP	SD	Prof	Features	
1	0	1d4	+1	Scientific Instruments, concealed defense	
2	300	2d4	+1	Hit point Increase, Fundamental Truth	
3	900	3d4	+2	Hit point Increase, Old Reliable	
4	1800	4d4	+2	Field of expertise, Hit point re-roll	
5	3600	5d4	+2	Ability Score Increase	
6	6100	6d4	+2	Branch out	
7	9100	7d4	+3		
8	13100	8d4	+3	Capstone	
9	22600	9d4	+4		
10	44600	10d4	+4	Ability Score Increase	

Features

Scientific Instruments

Discovery demands the collection of meaningful data, and you are nothing if not prepared for this. You can maintain on your person a number of scientific instruments equal to $2 + \text{your intelligence modifier}$, minimum of 3 in total. You may choose them from the instruments list. You start with two instruments, and constructing a new instrument requires 5gp of materials arranged over the course of 4 hours with tinkerer's tools. If an instrument runs out of expendable supplies, it requires one hour and 5sp of materials to restore.

Concealed defense

You have learned to disguise a weapon on your person, in case you need defense on short notice. Guards are unlikely to recognize this weapon, nor confiscate it in secured locations. Choose one of the following: - Switchblade shoe (dagger) - Hand puppet concealing a hand crossbow - Cane sword (longsword) - Umbrella with hidden speartip (spear) - Blowgun disguised as flute

Fundamental Truth

You learn one principle that applies broadly to your body of work. This guides your attitudes you use to ask questions and answer them.

Know your enemy When you spend one hour and a stamina die performing an autopsy of a monster's corpse, you gain an intimate understanding of its anatomy. You learn details such as movement speed, resistances, and abilities. With the details fresh in your mind, you have advantage on attack rolls made against this monster. This familiarity is lost when you perform another autopsy, as the new monster takes the place of the old in your mind. You retain facts about it, but lose advantage. Humanoids, slimes, and the undead cannot be targeted with this ability.

Know yourself You refuse to lose yourself in your pursuits. Through self-experimentation and careful training, you unlock your true potential. You gain every feat for your culture, regardless of whether you meet the ability score requirements.

Knowledge for its own sake Your focus on learning to learn, and do so indiscriminantly. This unlocks your true learning potential. When you make an investigation check, you may now add a 1d4 to your roll.

Hit point Increase

Your maximum hit points increase by $1d4 + \text{CON}$.

Hit point Increase

Your maximum hit points increase by $1d4 + \text{CON}$.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d4 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Old Reliable

Through your experimentation, you've finished a prototype weapon for your personal protection. Choose one prototype weapon from the prototype weapons list . You may replace your prototype weapon with a new one by crafting with 20gp of materials during a rest.

Field of expertise

Your studies have lead you to break new ground in research. Choose one field of expertise

Clockwork Expert While gears are simple components, you've managed to extend their reach considerably. You gain access to the new autocrossbow prototype weapon as well as the gear crawler instrument.

Paranormal Expert If your predecessors could only see you now! You've managed to prove the existence of ghosts, ghouls, and other undead creatures. You may now perform autopsies on their corpses. Your gain access to the new Lightning Pack prototype weapon, as well as two instruments: the Soul Trap and arcane sight goggles.

Life sciences expert You become obsessed with the creation of life, and it pays off! You may now perform an autopsy on a medium creature's corpse. When you do, make a DC 15 arcana check. If you succeed, you raise the creature from the dead. They retain all their memories, but are considered undead from now on. Each time you try to raise the creature from the dead again, the DC raises by 2.

Nuclear expert You wield an energy that is invisible to the naked eye, oh except for when it glows green! You gain access to the Magnetron Ray prototype weapon as well as the following instruments: Tritium headlamp and leaded underwear.

Branch out

After achieving expertise, you set your sights on a new interest:

Clanker You gain proficiency in medium and heavy armor.

Psion Adept You gain a Psionic die of D2 from the psion class, and learn two spells from the psion spell list. Intelligence is your spellcasting ability. Your psionic die returns after completing a rest.

Rune Adept You create your own runebook with three first level spells in it, and may expend your stamina die to smith 1d4 runes over the course of 10 minutes. You may have four rules at one time, and each rune requires 5sp of materials.

Alchemist Adept You may expend a hit die and ten minutes and 10gp of materials to brew a potion. You learn one of the following alchemist techniques: - Tinker's Best Friend - Soldier's Courage - The Poisoner's Purple Pantsuit - Healer's Shimmy

Bulk Up You spend time with physical exercise and using carefully crafted supplements, and your gains are epic. You gain +2 to both your strength and constitution ability scores, and your hit points are recalculated as 3d6+(3)CON.

Self-experimentation The board won't approve of projects with humanoid test subjects, but that can't stop you! Roll three times on the table below, rerolling on a duplicate.

Roll	Experimentation Result
1	Fangs that allow you to bite for 1d4+STR piercing damage.
2	A pair of feathery wings that grant a 20ft flying speed.
3	Frog tongue that can snatch items from up to 15 feet away.
4	Abdominal tentacles that can hold and use items.
5	You learn the firebolt cantrip, and can cast it by expending a stamina die.
6	Gorilla arms. You gain advantage on athletics checks using your arms and unarmed attacks deal 1d4 bludgeoning.
7	Telepathy: You can read thoughts from within a 10 foot range.
8	You saw things. Gazing upon the stars fills you with great existential dread.
9	You tragically lose your sense of fashion.
10	You secrete a film of mucus.
11	All the hair below your neckline falls off and does not grow back.
12	Quivering mouths appear on your body. You may eat with them.
13	You sprout long antennae, granting 10ft of blindsight.
14	You lay eggs now. That's a thing.
15	You can taste sound, smell colors, see flavors.
16	You turn cold-blooded and are weak to cold damage.
17	You lose your vision, and instead gain 30ft of blindsight.
18	You turn into a sentient dog.
19	A third eye grows on your forehead.
20	You experience mitosis, creating an identical evil twin.

Capstone

Now that you've proven those idiots wrong and made a name for yourself, you make your greatest achievement yet.

You need a good blaster at your side, kid You learn to produce the blaster weapons used at the end of the Dwarven age. The chart below shows the gold amount needed for materials for each experimental weapons system. Each item requires one hour of time crafting per each 10GP of materials. See the Blasters list at the bottom of the class description for information on each item.

Item	GP materials
Blaster Pistol	100
Blaster Scattergun	120
Blaster Submachine Gun	120
Blaster Rifle	200

Blaster Machine Gun		300	
Long Blaster		400	
30 Blaster Shells		50	
+-----+			

It lives! You create an artificial lifeform, an amalgam of corpse parts that comes together to make one whole. The creature has the following stats. They inherit your weapon and armor proficiencies, and may use your gear if you lend it to them.

Creation
This artificial lifeform is of your design, cobbled together from body parts.
Huge Aberration
HP: 26(4d8+6)
AC: 12(tough hide)
Speed: 30ft
|STR|DEX|CON|INT|WIS|CHA|
| 17| 12| 12| 16| 4| 10|
Attacks:
Slam +4 1d8+3 bludgeoning

We need to go back You have learned time mechanics, albeit it's trickier than it looks. Expend 8 hit dice to open a portal in time, which can go as far back as a week. The portal remains open for one week, and once it closes, strands you in the past. Your party may follow you through the portal, but other creatures may as well for as long as the portal remains open.

Hang 10! You have developed a board that hovers up to 15 feet off the ground, granting you a flying speed of 30ft. Flying past another creature does not provoke an attack of opportunity.

Now you're thinking with portals! You have developed a 15lb gun which creates an orange or blue portal on smooth surfaces at least 5x5ft square. When both portals are deployed, one may pass into one and out the other, preserving momentum.

Life, uh, finds a way You may now construct cloning vats, which require 500GP of materials each. Using a drop of blood, bone fragment, or other biological sample of a creature, you may now grow a clone of that creature. Aging can be accelerated up to ten times normal speed, and the clone may be held in stasis for up to 500 years before the power source of the cloning vats gives out. Once a clone is adult maturity, you may transfer a creature's memories to it, allowing you to use the clone as a replacement for yourself or another creature.

You're on a rampage! You may now expend 15 stamina dice, accruing a deficit in order to transform. Your size becomes huge, and you have 50 hit points. Your speed is 50ft, you have a climbing speed of 30, and your unarmed attacks deal 3d8 bludgeoning damage. Your form resembles one of the following animals: ape, lizard, rat, rhino, crab, wolf. Refer to the lycanthrope's flowchart in order to determine how you behave. The GM might request control during transformation. The form lasts up to 8 hours, or until you reach 0 hit points. When the transformation ends, you transform back to your normal form, naked and unconscious. For every 8 hours you spend unconscious, you regain one stamina die. During this time, you still lose stamina dice from skipping food or drink. Others may put you in a comfortable bed or give other amenities to you while you are out, speeding up your recovery.

Instruments

Soul stealer

Named by it's detractors, this device consists of a sheet of silvered paper inside, an aperture on the front, and a pan of flash powder. When the pan is lit and the aperture opened, the image of whatever is in front if captured permanently on the paper.

Dermal analyzer

A clear adhesive strip made from flexible resin used in conjunction with fine talc powder allows for fingerprints to be accurately collected from any smooth object, or from the finger. By comparing two samples side-by-side, it's possible to positively identify a creature's fingerprints.

Screecher

This vinyl cylinder is locked into case that houses a funnel for both playing or recording up to one minute of audio. The screecher can be set with up to a minute of delay before it begins playback.

Flameless torch

This 10lb device contains a vacuum tube with a fillimant that glows brightly when excited by electricity sourced from an internal battery source. The battery lasts one hour, but can be wound up over the course of ten minutes. The case not only protects from falls up to 15 feet, but allows the device to operate while fully submered in water.

Earscope

Simply insert the end-tubes into your ears, and the metal plate on the end will allow you to listen carefully to quiet sounds such as internal organs or conversations taking place on the other side of a door. Use with discretion, as loud sounds coming through the Earscope are painful.

Chemical Analysis Kit

Coming in a feather-light 20lb, the chemical analysis kit consists of a folding table equipped with bunsen burner, fuel source, and flasks of various chemicals. This kit has 10 charges, after which it must be restored. It takes 10 minutes to analyze a sample, but multiple charges can be used at once to test for multiple Analyzing a sample allows you to detect the presence of many substances: - blood - gunpowder - genuine gold - copper - iron - lead - potassium - common poisons - ectoplasm

Orientation box

This case contains a few special rocks floating in a heavy fluid. Each has an arrow carved on it. A lodestone is grey and always points north, or towards a nearest deposit of iron. The soulstone is black and always points towards South, or to a nearby source of undead energy. The light stone is bright white, turning according to the time of day and is accurate to the hour.

Micro lens

When one peers through this lens, they may see great teaming masses squirming in a drop of water, or the surreal structures compriasing a leaf. Keen observations of mineral composition and grain can be acquired by close observation.

Macro lens

The mysteries of the night sky are amplified ten fold by looking through this device. Likewise, objects at great distances can be observed in great detail. With a direct line of sight, one may make out the face of a medium sized creature a mile away. One may also count the craters on the moon.

Spirit Trap (Requires Paranormal Expert)

This trap can be thrown on the ground and opened. Any undead spirit within 30 feet with less than a fourth of it's hit points will instantly be sucked up into spirit trap, which can contain up to three spirits before it is full. The spirit trap can consume a trapped spirit to instantly restore a charge to the lightning pack.

Arcane Sight Goggles (Requires Paranormal Expert)

These goggles allow you to see spirits, even when they are invisible or have retreated to the ethereal plane. Spirits are visible through walls or other solid matter. The goggles have a range of 100 feet.

Gearcrawler (Requires Clockwork Expert)

This tiny construct has 1 hit point and an AC of 10. It has a movement speed of 30ft, and can hold an item. The construct acts according to a program consisting of a set of steps. Steps include moving in a straight line, turning in 90 degree increments, and manipulating their held item. An example program might be "Move 30ft, turn right, move 30ft, activate item."

Tritium Headlamp (Requires Nuclear Expert)

This lamp produces a neon green light that produces bright light 10 feet ahead, and dim light 10 more feet ahead. It has a cover to hide or show the tritium core. Breaking the glass lens will cause 1 radiant damage to any creature the lens casts bright light on for six seconds. The lamp may run continuously for 10 years.

Lead underwear (Requires Nuclear Expert)

You sew watertight pockets into your undergarments and fill them with lead dust. Your underwear now consequently weighs 10lb, and while wearing them you have resistance against radiant damage.

Prototype Weapons

Boxarockets A 3x3 grid of rocket tubes fixed into a shoulder-mounted configuration. With your free hand, you hold a lit piece of match cord which you may ignite any of the rockets with. When you fire, pick a point and select a number of rockets to launch. Every creature within a 5 foot radius of the point must succeed a DC 15 dexterity saving throw to halve the damage of your attack, which is 1d4 fire damage per rocket. Reloading requires 10 minutes, and a box of rockets requires 10gp of materials. The boxarockets weighs 15lbs loaded, and 9 rockets weigh 3lb. Rockets can target up to 60 feet accurately.

Pneumatimusket This isn't a real musket, as you're proficient with this one, and it weighs 20lb. This musket has an air tank located in it's stock, which is what propels the bullets it fires. This weapon is designed with an internal tube magazine and air tank to fire exactly twenty shots before it must be reloaded and pumped. Pumping takes 10 minutes and expends a stamina die, and 20 bullets requires 3gp of materials to craft. Each shot deals 1d6 piercing damage, and

the pneumatimusket has a range of 80/120. When you use your action to fire the pneumatimusket, you may use your bonus action to fire it a second time.

Flamer This weapon weighs 21lb and consists of a backpack fuel tank and the pistol grip nozzle from which flames leap. The flamer has 3 charges. You may expend a charge and fire a 15 foot cone of fire. Each creature in this cone must succeed a DC 13 dexterity saving throw, to halve 3d6 fire damage. Each charge represents 5sp worth of fuel ingredients.

Lightning Pack (Requires Paranormal Expert)

This weapon consists of a backpack mount which powers a lightning rifle. Together, the kit weighs 15lb. The lightning pack has 5 charges. You may expend a charge to blast a creature up to 50 feet away. The creature must succeed a DC 15 constitution save to halve 2d8 lightning damage and avoid becoming incapacitated until the start of your next turn. Undead have disadvantage on this saving throw. Until the creature succeeds a save, each consecutive blast deals 2d8 more lightning damage than the last. Cranking the lightning pack for 10 minutes and expending a stamina die will restore one charge.

Autocrossbow (Requires Clockword Expert)

This weapon weighs 30lb, and is a marvel of engineering. It features a flight groove which is fed from a detachable box magazine that contains an array of wound drum springs. The flight groove indexes between three different sets of limbs, which are recoiled by the drum springs after each shot. This design allows fully automatic fire with bolts and springs for 15 shots per magazine. It takes an action to reload. The autocrossbow deals 1d8 piercing damage, has a range of 80/130, and has the burst fire property.

Burst Fire Instead of a normal ranged weapon attack, a weapon with the burst fire property may fire ten rounds of ammunition in rapid succession on a ten foot cube. Every creature inside the cube must succeed a DC15 dex saving throw or receive the weapon's normal damage. This consumes ten rounds of ammunition.

Magnatron Ray (Requires Nuclear Expert)

This 10lb boxy design produces an invisible beam that can illuminate lightbulbs and kill all manner of living things. The beam reaches out to a maximum range of 60ft. A creature effected must succeed a DC 15 constitution saving throw to halve radiant damage according to the range. The magnatron has 10 charges. The user may expend a stamina die to crank it for 10 minutes to recharge one charge.

+-----+-----+	
Range(ft)	Radiant Damage
+-----+-----+	
5	4d8
10	2d8
30	2d4
60	1d6
+-----+-----+	

Blasters

A blaster operates by activating ground dragon bone in order to charge a spell crystal located in a barrel. A blaster launches a bolt of fire down range when fired. If a blaster is destroyed, all creatures within 10ft of it must succeed a

DC 15 dexterity saving throw to halve damage from the weapon's explosion, which deals 1d4 radiant damage for each unspent blaster shell in the weapon.

Item	lbs	Range	Damage	Capacity	Properties
Blaster Pistol	2	20/30	1d6	5	Light
Blaster Scattergun	5	20/30	1d12	5	Scattershot
Blaster Submachine Gun	5	20/30	1d6	30	Light, Burst Fire
Blaster Rifle	9	100/400	1d8	30	Burst Fire, Two-handed
Blaster Machine Gun	15	100/400	1d8	100	Burst Fire, Two-handed, Heavy
Long Blaster	9	200/600	1d12	5	Overcharge
30 Blaster Shells	1	--	--	--	--

Properties

Scattershot At 5ft, a scattershot weapon does not have disadvantage and deals triple the weapon's normal damage dice without a dexterity modifier. At greater than 20ft, the scattershot deals half of normal damage.

Burst Fire Instead of a normal ranged weapon attack, a weapon with the burst fire property may fire ten rounds of ammunition in rapid succession on a ten foot cube. Every creature inside the cube must succeed a DC15 dex saving throw or receive the weapon's normal damage. This consumes ten rounds of ammunition. If the creature is beyond the weapon's normal range, the save is made with advantage. If the creature is within half the weapon's normal range, the creature is hit with twice the weapon's normal damage dice.

Overcharge The operator may use their action to begin charging, which consumes three blaster shells. At the start of their next turn, the weapon may be fired, dealing three times the normal damage dice on a hit, without the dexterity modifier.

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You live as an example to all that share your faith. In service of a deity, you live by a strict code of conduct and leverage your piety to wield your deity's magic.

Starting hit points

You start with 4+CON hit points.

Proficiencies

Armor	Light Armor, Medium Armor, Shields
Weapons	Simple Weapons

Tools	None	
+-----+		
Saving Throws	Wisdom, Charisma	
+-----+		

Skills

Choose two from the following: - Religion - Persuasion - Medicine - Insight - History - Perception

Starting equipment

- Dagger or mace
- Holy Book
- Holy Symbol
- backpack
- vestments
- holy book
- holy symbol
- 2 blocks of incense
- 5GP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

+-----+					
LVL	XP	SD	Spell Level	Features	
+-----+					
1	0	1d4	Cantrip	Divine Spellcasting	
2	300	2d4	1	Domain, Hit point Increase	
3	900	3d4	2	Hit point Increase	
4	1800	4d4	2	Hit point re-roll	
5	3600	5d4	3	Ability Score Increase	
6	6100	6d4	3	Channel Divinity	
7	9100	7d4	4		
8	13100	8d4	4		
9	22600	9d4	5		
10	44600	10d4	5	Ability Score Increase	
+-----+					

Feats

Divine Spellcasting

You've learned to call upon the power of a deity. Wisdom is your spellcasting ability. You learn two cantrips Your spell DC (difficulty class) is 8+proficiency bonus + wisdom modifier. Your spell attack modifier is proficiency bonus + wisdom modifier.

Spell Level	Piety Cost
Cantrip	25
1	200
2	800
3	2400
4	7200
5	21600

Preparing Spells Before you sleep at night, you may perform a prayer to request a number of spells equal to half your priest level (rounded down) plus your wisdom modifier, minimum of one spell. You may select these spells from the priest spell list, and they must be first level or higher. You may only cast spells that you have prepared.

Piety A deity provides your source of magic, and so your fuel for spellcasting is piety. Your actions are judged, providing and revoking piety. If your balance of piety ever falls below zero, you lose all all divine spellcasting and magical abilities. You cannot cast a spell if you do not have enough piety to do so.

Good Acts	Piety Gained
Lead Prayer(10 min, 1 stamina die)	1d100
Celebrate Holiday	1d100
Bless newborn, wedding, funeral	2d100
Provide counsel(Roleplay it)	2d100
Honorable Act(Domain Specific)	1d2 * 100
Alms to the poor	5d100
Convert non-believer	1d10 * 100
Apprehend/dissuade Criminal	1d10 * 100
Sacrifice heart of large monster	1d4 * 1000
Save a life from immediate danger	1d12 * 100
Cure the sick	1d4 * 1000
Sacrifice heart of huge monster	1d6 * 1000

Bad Acts	Piety Lost
Knowingly Harming innocents	1d10 * 1000
Blasphemy or profanity	1d10 * 1000
Murder	2d20 * 1000
Forbidden Act(Domain specific)	1d6 * 1000
Deceive, Cheat, or Steal	1d20 * 100

Domain

You have earned enough trust from you deity to access their special reserve of spells. With this trust, you will be responsible for abstaining from forbidden acts. Domain spells do not count against the number of spells you may prepare.

Domain	Honorable Act	Forbidden Act	Spells
Light	Lighting a new shrine	Leaving a shrine unlit	Light[1], Dazzling Light, Bend Light
Life	Blessing a child	Killing a humanoid	Spare the dying[1], Mana, Revivify
Nature	Planting a tree	Cutting a tree	Thornwhip[1], Vine Suit, lightning bolt
Knowledge	Teaching someone for an hour	Keeping a secret	Eye stone[1], Identify, Mind Probe[1]
Justice	Provide Judgement for a crime	Fail to fight bad acts of others	Chastise, Smite, confess

[1]: Spell is found in the Spell Compendium Volume 1

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d4 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Channel Divinity

As the discipline in your domain grows solid, your deity offers up a domain-specific ability. Using channel divinity uses an action and expends 2 stamina dice.

Holy Light (Light Domain) You outstretch your arms and a 60 foot diameter cylinder that extends from the sky to your feet illuminates it's space as if in bright daylight. The light crosses through solid objects and may penetrate into subterranean spaces. Creatures cannot hide within the light, and invisible creatures become visible. Any friendly creatures within the light are immune to necrotic damage and any enemy creatures within the light are vulnerable to radiant damage. The light lasts for 1 minute.

Miasma of Restoration (Life Domain) You call out the name of your deity and smoke rolls out of your nostrils, ears, and mouth. A 15 foot radius cloud forms around you and heavily obscures visibility. Any creature which begins it's turn within or enters the cloud is healed for 1d6 hit points. You may use an action each turn to sustain the cloud. The effect lasts up to 1 minute.

Spirit Bomb (Nature Domain) You hold your hands with wrists touching and call out to the spirits of nature to lend you their energy. An orb of spirit energy forms in front of your hands as you siphon the collective energy of the plants and animals on your plane of existence. Now, and until this effect ends, you may choose to build or release the channeled energy.

You may release the spirit bomb by firing it at a point within 120 feet, The orb explodes on impact and all creatures within a 30ft range must make a dexterity saving throw, taking 2d8 radiant damage on a failure and half as much on a success. Within the point of impact any metal objects degrade into piles of rust powder. This ends the channel divinity.

You may build the channeled energy further, growing the orb. The radius when you release the spirit bomb increases by 5ft, and the damage dealt increases by 2d8, up to a maximum of 50ft and 10d8 radiant damage. You must hold concentration to build the spirit bomb's energy.

Omniscient Sight (Knowledge Domain) Your eyes begin to glow brightly. You can see all creatures within 120 feet of you, whether they are invisible, hiding, or in a parallel dimension such as the ethereal plane. You chant a holy prayer, and any friendly creatures within range share this sight, and additionally gain advantage on any attack rolls they make. Each turn, you may use your action to continue chanting in order to extend this effect for up to 1 minute.

Reap (Justice Domain) You use one hand to point at an evil creature within 60 feet, and hold your other hand in the air as you declare that the creature will be reaped in the name of your deity. A spectral scythe appears in your hand. You are proficient with the scythe and it uses wisdom instead of strength. The scythe deals 3d10 force damage on a hit. If you kill the targeted creature, their soul is harvested and you receive 1d2 * 1000 piety. The weapon disappears after 1 minute, or if you end a turn without having attacked with it, or after killing the targeted creature.

Spell List

Cantrip

- Mending
- Sacred Flame
- Guidance
- Touch Light
- Lay On Hands
- Thaumaturgy
- Toll the Dead
- Resistance
- Spare the Dying
- Word of Radiance

1st

- Guiding Bolt
- Healing Word
- Cure Wounds
- Shield of Faith
- Calm Emotions
- Command
- Protection from good and evil

- Vorpall Snare
- Push
- Bane
- Bless
- Create or Destroy Water
- Detect Evil and Good
- Detect Magic
- Detect Poison and Disease
- Inflict Wounds
- Sanctuary
- Purify Drink or Food
- Diagnose Curse
- Death Ward

2nd

- Insight Arrow
- Radiant Weapon
- Holy Weapon
- Bird Friend
- Words of Warning
- Walk Through Walls
- Channel the Dead
- Words of Strength
- Object of Desire
- Spirit Barrier
- Cure Sickness
- Hold Person
- Aid
- Blindness/Deafness
- Continual Flame
- Enhance Ability
- Find Traps
- Gentle Repose
- Lesser Restoration
- Locate Object
- Prayer of Healing
- Protection from Poison
- Silence
- Warding Bond

3rd

- Sacrifice
- Kindness
- Confession
- Riddle

- Exorcism
- Dispel Magic
- Feign Death
- Gaseous Form
- Fast Friends
- Animate Dead
- Clairvoyance
- Feign Death
- Glyph of Warding
- Life Transference
- Magic Circle
- Incite Greed
- Protection from Energy
- Sending
- Speak with dead
- Spirit Shroud
- Tongues
- Water Walk
- Aura of Vitality [Pending]
- Beacon of Hope [Pending]
- Create Food and Water [Pending]
- Daylight [Pending]
- Dispel Magic [Pending]
- Mass Healing Word [Pending]
- Meld into stone [Pending]
- Revivify [Pending]
- Motivational Speech [Pending]
- Spirit Guardians [Pending]

4th

- Miracle
- Life Mist
- Aura Of Life[Pending]
- Aura of Purity[Pending]
- Banishment[Pending]
- Control Water[Pending]
- Death Ward[Pending]
- Freedom of Movement[Pending]
- Guardian of Faith[Pending]
- Locate Creature[Pending]
- Stone Shape[Pending]

5th

- Judgement
- Curse

- Angelic Transformation
- Commune [pending]
- Contagion [pending]
- Dawn [pending]
- Dispel Evil and Good [pending]
- Flame Strike [pending]
- Geas [pending]
- Greater Restoration [pending]
- Hallow [pending]
- Holy Weapon [pending]
- Insect Plague [pending]
- Mass Cure Wounds [pending]
- Planar Binding [pending]
- Raise Dead [pending]
- Scrying [pending]

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\ _ / | _ | | _ | _ \ _ _ | _ | # #####
Sneaking, scheming, and plotting the deeds that are better left under the cover of night, you are an expert in all things stealth and theft.

Starting hit points

You start with 6+CON hit points.

Proficiencies

+-----+	
Armor	Light Armor
+-----+	
Weapons	Simple Weapons, Hand Crossbows
+-----+	
Tools	Thieves' Tools
+-----+	
Saving Throws	Dexterity, Intelligence
+-----+	

Skills

You are proficient in stealth and 3 from the following: - Acrobatics - Athletics - Deception - Insight - Intimidation - Investigation - Perception - Performance - Persuasion - Sleight of hand

Starting equipment

- 10 darts
- Leather armor, two daggers, and thief’s tools
- backpack

- bag of caltrops(20)
- flask of strong spirits
- crowbar
- black outfit with hood and mask
- 50ft of hempen rope
- razor blade

LVL = level
 XP = total experience points needed for level
 SD = Stamina Dice
 Prof = proficiency bonus

LVL	XP	SD	Prof	Tricks	Features
1	0	1d6	+1	2	Tricks, Thieves' Cant
2	300	2d6	+1	3	Expertise, Hit point Increase
3	900	3d6	+2	4	Ability Score Increase, Hit point Increase
4	1800	4d6	+2	5	Hit point re-roll
5	3600	5d6	+2	6	
6	6100	6d6	+2	7	Ability Score Increase
7	9100	7d6	+3	8	
8	13100	8d6	+3	9	
9	22600	9d6	+4	10	
10	44600	10d6	+4	11	Ability Score Increase

Features

Tricks

You know 2 tricks, and you learn more as you gain levels, according to the tricks column.

Thieve’s Cant

Your thieving lifestyle has lead you to learn the language thieves use to communicate by subtle gestures and markings left on buildings and objects. You may use these to locate criminal contacts.

Expertise

Choose one skill that you have proficiency with. Your proficiency bonus counts twice for checks made with this skill. You may substitute this skill proficiency for proficiency with thiefe’s tools.

Hit point Increase

Your maximum hit points increase by 1d6+CON.

Hit point Increase

Your maximum hit points increase by 1d6+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d6 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Ability Score increase

You may increase one ability score by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score past 20.

Thief Tricks

Trickster's Arcana

You know the Lesser Telekinesis cantrip from the spell compendium volume 1. You may expend a stamina die to cast this spell.

Improvised Shield

If you hold an item such as a thick book, a bar stool, or table, you may use it to block an attack. You receive a +2 bonus to your AC. If the attack roll is only 1 or 2 lower than your AC, the item takes damage from the attack, and might be destroyed.

Distracting Phrase

When a creature is about to make an attack, you may expend a stamina die and use your reaction to call it's attention to you and away from the attack, granting that attack disadvantage.

Distraction Toss

You use your action to hurl an object weighing 20lb or more at a medium creature, which may use it's reaction to catch, dodge, or deflect the object. If it does not, make an athletics check. The amount rolled is the DC for a strength saving throw that it must succeed, or will fall prone. Until the start of the creature's next turn, the first attack made against it has advantage due to this distraction.

Pocket Sand

You may expend your stamina die to throw pocket sand at one creature within 5ft of you. The creature may use it's reaction to make a DC 14 dexterity saving throw. If it fails or does not make the save, it is blinded until the start of your next turn.

Second-Story Work

You gain a climbing speed equal to half your movement speed. Fall damage from 20 feet or less is halved for you.

Fast Hands

You may now use your bonus action to perform sleight of hand checks, use your thieves' tools to disarm a trap, open a lock, or take the Use An Object action.

Fast Feet

You consume a stamina die to unlock hidden stamina. Adrenaline pumps through your veins and you feel faster than normal. For this turn, your speed doubles.

Slippery

When you begin your turn grappled and you are wearing a coat, cloak, or other similarly loose garment, you may use your free object interaction to slip out of the garment, exiting the grapple in the process. The grappler will be left holding your garment.

Cower

You drop to your knees, surrender, and beg for mercy. Each creature that knows at least one language must make a wisdom saving throw. Make a performance check, which is the DC. On a failure, the creature's attacks against you have disadvantage, and the first attack you make while cowering has advantage if it targets them.

Reactive Dodge (Minimum level 3)

When an attack targets you, you may now use your reaction to give that attack disadvantage.

Defensive Acrobatics (Minimum level 3)

When you are targeted by a ranged or melee attack, you may use your reaction to perform a somersault, backflip, cartwheel, or other acrobatic maneuver to avoid damage. Make an acrobatics check. If you roll equal or higher than the attack, the attack misses. If you roll lower, you instead fall prone before the attack takes place.

Dart Deliverer (Minimum level 3)

You now have advantage on attack rolls made with darts.

Vice (Minimum Level 4)

You take comfort in consuming something considered as a vice. When you have no stamina dice, you may consume 5sp worth over the course of 10 minutes to regain one stamina die. Common vices may be alcohol, tobacco, or burning incense.

Cunning Action (Minimum level 4)

You may use your bonus action to perform the Dash, Dodge, Disengage, or Hide actions.

Trip (Minimum level 4)

When you make an attack of opportunity, you may first make a contested check to attempt to trip the creature. Use your acrobatics against their athletics. If they are larger than you, they have advantage on their check. If you succeed, the creature falls prone.

Level	Stamina dice	Proficiency Bonus	Min XP	Feats
0	1d4	+0	0	
1	1d4	+0	100	Training Montage

Training Montage

You have survived long enough as a commoner. Remove all your stamina dice and retain any proficiencies and equipment. You lose all levels in commoner. Choose a class other than commoner. You are now level 1 in the chosen class. Your current hit points are kept in addition to whatever your new class provides.#####

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 # # \ _ _ / _ _ / | _ \ _ _ / | _ _ / _ _ / _ _ \ _ _ /
 # ##### # Colossus You are a being that does not dabble in honing skill or learning arcane tradition or begging for power from a god, all of your power comes from raw, unfiltered, brute strength.

Class prerequisite: Must be huge size creature. Due to this restriction the math for hp calculation has already been done for you.

Starting Hitpoints

You start with 20+CON Hitpoints

Proficiencies

Armor	Heavy Armor, Shields
Weapons	Simple Weapons, Martial Weapons
Tools	None
Saving Throws	Strength, Constitution

Skills

Choose two from the following: - Athletics - Intimidation - Animal handling - Survival - Perception

Starting Equipment

- Huge Ringmail Armor

- (a) huge simple weapon and huge shield OR (b) huge martial weapon
- Barrel
- 50 feet of chains
- Huge Common Clothes
- 10 torches

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

COMU = Colossal Mutations

LVL	XP	SD	Prof	COMU	Features
1	0	1d10	+1	0	Monstrous Physique
2	300	2d10	+1	1	Mutations, Hit point Increase
3	900	3d10	+2	2	Hit point Increase
4	1800	4d10	+2	3	Hit point re-roll
5	3600	5d10	+2	4	Ability Score Increase
6	6100	6d10	+2	4	Extra Attack, Magical Might
7	9100	7d10	+3	5	
8	13100	8d10	+3	5	Ability Score Increase
9	22600	9d10	+4	6	
10	44600	10d10	+4	7	Epic Mutation

Monstrous Physique

Your natural body has been honed by the methods which you use it for, Choose two physiques from the following which describe how you have shaped the all purpose tool of destruction you are.

Physique: Intimidating

You gain a +5 to intimidation checks and have advantage on these checks against medium or smaller creatures

Physique: Frightening Presence

You may expend a stamina die to force a creature at least two sizes smaller than you that sees you to make a DC 16 wisdom saving throw or be frightened of you for 10 minutes

Physique: Siege Beast

You deal double damage to structures, objects, and constructs.

Physique: Ramming Speed

You may expend a stamina die and run 40 feet in a straight line towards a wall, instantly ramming a hole the size of your body through it (This ability can pierce 40 feet of wood, 20 feet of stone, 10 feet of steel, 5 feet of lead, and 1 foot of magical metal like adamantium or mithril)

Physique: Climbing Claws

You gain a climbing speed of 30 feet and your unarmed strikes deal slashing damage

Physique: Aquatic Form

You gain a swimming speed of 25 feet, you are buoyant enough to float in water, and can hold your breath for 1 hour

Physique: Agile Giant

You gain an additional 20 feet of movement speed and may expend a stamina die to dash as a bonus action on your turn.

Colossal Mutations

You gain one Mutation from the Colossus Mutations list. The Colossal Mutations column shows the number of Mutations you have at any given level.

Hit point Increase

Your maximum hit points increase by 2d10+CON.

Hit point Increase

Your maximum hit points increase by 2d10+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 6d10 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Extra Attack

When you use your action to make an attack, you may make two attacks instead.

Ability Score increase

You may increase one ability score by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score past 20.

Magical Might

Your body has Mutated innate magical or counter-magical ability, making your unarmed strikes overcome immunity and resistance to nonmagical melee.

Epic Mutation

You gain a mutation signifying the peak of your raw strength, choose one mutation from the following.

Genetic Reshuffle As an action you may expend a number of your stamina dice and change an amount of mutations currently affecting your body equal to the amount of stamina dice you expended. This change takes 10 minutes and during that time you are incapacitated as your body shifts and grows its new mutations. You may exchange this mutation for gargantuan growth or another epic mutation but the change is irreversible and takes 1 hour during which you are incapacitated as your body shifts and grows its new epic mutation, This exchange consumes 10 stamina dice.

Gargantuan Growth

- Your body grows to become gargantuan size.
- You roll an additional damage dice for every form of damage you can output.
- Your strength becomes 24.
- Your Dexterity becomes 3.
- You gain 10 additional feet of walking speed.
- Your HP becomes 70 plus 3 times your constitution modifier.

Another Mutation You may select an additional colossal mutation.

Colossal Mutations

Throwing Arms.

Your arms become approximately the length of your legs, allowing you to expend a stamina die and sling a piece of debris at a target within 120 feet of you. Make a thrown weapon attack against a target, the target takes 3d8 bludgeoning damage if your attack hits. Regardless of if the attack hits or not, every creature within 5 feet of the target, including the target, must succeed a DC 14 Dexterity saving throw or take 3d4 piercing damage as the debris breaks apart upon impact.

Thick Hide.

Your skin grows thick and leathery, or hard and scaly proofing you against attacks. You gain resistance to piercing, bludgeoning, and slashing attacks from non-magical weapons.

Fire Bladder.

You grow a gland in your throat that holds chemicals which, when combined, can release blasts of corrosive liquid or roaring flame. As an action you may expend two stamina dice to expell a 100 foot line or a 30 foot cone of roaring flames or corrosive acid forcing everyone in the area to make a DC 14 dexterity saving throw or take 4d8 fire or acid damage, taking half as much on a success.

Elemental Absorption.

Pick two damage types from acid, cold, fire, lightning, or thunder. You become resistant to these two damage types.

Massive Claws.

If you already have claws they grow, and if you do not you grow massive claws that you are capable of retracting and expanding as a free action. Attacking with these claws deals 3d12 slashing damage rather than the usual 3d8.

Shrunken Amygdala.

The part of your brain responsible for fear response and reaction to frightening stimuli shrinks, you become immune to the frightened condition and the charmed condition.

Keen Smell.

You gain a forked tongue or a heightened sense of smell from an already existing orifice. You gain advantage on perception checks based on smell and you are capable of tracking creatures by smell up to two weeks after they were present in an area.

Shield-like Callus.

You grow a flat, hard growth on the forearm attached to your nondominant hand, this growth gives you a +2 to AC as if it were wielding a shield. You are not capable of wielding a shield in your offhand while your form is mutated in this way.

Keen Sight.

Your eyes grow large and reflect light in low light conditions. You gain perception on sight based perception checks and darkvision out to a range of 120 feet, you have disadvantage on perception checks to see things directly in sunlight.

Shrunken Prefrontal Cortex.

The risk management centers of your brain shrink. All attacks you make are made at advantage, but all attacks made against you have advantage as well.

Secondary Arms.

You grow a pair of secondary arms underneath your primary ones. Your carrying and pushing capacity doubles and you are capable of making an unarmed strike as a bonus action. You require 50 extra pounds of food every day to nourish these new appendages.

Reactive Immunity.

Rather than growing a physiologically obvious mutation your body becomes prepared to rapidly form a wide array of them. As a reaction to having a status effect applied to yourself you may expend and roll a stamina die as your body makes a reactive mutation to negate the status effect. You become immune to the triggering status effect for a number of hours equal to the roll of your stamina die, you may not take this reaction again until the full time has elapsed. Some examples of reactive mutations would be growing extra sets of eyes to negate blindness, the instant formation of an additional filtration organ in your circulatory system to negate the poisoned status effect, or a rapid increase of mass in your legs to negate the prone condition. This reactive mutation may have unforeseen benefits or drawbacks as decided by your keeper.

Limited Wings. (Level 9 Required)

Wing-like appendages grow from your back, you may expend a stamina die to gain a flying speed of 60 feet for 6 seconds as you expend a large amount of energy to lift your body. As a reaction, you may use this ability to reduce your slow your descent for a safe landing when falling.

Rampage. (level 9 Required)

The part of your brain responsible for anger expands, heightening your anger response. As a bonus action, you may expend five stamina dice to enter a trance-like rampage state for the next hour. While in this ramage state you gain the following benefits and penalties:

- You regain 1d10 hitpoints for every 100 pounds of consumable material you ingest
- Your mutations require no stamina dice to activate
- You gain advantage on Strength and Constitution saving throws
- Your attacks deal highest possible damage regardless of your rolls
- You are unable to concentrate on anything other than destruction, making you automatically fail saving throws and checks with abilities other than Strength, Dexterity, and Constitution
- You lack all foresight and once you accomplish your original reason for entering rampage you begin destroying and killing indiscriminately.

If you wish to end your rampage early you may make a DC 20 Wisdom saving throw as a free action, ending your rampage on a success. Once you take this free action you may not do so again until a minute has passed. If your wisdom modifier is too low to beat this DC you pass on a natural roll of 20.

Titan's Roar. (Level 9 Required)

Your throat canal becomes funnel shaped, allowing you to expel a roar of great magnitude as if through a megaphone. As an action you may expend 3 stamina dice and roll them. Up to 4 creatures of your choice which can hear the roar gain the following benefits:

- They gain Temporary hitpoints equal to the amount rolled
- Their size becomes one size larger than their size at the time of the roar
- They gain advantage on saving throws, ability checks, and attack rolls

as you call for their DNA to reshape them into a more powerful form. After 1d4 minutes has elapsed they return to their normal form and lose the temporary hitpoints. You may also use this mutation to project your voice up to three times the normal distance it would otherwise be able to be heard from.

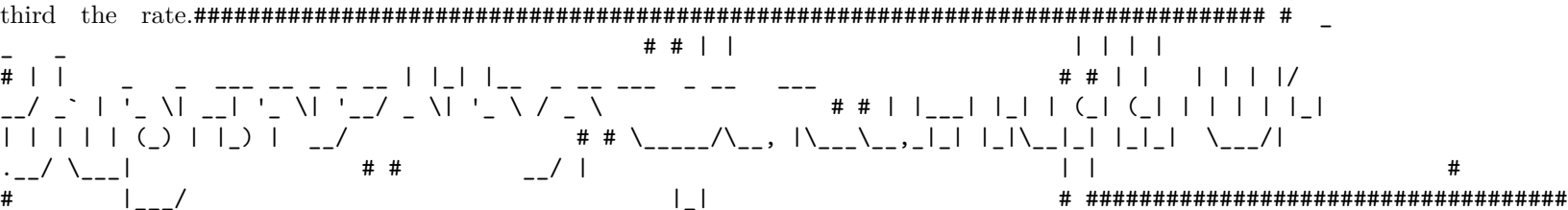
Enlarged Brainstem. (Level 9 Required)

Your brainstem enlarges, heightening your reflexes. You are capable of making a reaction every turn rather than once between your turns.

Quickened Immune System. (Level 9 Required)

Your body heat increases significantly as your immune system speeds up and your body's natural regenerative ability is enhanced. When taking a rest you regain all your hitpoints without expending any stamina dice, provided you have consumed 300 or more pounds of food in the past 12 hours. In battle you may

expend and roll a stamina dice to force a quickened regeneration process, healing you for 5 plus the amount rolled. You also become immune to the diseased status effect and lose stamina dice to cold at one third the rate.



Starting hit points

You start with 4+CON hit points.

Proficiencies

Armor	None
Weapons	Daggers
Tools	None
Saving Throws	Constitution, Strength

Skills

Select two from the following: - Acrobatics - Athletics - Insight - Intimidation - Nature - Survival

Starting equipment

- Dagger
- Backpack
- Waterskin
- Traveler's Clothes
- 10 rations
- 50ft rope
- bedroll
- Mess kit
- 10 torches
- pouch of 5GP

LVL = level

XP = total experience points needed for level

SD = Stamina Dice

Prof = proficiency bonus

LVL	XP	SD	Prof	Features
1	0	1d4	+1	Lycanthrope Form, Controlled Shift
2	300	2d4	+1	Lycanthrope ability, Hit point Increase
3	900	3d4	+2	Lycanthrope ability, Tough Hide, Hit point Increase
4	1800	4d4	+2	Lycanthrope ability, Hit point re-roll
5	3600	5d4	+2	Ability Score Increase
6	6100	6d4	+2	Lycanthrope ability
7	9100	7d4	+3	
8	13100	8d4	+3	Extra Attack
9	22600	9d4	+4	
10	44600	10d4	+4	Ability Score Increase

Features

Lycanthrope Form

Choose from werewolf, wererat, or werebear, which is the form that you assume each time you shift. While shifting, your body grows and stretches, transforming into a lycanthrope. While in your lycanthrope form, your stamina die's size changes according to your form. The werewolf has a D10, the wererat D8, and the werebear D12. Whether the shift is controlled or not, you may expend one or more stamina dice, rolling them and adding this amount to your current and maximum hit points. When you shift ends and you leave your lycanthrope form, your maximum hit points return to their normal amount and your hit points are reduced to 1.

Uncontrolled shifting There are certain triggers that may cause you to involuntarily enter your lycanthrope form. When you experience one of these triggers, you must make a wisdom save against it's DC(indicated in the Uncontrolled shift triggers table). You may expend a stamina die to remake the throw. If you fail this check, you involuntarily enter your lycanthrope form. During an uncontrolled shift, you may remake the wisdom saving throw once each minute. While uncontrolled, the GM, or someone designated by them takes control of your character, applying logic from the uncontrolled shift behavior flowchart. If you succeed the check, you are immune to being triggered for the next hour.

Uncontrolled shift triggers table	
Trigger	DC
See wounded creature	10
Smell scent of blood	12
See raw meat	14
Fall below 4 hit points	16
Spend 6 seconds being grappled	16
Hearing the call of another lycanthrope	18
Witness a full moon	20

```

#####
#   Uncontrolled Shift   #
#   Behavior Flowchart  #
#####
#   +-----+           #
#   | Start |           #
#   +---+---+           #
#       |               #
# +---V-----+Yes+-----+ #
# |           | |           | #
# | In active +---> Fight   | #
# | Combat?  | | Hostiles | #
# +---+-----+ +-----+ #
#       | No               #
#       |                 #
# +---V-----+Yes+-----+ #
# | Wounded  | | Hunt Them | #
# | Creature +--->         | #
# | Nearby?  | | +-----+ #
# +---+-----+           #
#       | No               #
#       |                 #
# +---V-----+Yes         #
# | Fresh    | | +-----+ #
# | Meat     +---> Feast   | #
# | Nearby?  | |           | #
# +---+-----+ +-----+ #
#       | No               #
#       |                 #
# +---V-----+           #
# | Call for  |           #
# | Other     |           #
# | Lycanthropes |         #
# +---+-----+           #
#       |                 #
# +---V-----+           #
# |           |           #
# | Search for prey|       #
# |           |           #
# +---+-----+           #
#####

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Controlled Shift

You've learned to control your shift into your lycanthrope form. You may use your bonus action to expend a stamina die and shift into your lycanthrope form at will. When you shift this way, you are in full control of yourself. That control lasts for 1 minute. When this time runs out, you may succeed a DC 12 wisdom save in order to maintain control and

either remain in a controlled shift ,or transform back into your humanoid form. You may consume a stamina die to remake this saving throw. If you fail, you lose control and your shift becomes an uncontrolled shift.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point Increase

Your maximum hit points increase by 1d4+CON.

Hit point re-roll

Now, and again each time you gain a level from now on, you recalculate your hit points. Roll 3d4 and add your CON modifier three times. If the value rolled is higher than your current max hit points, you may keep it.

Tough hide You have resistance to non-magical and non-silvered slashing, piercing, and bludgeoning damage when in your lycanthrope form.

Extra attack

In addition to any attacks you would normally make when you use the attack action, you may make one additional attack.

Lycanthrope forms

Werewolf

Fierce physique Your physique swells with muscle, produces a coat of fur, and your features turn wolf-like. Your size is medium and your speed is 40ft. Acrobatics checks and strength saving throws are made with advantage. Your attacks gain advantage when made against an enemy within 5ft of a conscious ally.

Jaws While in your lycanthrope form, you may now use your powerful jaws to make a natural attack that deals 1d6+STR piercing damage.

Howl (Minimum level 2) While in your lycanthrope form, you may expend a stamina die use your action to release a bloodcurdling howl, which will trigger any lycanthropes nearby, which have disadvantage on their saving throws to resist the trigger. Roll the expended stamina die and gain that many temporary hit points. Any creature within 10 feet of you must succeed a DC15 wisdom save or become frightened of you until the end of your next turn.

Fury strike (Minimum level 3)

When you hit with a melee attack, you may expend a stamina die, roll it, and add the rolled amount plus your strength modifier to the attack's damage.

Bonus proficiencies (Minimum level 4) You gain proficiency with simple weapons, shortswords, and longswords.

Bloodlust (Minimum level 6) When you kill a creature with your jaws, you regain a stamina die.

Wererat

Agile physique You grow a coat of fur and your incisors lengthen as your features turn into that of a rat. Your size is medium and your speed is 30ft. Acrobatics checks and dexterity saving throws are made with advantage.

Incisors While in your lycanthrope form, you may now use your powerful incisors to make a natural attack that deals 1d6+STR piercing damage. When this attack is made with advantage, it deals critical damage. On a hit, the target is grappled, held by your incisors.

Dark vision (Minimum level 2) Your senses in your lynthrope form are heightened. In darkness you can see 30 feet as if bright light, and for 30 more feet as if in dim light. You cannot see colors this way. Dim light appears as bright light to you. You receive disadvantage on attacks and ability or skill checks made when exposed to direct sunlight.

Unnatural Mobility (Minimum level 2) You learn to better harness the agility of your form. You may use your bonus action to perform the dash, dodge, or hide actions.

Leap (Minimum level 3) You may now use your bonus action to expend a stamina die and leap up to 15 feet vertically or at an angle. Leaping does not provoke attacks of opportunity, and an attacks made directly after landing behind a hostile creature have advantage.

Fury swipes (Minimum level 4) You learn to channel your fury into a series of slashes. You may use your action to expend a stamina die and perform a swipe attack 1d4 times. A swipe attack has finesse and deals 1d4+DEX slashing damage.

Bonus proficiencies (Minimum level 4) You gain proficiency with light weapons, scimitars, shortswords, and whips.

Toothy Execution (Minimum level 6) When your incisor attack hits, you may now expend a stamina die to add a bonus 3d6 damage to the attack.

Werebear

Powerful physique At level one, you can transform into your lycanthrope form. Your size is large and your movement is 25ft. Your form grows a coat of fur, thickening and expanding into a bear-like monster. Your size is large and your movement speed is 25ft. Athletics checks and constitution saving throws are made with advantage. When you take the attack action, you may attack one extra time.

Claws While in your lycanthrope form, you may now use your powerful claws to make a natural attack that deals 1d6+STR piercing damage.

Bear Hug (Minimum level 2) You have learned to utilize your bear-like strength to inflict damage on those you grapple. After succeeding in grappling a creature, and at the start of any turn when you are grappling a creature, you may use your bonus action squeeze them and inflict 1d6 bludgeoning damage. You may have up to two creatures grappled at any given time.

Rage toss (Minimum level 3) When you succeed in grappling a creature size medium or smaller, you may now use your bonus action to expend a stamina die, pick the grappled creature up, and throw them up to 15 feet. If they collide with another creature of size medium or smaller, the other creature must succeed a DC15 strength saving throw or be knocked prone.

Bonus proficiencies (Minimum level 4) You gain proficiency with light weapons, greataxes, greatswords, and warhammers.

Ursine endurance (Minimum level 6) When exiting your lycanthrope form, your current hit points are no longer reduced to 1, instead reducing to your new maximum hit point amount.