



DRAFTER

THE LIGHTBRINGER SERIES

HOMEBREW

Control your powers. Don't let them control you.

POLYCHROMAT DRAFTER
NIGHTCAFE

THE DRAFTER



LONE MAN STANDS ATOP A GRASSY HILL, HIS strikingly green eyes focusing on the equally green gem fixed on the back of his hand, an army slowly marching towards him. As they arrive, he looks up, green light flooding him as he starts drafting green Luxin, a wild surge of freedom surging through him.

Moments later he is surrounded in green Luxin, encasing him in the Luxin and forming a shell in the shape of a massive 10-foot-tall War Golem. He flexes, facing off alone against the army that soon realizes the futility and tries to run, but it's too late.

A red-eyed warrior faces down a relentless onslaught. The determination in his crimson gaze mirrored the intensity of the sub-red drafted heat he channeled through practiced skill. With a deft flourish, he summoned his halberd, its blade ignited with a fierce scarlet fire. The adversaries lunged, but he was a tempest of controlled fury. Swift and precise, each swing of his halberd and release of scorching sub-red drafted heat incapacitated the assailants, one by one.

INTRODUCTION TO CHROMATURGY

The basis of chromaturgy is light. Those who use this magic are called ‘Drafters;’ a Drafter is able to transform a color of light into a physical substance within their body. Each color luxin has its own properties, but the uses of those building blocks are as boundless as a drafter’s imagination and skill.

The magic functions roughly the opposite of a candle burning. When a candle burns, a physical substance is transformed into light. With chromaturgy, light is transformed into a physical substance, luxin. If drafted correctly, the resulting luxin will be stable, lasting for days—or even years—depending on its color.

CREATING A DRAFTER

When creating a Drafter, consider how your character came to understand their gift, the power their color possess, and the implications of potentially breaking their halo. Perhaps your character was born into an order that taught them these drafting skills from an early age, or maybe they experienced an incredibly enlightening event that spurred on their pursuit of the power that can come from drafting.

Did they always seek adventure, or was adventure thrust upon them by circumstance? Perhaps their birthplace was ravaged by dark forces, and they seek to use their power to protect those affected and snuff out the darkness that caused it. Does the color they draft work well with them, or do they wish they could have had a different set of skills when drafting?

QUICK BUILD

You can make a Drafter quickly by following these suggestions. First, make Intelligence your highest ability score, followed by either Dexterity or Constitution. Second, roll a d8 and subtract 1 from the roll, then follow the below table to determine your drafting color. Third, choose the Noble, Acolyte, or Urchin background.

DRAFTING COLOR CHART

d8 - 1	Drafting Color
0	Reroll the d8
1	Sub-red
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Superviolet

CLASS FEATURES

As a Drafter, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Drafter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per Drafter level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Daggers, quarterstaffs, and light crossbows

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Sleight of Hand,

Performance, Perception, and Religion

EQUIPMENT

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

- (a) two daggers and a basic focus, (b) a quarterstaff and a basic focus, or (c) an upgraded focus
- a light crossbow and 20 bolts
- Leather armor

THE DRAFTER

Level	Proficiency Bonus	Features	Total Willpower	Innovative Modifications
1st	+2	Chromatic Heritage, Drafting, Drafting Focus	4	—
2nd	+2	Innovative Modifications	4	2
3rd	+2	Drafter Specialty, Chromatic Proficiency	6	2
4th	+2	Ability Score Improvement	6	2
5th	+3	Primary Affinity	12	3
6th	+3	Drafter Specialty Feature	12	3
7th	+3	—	16	4
8th	+3	Ability Score Improvement	16	4
9th	+4	Chromatic Proficiency (2)	20	5
10th	+4	Drafter Specialty Feature	20	5
11th	+4	—	30	5
12th	+4	Ability Score Improvement	30	6
13th	+5	Chromatic Acceleration	36	6
14th	+5	Drafter Specialty Feature	36	6
15th	+5	—	42	7
16th	+5	Ability Score Improvement	42	7
17th	+6	Primary Affinity (2)	56	7
18th	+6	—	56	8
19th	+6	Ability Score Improvement	56	8
20th	+6	Chromatic Ascendancy	80	8

CHROMATIC HERITAGE

When you first chose this class—or multiclass into it—you need to decide on a color to draft. The color you choose will affect all drafting you do, give you certain proficiencies, and give you specific skills you wouldn't get with another color.

BONUSES BASED ON DRAFTING COLOR

Color

Sub-red	Gain proficiency in Intimidation or Athletics. You can cast Produce Flame at will.
Red	Gain proficiency in Intimidation or Athletics. Gain Darkvision up to 40 feet.
Orange	Gain proficiency in Deception or Performance. You automatically succeed in difficult terrain saving throws in your own terrain.
Yellow	Gain proficiency in Investigation or Medicine. You can cast Light at will.
Green	Gain proficiency in Nature or Survival. You have advantage on escaping grappling effects.
Blue	Gain proficiency with medium armor and shields. Gain an additional +1 armor class from a shield.
Superviolet	Gain proficiency in Investigation or Insight. You have advantage on Dexterity (stealth) checks to hide.

DRAFTING SPELLS FOR EACH DRAFT COLOR

Color

Sub-red	Reach out and touch a nearby enemy, drafting heat onto their skin and burning them for 2d10 damage
Red	Draft a stream of red luxin, doing 2d6 damage to a creature within 30 feet. This luxin will explode on contact with fire, sub-red luxin, or yellow luxin.
Orange	Create a 10-foot radius foot pool of orange luxin that smothers fire. This area is difficult terrain, and creatures that enter or start their turn in the area must succeed on a Dexterity saving throw or fall prone.
Yellow	Spray out liquid yellow luxin. Each creature in a 10-foot cone makes a dexterity saving throw or takes 3d4 damage. Creatures who fail make a Constitution saving throw or are blinded until the end of their turn.
Green	Fire a green ball of luxin up to 40/80 feet, doing 2d8 damage and pushing enemies hit backwards 10 feet.
Blue	Fire a wave of blue luxin. Each creature in a 15-foot cone must make a Dexterity saving throw or take 2d8 damage, half damage on a failed save.
Superviolet	Fire an invisible projectile that cannot miss, doing 1d4 damage at up to 120 feet.

DRAFTING

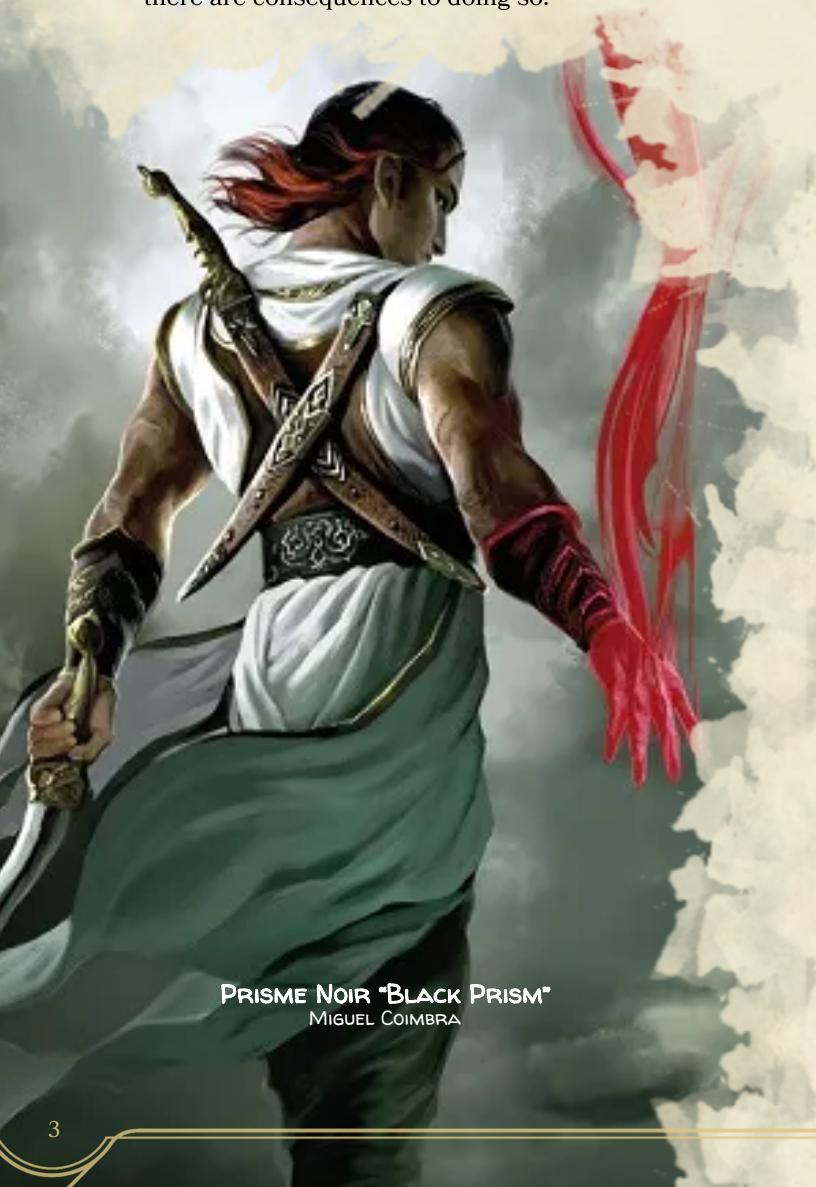
One way or another you have received Orholam's gift, **drafting**, the ability to transform light into luxin, a magical substance with varying properties based on the color used to draft it. Different colors of luxin have different properties and are used for different tasks.

Unlike most forms of magic, the only "material" components to drafting anything are a matching color with which to create the luxin. This can be incredibly powerful, though it takes its toll on the drafter in the form of draining their willpower.

LEARNING AND DRAFTING YOUR SPELL

In the Drafting class, your Chromatic Heritage at the beginning of your journey determines your primary drafting color. This color is the cornerstone of your drafting abilities, as it gives you access to your drafting spells, detailed at the end of the class features.

Drafting these spells requires expending a certain amount of willpower based on the level the spell is cast at. Willpower is fully restored on a long rest, and an amount of willpower equal to your level is regained on a short rest. When you have 0 willpower left, you can still draft as you go into the negatives. Though it can be done, there are consequences to doing so.



PRISME NOIR "BLACK PRISM"
MIGUEL COIMBRA

LIGHTSICKNESS

The ability to draft can take a toll on the caster, and with enough use can cause **lightsickness**, which may be deadly if not managed carefully.

When your willpower drops below 0 and enters the negatives, you become **lightsick**. While lightsick, you get disadvantage on rolls to hit drafted spells, your opponent gets advantage on rolls to avoid drafted spells, and you must expend double the willpower to draft.

When you have spent double your allotted willpower, you break the halo.

BREAKING THE HALO

If you have drafted for double your willpower, you **break the halo** and go mad. Breaking the halo causes your Chromatic Heritage color to fully integrate with your personality, making you go nearly insane and forcing you to be fully driven by emotion. When you break the halo, apply the effect detailed below based on your Chromatic Heritage.

BROKEN HALO

Color	Emotional Downsides
Sub-red	You want to kill everything around you, friend, enemy, animal, it doesn't matter. They must burn.
Red	You decide you are the strongest and most powerful fighter, paying no heed to the weak.
Orange	You begin to collect a horde of anything valuable, with no regard to the owners of said valuables.
Yellow	You have little desire to do anything besides draft and think.
Green	You've given into your cardinal desires, no one can prevent you from reveling in your joy.
Blue	Everything must be pristine and, if it isn't, you'll make it so that it is.
Superviolet	Anyone "better" than you is seen as a threat, and you must attempt to remove that threat.

IMPORTANCE OF LIGHT

A drafter cannot draft when they cannot see the color they're drafting. In practice, this makes it impossible to draft while blinded, or while in total darkness.

DRAFTING ABILITY

Some of your features mention your drafting ability, which is broken down below.

Drafting save DC = 8 + your proficiency bonus + your Intelligence modifier

Drafting attack modifier = your proficiency bonus + your Intelligence modifier

DRAFTING FOCUS

At 1st level, you have a drafting focus of some kind. This focus is used to draft when there is an absence of your drafting color in the area you're in. Depending on your starting equipment, choose one:

BASIC

Tinted Glasses: A pair of glasses with tinted lenses.

These lenses can be tinted individually. Cannot be worn at the same time as a heavy armor helmet.

Colored Ring: A single-colored ring. This ring must be visible in order to be used to draft.

Colored Tattoo: A single-colored tattoo. This tattoo must be visible in order to be used to draft.

UPGRADED

Tinted Contacts: A pair of contacts with tinted lenses. These lenses can be tinted individually.

Color-shifting Ring: A single-colored ring that can swap its color with a reaction. This ring must be visible in order to be used to draft.

Color-shifting Tattoo: A single-colored tattoo. This tattoo is always considered visible when used to draft.

INNOVATIVE MODIFICATIONS

Due to your effort in improving your drafting abilities, you have broken through and found a unique method of modifying your drafting techniques to be even stronger than before.

At 2nd level, you choose two Innovative Modifications of your choice. Your modification choices are detailed at the end of the class description. When you gain certain Drafter levels you gain additional modifications, as shown in the Innovative Modifications column of the Drafter Table.

DRAFTER SPECIALTY

At 3rd level, you decide to focus on emulating a specialty as you grow your strength: Monochromancy, Polychromancy, or Blackguard. These specialties are presented below the list of drafting spells below. Your specialty choice grants you features at 3rd level, and then again at 6th, 10th, 14th, and 18th level.

CHROMATIC PROFICIENCY

Starting at 3rd level, when casting a drafting spell, you can spend extra willpower—in an amount no greater than your Proficiency bonus—when casting that spell. Consult the Upcasted Drafting spell options beneath the spell list for the additional effects based on willpower.

Upon reaching 9th level, you roll extra damage dice equal to the amount of willpower used to upcast your drafting spell. The size of these additional dice matches the damage die used for the spell. Note that this damage boost does not apply to Unleashed Drafting spells.



ABILITY SCORE IMPROVEMENT

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

PRIMARY AFFINITY

Beginning at 5th level, add half your Intelligence modifier (rounded up) to any damage done with the drafting spell of your Chromatic Heritage. Apply an extra instance of this ability at 17th level.

CHROMATIC ACCELERATION

Starting at 13th level, gain the ability to burn luxin for energy. Once per turn, on your turn, you can spend 10 willpower to take one additional action, on top of your regular action.

CHROMATIC ASCENDANCY

Upon reaching the 20th level, gain the ability to enter an Ascendant Chromatic Form, enveloping yourself in a radiant aura of your Luxin color(s). On your turn, you can spend 20 willpower in order to gain the following benefits:

- +2 Intelligence
- 10-foot increase in speed
- 20 temporary hit points
- When rolling damage with your Drafting spells, use the maximum value instead

This lasts for 1 minute, after which you gain a level of exhaustion. You can only use this feature once per long rest.

DRAFTING SPELLS

Each Chromatic Heritage gets an associated spell, as mentioned above. Below are the effects of each spell.

SUB-RED DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: Touch

Components: S, M (heat)

Duration: Instantaneous

Spend 2 willpower to channel the heat around you, then reach out and touch a nearby enemy, drafting that heat onto their skin. Make a melee spell attack against the target. You have advantage on the attack roll if the target is not wearing armor and doesn't have natural armor. On a hit, the target takes 2d10 fire damage.

RED DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (the color red)

Duration: Instantaneous

Spend 2 willpower to draft the red you can see into a stream of red luxin and direct it at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 fire damage and is coated in red luxin for 2 turns. This red luxin coating will explode if the creature is hit with fire, sub-red luxin, or yellow luxin, dealing 1d6 fire damage to the one coated and each creature in a 5-foot radius that fails a DC 12 Dexterity Saving Throw.

ORANGE DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: S, M (the color orange)

Duration: 1 minute

Spend 2 willpower to draft the orange you can see into a pool of orange luxin, transforming a 10-foot radius around you into difficult terrain, and putting out any fire in the area. If you already have this surface made, you can spend 1 willpower to move the original pool to your current location. When the terrain appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or starts its turn there must also succeed on a Dexterity saving throw or fall prone.

YELLOW DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: Self (10-foot cone)

Components: S, M (the color yellow)

Duration: Instantaneous

Spend 2 willpower to draft the yellow you can see into a blinding spray of yellow luxin. Each creature in a 10-foot cone must make a Dexterity saving throw or take 3d4 fire damage. Creatures who fail the saving throw must make a Constitution saving throw or are blinded until the end of their turn.

GREEN DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: 40/80 feet

Components: S, M (the color green)

Duration: Instantaneous

Spend 2 willpower to draft the green you can see into a ball of green luxin and direct it at a creature or object in range. Make a ranged spell attack against the target. On a hit, the creature takes 2d8 bludgeoning damage. A creature hit with this attack is knocked backwards 10 feet.

BLUE DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S, M (the color blue)

Duration: Instantaneous

Spend 2 willpower to draft the blue you can see into a wave of blue luxin spikes. Each creature in a 15-foot cone must make a Dexterity saving throw or take 2d8 piercing damage on a failed save, or half as much damage on a successful one.

SUPERVIOLET DRAFTING

Drafting Conjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Spend 2 willpower to draft the superviolet you can see into three invisible luxin darts. These darts hit a creature of your choice that you can see within range. Each dart deals 1d4 piercing damage to its target.

UPCASTED DRAFTING SPELLS

When upcasting your Drafting, you choose one of three given options, then you choose how much willpower you will spend on that option.

For example, let's say you're upcasting Sub-red Drafting. First, you would elect to upcast Sub-red Drafting. Then you'd choose the option Third-degree Burns. Next, you would choose to spend 3 additional willpower. Finally, you would roll to hit and—if you hit—deal $2d10$ (from the original spell) + $3d6$ (from the additional willpower spent).

Each drafting spell can also be drafted as an entirely new spell when upcasted for 5 willpower. Those spells are detailed on the following page.

SUB-RED DRAFTING

When upcasting your Sub-red Drafting, choose one of the following options:

Crank the Heat: For each willpower spent, on a hit, set one of the dice rolled to its maximum value. You can spend up to 2 willpower when choosing this option.

Third-degree Burns: For each willpower spent, on a hit, roll an additional d6. You can spend up to 4 willpower when choosing this option.

Molten Surge: Pay an additional 5 willpower to instead draft the spell Molten Surge.

RED DRAFTING

When upcasting your Red Drafting, choose one of the following options:

Extra Boom: For each willpower spent, on a hit, roll an additional d6 for when the luxin explodes. You can spend up to 2 willpower when choosing this option.

Gooped Up: For each willpower spent, on a hit, lower the movement speed of the target by 5 feet. This effect lasts for either 2 turns or until the luxin is detonated, whichever happens sooner. You can spend up to 4 willpower when choosing this option.

Pyroclastic Eruption: Pay an additional 5 willpower to instead draft the spell Pyroclastic Eruption.

ORANGE DRAFTING

When upcasting your Orange Drafting, choose one of the following options:

Pretty Slippery: For each willpower spent, the spell save DC increases by 1. You can spend up to 2 willpower when choosing this option.

Big Puddle: For each willpower spent, increase the radius of the spell by 5 feet. You can spend up to 4 willpower when choosing this option.

Spikefield: Pay an additional 5 willpower to instead draft the spell Spikefield.

YELLOW DRAFTING

When upcasting your Yellow Drafting, choose one of the following options:

Burning Mist: For each willpower spent, deal an additional $1d4$ damage—whether or not the target succeeds on their saving throw. You can spend up to 2 willpower when choosing this option.

Blinding Flash: For each willpower spent, increase the Constitution saving throw DC by 1. You can spend up to 4 willpower when choosing this option.

Spear of Gold: Pay an additional 5 willpower to instead draft the spell Spear of Gold.

GREEN DRAFTING

When upcasting your Green Drafting, choose one of the following options:

Bouncy Ball: For each willpower spent, on a hit, bounce to another enemy within 30 feet of the first. You can spend up to 2 willpower when choosing this option.

Weighted Luxin: For each willpower spent, on a hit, push the target back an additional 5 feet. You can spend up to 4 willpower when choosing this option.

Green Golem: Pay an additional 5 willpower to instead draft the spell Green Golem.

BLUE DRAFTING

When upcasting your Blue Drafting, choose one of the following options:

Shrapnel: For each willpower spent, deal an additional $1d6$ damage—whether or not the target succeeds on their saving throw. You can spend up to 2 willpower when choosing this option.

Calculated Aim: For each willpower spent, the spell save DC increase by 1. You can spend up to 4 willpower when choosing this option.

Spear of the Azure: Pay an additional 5 willpower to instead draft the spell Spear of the Azure.

SUPERVIOLET DRAFTING

When upcasting your Superviolet Drafting, choose one of the following options:

Multi-target: For each willpower spent, change the target of one of the projectiles. You can spend up to 2 willpower when choosing this option.

Nimble Weaving: For each willpower spent, fire an additional projectile. You can spend up to 4 willpower when choosing this option.

Phased Invisibility: Pay an additional 5 willpower to instead draft the spell Phased Invisibility.

UNLEASHED DRAFTING SPELLS

When upcasting a spell for 7 total willpower, you instead cast an Unleashed Drafting Spell, which are detailed below.

MOLTEN SURGE

Drafting Conjuration

Casting Time: 1 action

Range: Self

Components: S, M (heat)

Duration: 1 minute

You tap into the fiery essence of sub-red luxin, causing molten luxin to surge through your body. For the duration, your unarmed strikes, melee weapon attacks, and melee spell attacks deal an additional 1d8 fire damage. Additionally, creatures that hit you with a melee attack while within 5 feet of you take 1d8 fire damage. You become immune to fire damage.

PYROCLASTIC ERUPTION

Drafting Conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: S, M (the color red)

Duration: Instantaneous

You channel the volatile essence of red luxin, causing the ground within a 10-foot radius around you to tremble and erupt in a shower of molten rock and flames. Creatures within the area must make a Dexterity saving throw, taking 4d12 fire damage on a failed save, or half as much on a successful one.

SPIKEFIELD

Drafting Conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: S, M (the color orange)

Duration: 1 minute

You transform a 20-foot radius around you into difficult terrain. When the terrain appears, each creature standing in its area must succeed on a Constitution saving throw or become restrained. Additionally, this terrain deals 2d10 damage to any creature, apart from the caster, for every 5 feet they walk in the terrain.

SPEAR OF GOLD

Drafting Conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (the color yellow)

Duration: Instantaneous

You draft a lance of hardened yellow luxin, making a ranged spell attack against a single enemy at a range of 60 feet. On a hit, this attack does 8d10 fire damage.

GREEN GOLEM

Drafting Conjuration

Casting Time: 1 action

Range: Self

Components: S, M (the color green)

Duration: Up to 1 minute

You draft green luxin into a giant suit of armor, gaining the following benefits while active:

- Gain 15 temporary hit points
- Get an additional +1 AC
- Increase movement speed by 10 feet
- Unarmed attacks use your Intelligence modifier for attack and damage rolls, and become magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- When you hit a target with an unarmed attack, they make a Constitution save against your spell DC. If they fail, you can either push them 15 feet straight backwards or knock them prone.

At the start of your turn, lose 5 willpower or lose these bonuses. You also lose these bonuses after 1 minute.

SPEAR OF THE AZURE

Drafting Conjuration

Casting Time: 1 action

Target: 60 feet

Components: S, M (the color blue)

Duration: Instantaneous

You draft a spear of sharp blue luxin, making a ranged spell attack against a single enemy at a range of 60 feet. On a hit, this attack does 6d8 piercing damage. Hit or miss, the spear then explodes into shards of blue luxin. The target and each creature within 5 feet of the point where the spear exploded must succeed on a Dexterity saving throw or take 2d8 slashing damage.

PHASED INVISIBILITY

Drafting Conjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You distort your presence with superviolet luxin, making yourself transparent and difficult to perceive. While the spell is active, you and anything you are carrying become invisible. This invisibility is not dropped when making drafting attacks. Once per use of this spell, if your attack misses a target within range, you can turn the miss into a hit.

DRAFTING SPECIALTY

A drafter's specialty is what defines their path in the pursuit of power. Different drafters may be locked out of certain paths based on natural-born abilities, but those who power through despite that are the truly strong.

MONOCHROMANCY

Monochrome drafters are the most usual form of drafter, but that doesn't mean they can't be just as dangerous to face. Focusing all of your time on one color allows you to understand the color and pursue the true perfection of that one color more deeply.

SPECIALIZED SKILLSET

Starting at 3rd level, any time you draft your primary color, add your proficiency bonus to damage rolls. Gain an additional bonus effect depending on your primary color.

Draft Color

Sub-red	Gain proficiency in Intimidation or Athletics. Fire damage dealt to you is halved.
Red	Gain proficiency in Intimidation or Athletics. You have resistance to fire damage.
Orange	Gain proficiency in Deception or Performance. You automatically succeed in any difficult terrain saving throws.
Yellow	Gain proficiency in Investigation or Medicine. You have advantage on checks to avoid being blinded.
Green	Gain proficiency in Nature or Survival. You can fit in spaces meant for creatures one size lower.
Blue	Gain proficiency with medium and heavy armor. Gain an additional +1 armor class when in medium armor and +2 armor class when in heavy armor.
Superviolet	Gain proficiency in Investigation or Insight. Gain expertise on Dexterity (stealth) checks to hide.

DUAL CASTING PROWESS

At 6th level, whenever you use your drafting spell on your turn, you can re-cast the same drafting spell as a bonus action.

PRIMARY COLOR MASTERY

Upon reaching 6th level, and again at 10th level, gain an additional Innovative Modification. This modification can only be used to choose a feature unique to your primary color.

EMPOWERED WILL

At 10th level, due to your deepened understanding of your primary color, all drafting spells you cast cost 1 less willpower (minimum 1).

TWIN CASTING PROWESS

Beginning at 14th level, whenever you use your action to cast your drafting spell, you can cast it an additional time as part of the same action. When cast this way, the second spell cast costs double the willpower.

POLYCHROMANCY

Polychrome drafters are the rarest form of drafters and are able to draft three or more distinct colors of the spectrum. This can allow for more utility when drafting, as the sum of the colors may be greater than the whole.

MYRIAD-DRAFTING

Starting at 3rd level, then again at 6th, 10th, and 14th levels, you can choose an additional color to add to your drafting capabilities. You gain benefits from each color, detailed below, as well as gaining access to that color's drafting spell and Innovative Modifications.

You may only choose a color adjacent to a color you can already draft. (ex: A green drafter could choose blue or yellow, while a sub-red drafter must choose red.)

Draft Color

Sub-red	You can cast Produce Flame at will.
Red	Gain Darkvision up to 40 feet.
Orange	You automatically succeed in difficult terrain saving throws in your own terrain.
Yellow	You can cast Light at will, without using willpower.
Green	You have advantage on escaping grappling effects.
Blue	Gain an additional +1 armor class from a shield.
Superviolet	You have advantage on Dexterity (stealth) checks to hide.

PRISMATIC ATTUNEMENT

At 6th level, you gain the ability to attune yourself to a specific color of luxin for added versatility. As a bonus action on your turn, you can choose one color of luxin—that you can draft—to attune to: sub-red, red, orange, yellow, green, blue, or superviolet. Each color grants you a unique benefit:

Draft Color

Sub-red	Fire damage dealt to you is halved.
Red	You have resistance to fire damage.
Orange	You automatically succeed in any difficult terrain saving throws.
Yellow	You have advantage on checks to avoid being blinded.
Green	You can fit in spaces meant for creatures one size lower.
Blue	Gain an additional +1 armor class when in medium armor and +2 armor class when in heavy armor.
Superviolet	Gain expertise on Dexterity (stealth) checks to hide.

While attuned, you get disadvantage on drafting spells using any non-attuned color. You can unattune as a bonus action on your turn, and once unattuned cannot attune again until after a short rest.

DOUBLED LUXIN AFFINITY

From 10th level on, when you use the Prismatic Attunement feature to change your luxin attunement, you can alternatively attune to two colors of luxin simultaneously. This dual attunement state persists for only 1 minute—unless ended early—bestowing you with the benefits of both selected colors. After the minute is up, you can choose one of the two chosen colors to stay attuned to until your next short rest.

MASTER OF SHIFTING SPECTRA

Upon reaching 14th level, you can use the Prismatic Attunement feature as a free action on your turn. Additionally, you can now use your Prismatic Attunement feature a number of times equal to your Intelligence modifier (a minimum of once).

BLACKGUARD

The Blackguard are an elite group of bodyguards who protect powerful individuals. Known as warrior-drafters, this group is full of powerful fighters who treat drafting as just another weapon.

COMBAT TRAINING

When you choose this specialty at level 3, you gain proficiency with all weapons, all armor, and shields. Additionally chose one of the following abilities:

Bichromatic Specialist: You gain one additional drafting color, gaining its bonuses and drafting spell as listed in the respective tables on page 4.

Monochrome Warrior: Gain one additional Innovative Modification. Additionally, chose 1 Fighting Style from Archery, Defense, Dueling, Great Weapon Fighting, or Two-Weapon Fighting.

BATTLE DRAFTING

At 6th level, when you take the Attack action on your turn you can cast a drafting spell as a bonus action. Furthermore, your Ranged Spell Attacks can be made as melee spell attacks when you are adjacent to a hostile creature. When casting a melee spell attack, increase the damage die used by one (ex: a d6 to a d8). In the case where a d12 roll is increased, upgrade the damage roll to 3d4.

LUXIN-BOUND WEAPON

Upon reaching 10th level, you can bind a weapon to you by infusing it with luxin. Binding a weapon requires 1 minute of time spent drafting your luxin into the weapon and costs 5 willpower. You can only bind one weapon at a time, and at any point you can unbind your current weapon. Unless you unbind your weapon, unequip your weapon, or drop your weapon, the weapon stays bound.

The bound weapon becomes magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, use your spellcasting modifier, Dexterity, or Strength in attack and damage rolls with this weapon, whichever is highest.

Gain an additional Innovative Modification, but you must choose a modification that lists the requirement “Blackguard subclass”.

WARRIOR-DRAFTER'S FLURRY

At level 14, when you take the attack action on your turn, you can spend 2 willpower to attack one additional time. Additionally, you can use two drafting spells, instead of one, whenever you use a drafting spell as a bonus action through the feature Battle Drafting. The second spell cast costs double the willpower.

INNOVATIVE MODIFICATIONS

If an Innovative Modification has prerequisites, you must meet them to learn it. You can learn the modification at the same time that you meet its prerequisites.

BENDING LIGHT

Prerequisite: Superviolet Chromatic Heritage

You can cast *disguise self* at will, without using willpower.

CERULEAN SERENITY

Prerequisite: Blue Chromatic Heritage

You have advantage on saving throws against being charmed or frightened.

CRIMSON RESILIENCE

Prerequisite: Sub-red or Red Chromatic Heritage

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You cannot use this feature again until you finish a long rest.

DAZZLING DEFENSE

Prerequisite: Yellow Chromatic Heritage

When you are hit by an attack, you can use your reaction and 1 willpower to create a blinding burst of light, imposing disadvantage on the attacker's next attack roll against you.

DRAFTER'S RESILIENCE

Your body adapts to the effects of drafting, granting you advantage on saving throws against spells and effects that deal radiant damage.

EDGEDANCER

Prerequisite: Orange Chromatic Heritage

While on difficult terrain, gain an additional 10 feet of movement and ignore the movement penalty.

EIDETIC MEMORY

Prerequisite: Blue Chromatic Heritage

You gain expertise in History and Religion checks. If you were not already proficient in them, gain proficiency.

EMPOWERED CASTING

When you cast a drafting spell, you can expend 1 willpower to add a +2 to the attack roll or the DC save required.

FIRE-HEART

Prerequisite: Sub-red or Red Chromatic Heritage

You are immune to fire damage from difficult terrain and surface effects.

IMPOSE WILL

You can cast *Command* at will, spending 1 willpower.

INCOMBUSTIBLE

Prerequisite: Orange Chromatic Heritage

You gain resistance to fire damage.

INFRA-RED VISION

Prerequisite: Sub-red Chromatic Heritage

You see invisible creatures and objects as if they were visible.

LEG SPRINGS

Prerequisite: Green Chromatic Heritage

You can use your reaction and spend 1 willpower to gain resistance to falling damage and double your jump distance for one minute (10 turns).

RESONANCE PULSE

Prerequisite: Yellow Chromatic Heritage

Once per turn, using a bonus action and 1 willpower, you can emit a bright pulse of light from yellow luxin that disrupts all illusions within a 30-foot radius.

SPECTRUM SIGHT

Prerequisite: Orange Chromatic Heritage

You can see the auras of creatures, allowing you to determine their emotional state and intentions. You gain proficiency in Insight checks, and you have advantage on Insight checks when dealing with living creatures.

SURPRISE ATTACK

Prerequisite: Superviolet Chromatic Heritage

When you attack out of stealth, your opponent cannot take reactions until the start of its next turn.

TENACITY

Once per short rest, as a reaction, you can spend 1 willpower to gain temporary hit points equal to your drafter level.

THRILL OF VICTORY

Once per minute, when you reduce a creature to 0 hit points with your drafting spell, you regain willpower equal to your proficiency modifier.

UNCANNY INTUITION

When you would be hit by an attack, you can add your Intelligence modifier to your AC until the start of your next turn, including against the triggering attack. This feature can only be used once per short rest.

UNHINDERED MOVEMENT

Prerequisite: Green Chromatic Heritage

You can ignore the movement penalty that comes with moving through difficult terrain.

WRATHFUL PRESENCE

Prerequisite: Red Chromatic Heritage

Gain advantage on Intimidation checks against living creatures.

BLINDING RADIANCE

Prerequisite: 5th level, Yellow Chromatic Heritage, Monochromancy subclass

Once per short rest, after taking damage, you can use your reaction to blind creatures within 10 feet of you until the start of your turn.

CALCULATED RETALIATION

Prerequisite: 5th level, Blue Chromatic Heritage, Monochromancy subclass

When a creature misses their attack on you, use your reaction to make an opportunity attack on that creature.

COMBAT SAVANT

Prerequisite: 5th level, Blue Chromatic Heritage, Monochromancy subclass

You may use your Intelligence modifier instead of your Dexterity modifier on attack rolls and damage rolls made with finesse weapons.

EMPATHIC RESOLVE

Prerequisite: 5th level, Orange Chromatic Heritage, Monochromancy subclass

You have advantage on saving throws against being charmed or frightened. Additionally, whenever you resist one of the conditions you can attempt to direct the condition to an enemy, giving them the same DC you had to resist being charmed or frightened.

ENERGIZING AURA

Prerequisite: 5th level, Yellow Chromatic Heritage, Monochromancy subclass

You can use an action and 1 willpower to give yourself and your allies within 10 feet a bonus equal to your spellcasting modifier to saving throws against being frightened or charmed for 1 minute.

ERUPTING RAGE

Prerequisite: 5th level, Sub-red or Red Chromatic Heritage, Monochromancy subclass

Once per turn, when you attack with a sub-red or red drafting spell, you can spend 1 extra willpower to add an additional damage die.

EXPLODING FURY

Prerequisite: 5th level, Sub-red or Red Chromatic Heritage, Monochromancy subclass

Once per turn, when you attack with a sub-red or red drafting spell, you can spend 1 extra willpower to set one damage die to its maximum value.

EXPLOIT WEAKNESS

Prerequisite: 5th level, Orange Chromatic Heritage, Monochromancy subclass

When a creature goes prone on difficult terrain you created, you can use your reaction to deal 2d6 damage to them.

IRIDESCENT REFLECTION

Prerequisite: 5th level, Superviolet Chromatic Heritage, Monochromancy subclass

Once per short rest, you can create illusory duplicates of yourself, making it difficult for enemies to target you. As a reaction, you can create duplicates that grant attackers disadvantage on their attacks for one round.

LUXIN MACE

Prerequisite: 5th level, Green Chromatic Heritage, Monochromancy subclass

You gain the ability to transform your fists into green-luxin maces. When you make an unarmed attack, you can spend 2 willpower to temporarily infuse your fists with green luxin, causing your unarmed strikes to deal bludgeoning damage equal to $1d8 + \text{your strength modifier}$. This effect lasts for one minute, or until you dismiss it.

TRACE

Prerequisite: 5th level, Superviolet Chromatic Heritage, Monochromancy subclass

Once per short rest, you can use your action and 1 willpower to attach a string of Super-Violet to an adjacent enemy. Gain advantage on attacks against the creature until the creature dies or you lose concentration on using the string.

VERDANT SHIELD

Prerequisite: 5th level, Green Chromatic Heritage, Monochromancy subclass

You can use your action to coat yourself in green luxin, spending 1 willpower to gain resistance to all non-magical damage for one minute.

DEFLECT PROJECTILE

Prerequisite: 10th level, Blackguard subclass

You learn to use your bound weapon to deflect incoming ranged attacks. Ranged attacks against you have disadvantage while wielding your bound weapon.

MULTI-STRIKE BINDING

Prerequisite: 10th level, Blackguard subclass

When you take the attack action with your bound weapon on your turn, you can spend 2 willpower to attack one additional time.

PERFECTED BINDING

Prerequisite: 10th level, Blackguard subclass

You can add your spellcasting ability to the attack and damage rolls of melee attacks using your bound weapon.

IRON-CLAD WILL

Prerequisite: 12th level, Blackguard subclass

Each strike with the bound weapon revitalizes your own willpower. When you strike a hostile creature with your bound weapon, you recover 1 willpower.

ADVANCED MULTI-STRIKE BINDING

*Prerequisite: 14th level, Blackguard subclass,
Multi-strike Binding*

When you take the attack action with your bound weapon on your turn, you can spend 2 willpower to attack one additional time.