

THE EDGELORD

HOME BREW

A joke class by u/PippoChiri

EDGELORED

A drow dressed in black is completely surrounded by enemies much bigger than him, he smiles, he hides his face with his hand, after a quick one-liner his attackers fall to the ground dead covered in bloody cuts.

A group of goblins run away at breakneck speed in a dark cave, around the corner they stop to take a breath, thinking they are safe but their pursuer is already there waiting for them. His aura is overwhelming and his mere presence opens new wounds on the bodies of poor goblins.

A powerful lich imposes its most dangerous curse on the dwarf who has dared to confront it but is shocked when it is immediately broken. The dwarf replies promptly: "Your curse is nothing compared to my eternal torments ...".

A human girl is sitting at the counter of the inn explaining to the first man who sat next to her how she is not like other girls, in fact, she is a self-diagnosed bipolar sociopath.

ETERNAL SUFFERING

You can't choose to become an edgelord, it's like a curse placed on a still innocent infant, a cruel twist of fate that condemns a life. Edgelords' soul is in constant agony, demons and remorse torment it relentlessly causing immense pain. Nobody will ever be able to understand such a tormented person and maybe that's for the best. Therefore they are loners, most of them decide to isolate themselves from everyone to avoid hurting them. But others have learned to channel their pain as a bloody weapon that can bring them closer to their goals.

CREATING A EDGELORED

When creating your edgelord think about what happened of so tragic and brutal in their past to scar their mind and soul permanently. Maybe it was the death of their parents? Or maybe the brutal understanding of the meaninglessness of life? Or probably they were just born with an awful personality. It's also important to think about how they will interact with the party. It's just a dead weight or a useful tool? Does the party fear or admire them?

QUICK BUILD

You can make an edgelord quickly by following these suggestions. First, make Charisma your highest ability score, followed by either Strength or Dexterity. Second, choose the criminal background.

OPTIONAL RULE: MULTICLASSING

If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you chose the edgelord as one of your classes.

Ability Score Minimum. As a multiclass character you must have at least a 13 Charisma score to take a level in this class or to take another level if you're already an edgelord.

Proficiency Gained. If edgelord isn't your initial class, you gain proficiency in light armor and one skill from the edgelord skill list.



CLASS FEATURES

As an edgelord, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per edgelord level

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

Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier per edgelord level

PROFICIENCIES

Armor: Light Armor

Weapons: Simple Weapons, hand crossbows, longswords, rapiers, shortswords

Tools: none

Saving Throws: Strength, Charisma

Skills: Choose three from Stealth, Insight, Perception, Deception, Intimidation, Persuasion

EQUIPMENT

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

- (a) a Rapier, (b) a Longsword, or (c) any simple weapon
- (a) an Explorer's Pack or (b) a Dunegoneer's Pack
- Leather Armor, and a Dagger

OW THE EDGE

Beginning at 1st level, you learn to release a physical manifestation of your pain and suffering. As an action you can strike a pose and spit a quick nihilistic one-liner: all creatures in 10ft. must succeed on a Wisdom saving throw or take 1d4 + your Charisma modifier slashing magical damage. The dice you roll changes as reported on the Edge Dice column.

At 5th level you add your hate to your pain: if a creature fails the saving throw of 10 or more it become poisoned for 1d4 minutes.

At 11th level your inner suffering is so brutal that no one and nothing is truly safe from it: whenever you use this feature its damage ignores all resistances and immunities to magical slashing damage.

At 18th level your words alone are enough to fill the air with unbearable pain and sorrow. Even the creature that tries to run away for you are able to escape it. When you use this feature all the creatures that are able to hear you have to make the saving throw.

Some of your edgelord features require your target to make a saving throw to resist the feature's Effects. The saving throw DC is calculated as follows:

$$\text{Edgy Save DC} = 8 + \text{your proficiency bonus} + \text{your charisma modifier}$$

AFFINITY TO DARKNESS

As an edgelord darkness is your natural environment, you feel safe and at home in the deepest darkness. At 2nd level, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet and add your Charisma modifier to all of your stealth checks while in darkness or in dim light.

CLASS NAME

Level	Proficiency Bonus	Features	Edge Dice
1st	+2	Ow the Edge	1d4
2nd	+2	Affinity to Darkness	1d4
3rd	+2	Edgy Stereotype	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Ow the Edge	1d6
6th	+3	Shadow Ambush	1d6
7th	+3	The One Who Brings the Darkness	1d6
8th	+3	Ability Score Improvement	1d6
9th	+4	Edgy Stereotype Feature	1d6
10th	+4	One with Darkness	1d6
11th	+4	Ow the Edge	1d8
12th	+4	Ability Score Improvement	1d8
13th	+5	Edgy Stereotype Feature	1d8
14th	+5	Edgy Aura	1d8
15th	+5	Life is the Only True Curse	1d8
16th	+5	Ability Score Improvement	1d8
17th	+6	Edgy Stereotype Feature	1d8
18th	+6	Ow the Edge	1d10
19th	+6	Ability Score Improvement	1d10
20th	+6	Thorns of Pain	1d10

EDGY STEREOTYPE

When you reach 3rd Level, you commit yourself to a edgy stereotype, such as the Emo. Your stereotype grants you features at 3rd Level and again at 9th, 13th, and 17th level.

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 can't increase an ability score above 20 using this feature.

SHADOW AMBUSH

At 6th level you learn how to travel instantly between shadows. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. All creatures in 10 ft have disadvantage on Wisdom saving throws until the end of turn.

THE ONE WHO BRINGS THE DARKNESS

At 7th level you learn how to manipulate the darkness that you love so much. As an action you can make some of the darkness of your soul leak out from your body creating a 10ft area of dim light centered on yourself. The effect ends after 1 minute.

ONE WITH DARKNESS

At 10th level you learn how to temporarily transform your body into darkness. When you are in dim light or darkness, when a creature makes a melee attack against you you can use your reaction to make your body evanescent and ghost-like, until your next turn you gain 5 AC. You can use this feature a number of times equal to your Charisma modifier per long rest (min 1).

EDGY AURA

At 14th level you learn how to share your inner pain with others so that they'll understand a little bit of what you experience every day. A sphere of 5 ft. centered on you is now filled with your crystallized suffering. Another creature that enters the sphere or starts its turn inside it takes 1d8 + Charisma modifier magical slashing damage.

LIFE IS THE ONLY TRUE CURSE

At 15th level you realize that some things are not strong enough to hurt you, especially curses. Your life is already a curse so your body has become resistant to them. As an action you can cast the spell Remove Curse on your self or on an object you're attuned with.

THORNS OF PAIN

At 20th level your soul itself will try its hardest to keep you alive, death would be an easy way out of your damned life. Once per long rest, when your hit points reach 0 and you fall unconscious a cluster of thorny plants with black flowers appears from your chest and expands all around. All other creatures in 100 ft must succeed on a Dexterity saving throw. On a failed save a creature takes 8d6 necrotic damage. At the end of the turn the plants disappear and you regain hit points equal to the damage dealt.

EDGY STEREOTYPES

An edgy stereotype is an edgelord's special form of expressing their inner pain unique to them. The following Edgy Stereotypes are available for the Edgelord: Mary Sue Stereotype, Dark Soul Stereotype and Emo Stereotype. Your edgy stereotype grants you features as 3rd, 9th, 13th and 17th level.

MARY SUE STEREOTYPE

Mary Sues (or Gary Stus) discovered a little upside in their eternal damnation: being more unique and better than anyone else. Other people are all the same: boring and conformist.

EXPERTISE

At 3rd Level, choose two of your skill Proficiencies. Your Proficiency Bonus is doubled for any ability check you make that uses either of the chosen Proficiencies.

FEELINGS IN MAGIC

At 3rd level you discover that your emotions, caused by years of suffering, are so pure and strong that they gave you the ability to use magic. Choose 3 cantrips from any class's spell list, you can cast them using Charisma as your spellcasting ability. You can choose different cantrips after a long rest.

SO QUIRKY

At 9th level you learned how to channel your feelings to distance yourself from the masses creating new unique powers. You gain the effects of a warlock's invocation of your choice (you can't choose an invocation with pact-specific requirements). You can choose a different invocation after a long rest.

DESTINY'S KINDNESS

At 12th level you understand that destiny itself wants to repay you for a life of inner suffering, so it gives you the ability to channel your feelings in powerful spells. Choose a level 4 or lower spell from any class's spell list, you can cast that spell once per short rest (the spell is considered to be casted using a 4th level spell slot). You can choose a different a different spell after a long rest.



GREATER SPELLCASTING

At 17th level you mastered more spells than lots of powerful wizards, so you're ready to cast even more powerful spells. Choose a spell from any class's spell list, you can cast that spell once per long rest (the spell is considered to be casted using a 9th level spell slot). You can choose a different a different spell after a long rest.

DARK SOUL STEREOTYPE

Years of suffering and pain can easily corrupt an innocent soul. Some edgelord learned to live in symbiosis with the evil that lives within their soul, giving it a physical form willing to help them in their struggles. The only thing it asks in return is being able to feed from their damned soul.

AURA OF EVILNESS

Starting from 3rd level your soul emanates a constant aura of evilness. All evil-aligned creatures are friendly to you and won't attack you until you'll try to harm them first.

THE EVIL INSIDE

At 3rd level you learn how to summon the incarnation of your corrupted soul. As a bonus action you can summon a Shadow (the DM has its stats), the Shadow is friendly to you and to your allies and it shares your initiative. The Shadow can move in any direction up to 30ft from you, if you're more than 30ft away the Shadow will disappear. You can use you bonus action to give the Shadow orders thanks to a telepathic link. The Shadow can use your Ow the Edge feature (use your Charisma modifier). You take all the damage the Shadow should take.

PERPETUAL DARKNESS

At 9th level the Shadow creates an aura of 5ft radius of darkness to compensate its sunlight sensitivity. All ranged attack against the Shadow have disadvantage.

STRONGER BONDS

At 13th level the connection between you and the Shadow grew stronger, now your Shadow obtain your spiritual strength. Every time the Shadow rolls a dice you can add you Charisma modifier (min. 1) to the result.

PUPPET OF EVIL

At 17th level you Shadow wants more than just feeding from your soul, it want the living energy of your enemies. As an action you can command your Shadow do control a creature of your choice in 30ft from you. You can use you bonus action to give the controlled creature orders thanks to a telepathic link. At the start of their turn the controlled creature has to make a Charisma saving throw, on a failed save it takes 8d8 psychic damage and is considered paralyzed for the turn, the possession ends if it pass the save. The Shadow can only control one creature for long rest.

EMO STEREOTYPE

Sometimes inner pain can seem unbearable, so some edgelords decided to control it through physical pain to keep their mind strong. This fight between external and inner pain caused their blood to be soaked with magical power. They think blood is the only thing strong enough to purify their suffering soul.

PURIFYING BLOOD

At 3rd level your blood is more powerful than the one of any normal creature being able to protect you from any kind of disease.

BLOODY EDGE

At 3rd level you can use your pain to increase the power of you suffering's manifestation. When you use your Ow the Edge feature you can decide to add a number of dices up to your Charisma modifier (min. 1) of the same type to the damage. Before rolling for the damage roll the dices you added, you lose hit points equal to the result.

PAIN TOLERANCE

At 9th level your pain tolerance has become much higher than normal creatures, whenever you take damage you can use your reaction to gain temporary hit points equal to that damage up to 5 times your Edgelord level. You can only use this feature a number of time equal to your Charisma modifier per long rest.



BLOODY VISIONS

At 13th level your blood is so filled with magical power that can transcend time itself; you can use your own blood to make a divination ritual. When you finish a long rest, roll one d20: you suffer a necrotic damage equal to the result and record the number rolled. You can repeat this process as many time as you want but you can only record one result. Once per long rest You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the recorded roll. You must choose to do so before the roll. After a long rest you lose the recorded roll.

SUFFERING INCARNATED

At 17th level you blood is saturated with your pain and suffering, this combined to its magical properties gave it primitive form of mind of its own, it will do its best trying to protect you. Once per long rest, when you take damage, you can use your reaction to summon a Blood Elemental out of your open wounds (it has the same stats of the Water Elemental, the DM has its stats). The elemental is friendly to you and your companions for the Duration. Roll Initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from Hostile creatures but otherwise takes no Actions. The Blood Elemental disappears after a minute.

BLACK SWORDSMAN STEREOTYPE

A tormented swordsman can be powerful and dangerous, the sounds of swords clashing the one on the other is the only sound able to bring peace, even if just for a moment, to their suffering soul. The sight of a blade slashing through meat and bones is the only sight able to make them feel alive.

CUTTING EDGE

At 3rd level your fighting style is the perfect representation of your personality: complicated and basically impossible to comprehend. Your blade is even able to hurt a creature's mind thanks to your charismatic and menacing presence. When you deal damage to another creature with a melee weapon you can use Ow the Edge as part of your action.

EXTRA ATTACK

Beginning at 9th Level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.

SECRET TECHNIQUE

At 13th level you developed a formidable technique able to maximize your speed as your blade sings a memento mori cutting through the wind preparing to meet your enemy's meat. Once per long rest you can cast Steel Wind Strike as an action without spending spell slots.



FULL POTENTIAL

At 17th level you reached your full potential as a master of the blade. The dark power contained in your soul can now flow in your veins like if it was blood, giving you a huge boost in your fighting abilities. Once per long rest you can unleash your full potential; when unleashing your full potential you gain temporary hit points equal to twice your Edgelord level, advantage on attack rolls and saving throws and, once per long rest, when you deal damage to a creature with a melee attack you can choose to have that creature make a Constitution saving throw. If it fails, it is reduced to 0 Hit Points. If it succeeds, it takes 10d10 necrotic damage.

GRIM MAGE STEREOTYPE

Pain can be fascinating, it can lead the mind into new territories that the others are too scared or weak to explore. In this search you found a strong interest for corpses: the way they rot up to disappear, the way they become food for creatures that will become corpses too, this cycle it's so perfect and harmonic that can even calm your bleeding soul. Some will say that you're just a mere necromancer but you know they're just too uncultured to understand the difference.

EXPLODING CORPSES

At 3rd level you learn how to manipulate the gas that accumulates inside corpses. You're able to pressurize it and charge it with the necrotic energy directly from inside you. As an action you can target a number of corpses up to your Competence modifier you can see in 30ft, they explode and every creature in 10ft makes a Dexterity saving throw. On a fail a creature takes 3d6 necrotic damage or half as much if they succeed.

DEAD ALLIES

At 9th level you can now infuse the corpses with your pain, giving them enough force to follow walk and follow your commands before dissolving. The view of a dead creature held together by just sheer pain is simply mesmerizing. As an action you can target a corpse you can see in 30ft, now it's under your control, it shares your initiative and it has the same stat block of when it was alive but it has just 1 hit point. You can give the corpse simple orders without using an action. During its turn the corpse will attack the nearest creature you consider hostile unless instructed differently. The corpse will become dust after 10 minutes or when its hit points reach 0.

THE CYCLE OF LIFE

At 13th level you realize that living creatures are just corpses with a soul in them, so you learn some tricks to help the circle of life to go faster. As an action you can target a non-construct creature in 30ft, that creature makes a constitution saving throw. On a failed save its body starts rotting: the creature takes 3d6 necrotic damage and its Constitution score is reduced by 1d8 until a long rest: if the Constitution score reaches 0 the creature dies.



DEAD CHAMPIONS

At 17th level the pain you infuse in the corpses is far more powerful than any kind of vital force making them more powerful than they were in life: the corpses you infused using Dead Allies have advantage on attack rolls and saving throws. When a corpse deal damage to a creature that creature makes a Constitution saving throw (against your Edgy Save DC). On a failed save its body starts rotting: the creature takes 3d6 necrotic damage and its Constitution score is reduced by 1d8 until a long rest: if the Constitution score reaches 0 the creature dies.

VAMPIRE WANNABE STEREOTYPE

You saw them sometimes, in the shadows and with their lips dripping with blood. Vampires are such perfect beings: they're attractive, charming, powerful, their skin sparkles under the sun (probably) but they have a tormented spirit: just like you! This ideal of perfection is now cemented in your mind. With time you'll learn how to mutate your body to resemble an actual Vampire.

DRAINING BITE

Beginning at 3rd level you developed sharp canines able to pierce even the most resistant skin, sadly you're not able to suck blood but you can use them to discharge some of the necrotic energy in your soul in your victims, relieving a bit your body and mind. When you make an unarmed strike using your bite (use Dexterity instead on strength) you deal 1d6 necrotic damage and you regain 1d4 hit points.



CHANGELOG

V 1.1

- Pain tolerance now can grant temporary hit points up to 5 times your Edgelord level (It was unlimited).
- Greater Spellcasting now lets you use the chosen spell only once per long rest (It was once per short rest).
- Added the Black Swordsman Stereotype
- Added the Grim Mage Stereotype
- Added the Vampire Wannabe Stereotype

As your experience with your vampire-persona grows your canines do too. With time they become sharper and prettier. At 9th level you deal 1d6 piercing damage, 1d6 necrotic damage and regain 2d4 hit points. At 13th level you deal 1d6 piercing damage, 2d6 necrotic damage and regain 3d4 hit points. At 17th level you deal 1d6 piercing damage, 3d6 necrotic damage and regain 4d4 hit points.

APPEARANCE OF BATS

At 9th level you start developing your shapeshifting abilities, trying to become a bat or a cloud. Turns out it's much harder than you believed: the closer you got is summoning bats born from your frustration and angst. Once per long rest you can use your action to summon 2d4 Swarm of Bats in 10ft. A summoned creature disappears when it drops to 0 Hit Points or when you take a long rest. The summoned creatures are friendly to you and your companions. Roll Initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from Hostile creatures, but otherwise take no Actions. The DM has the Swarm of Bats' statistics.

SHINING CHARM

At 13th level your charm and sexiness equals the one of a true vampire, strangers will soon present your their neck asking to be bitten. The first time a creature tries to attack you each day it has to make a Wisdom saving throw. If it fails it becomes charmed by you for 1 minute. If it fails by 10 or more the creature while charmed wants to be bitten by you: as long as that creature is charmed all attack rolls against it result in critical hit.

SUPERIOR BITTING TECHNIQUE

At 17th level your bite is a vice as deadly as the one of a true vampire. But you know you can still improve: with experience comes a better and deadlier technique. When you jump towards your prey you truly look like a child of the night. Your unarmed bite attacks score a critical hit on a roll of 18-20. When you deal damage using an unarmed bite attack you gain regain hit points equal to the damage dealt.

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