

SWORDSAGE

A master of the blade and the arcane powers, the swordsage is physical and mentally adept. The spellsword has sublime knowledge, which lets him unlock potent abilities, many of which are overtly supernatural or magical in nature.

RELIGIOUS FIGHTER, ROGUE AND MAGE

The Swordsage is a variant of the cleric class, but with elements of the fighter, paladin, barbarian, rogue, and mage classes. Consequently he draws spells, abilities etc. from different classes. A swordsage is an alround character. This gives him unparalleled versatility in a given encounter.

In one battle, the swordsage might fulfill the role of the rogue, lurking in shadows and striking when foes are least prepared. In another, he might be scorching enemies with area attacks, much like a wizard. In still another fight, he might tear an enemy apart with his bare hands, matching a barbarian's ferocity with his own distinctive style of bloodthirstiness.

Whatever the occasion, a swordsage is able to contribute, often in completely unexpected ways. But foremost he is also a devote scholar of the divine.

ADDITIONAL INFORMATION

If not specified elsewhere, the class follows the ordinary cleric class. It is intended for use with the *human* race, *Illuskan* subrace, [Ilmatari Orphan](#) background and the [Doloroso Domain](#)

If you use it with other races, subraces, & background, it might need to be tweaked - ask you DM.

MAJOR DIFFERENCES FROM CLERIC

Favors swordfighting, religion, arcana and stealth equally, and use spells from various classes...

SWORDSAGE



PROFICIENCIES

- **Armor:** Light armor, shields
- **Weapons:** Greatsword, Shortsword & Spear
- **Tools:** None
- **Saving Throws:** Dexterity & Intelligence
- **Skills:** Acrobatics, Medicine & Stealth

EXPERTISE

At 1st level, choose expertise in two of your skill proficiencies

EQUIPMENT

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

- leather armor & shield
- a greatsword
- a shortsword (side arm or used with shield)
- a spear (used with shield for defensive formation in large battles)
- a Dungeoneer's pack or an Explorer's pack, if you weren't provided equipment from background



APPENDIX

ALFA DRAFT V0.0.3

This a rough draft. It hasn't been played or reviewed.

WHAT TO EXPECT IN BETA DRAFT V.0.1.0

A reviewed draft based on playing experience and review.

BUGS, ISSUES, SUGGESTIONS?

Have an idea of how to make the draft better? Or did you find something that is not conform with D&D 5th edition? Is the class overpowered? Head [here](#) and let me know!

LEGAL ISSUES

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MORE RESOURCES

If you are looking for more 5e Homebrew resources check out my [GitHub](#).

CREDIT

Thanks to:

- [The Homebrewery](#) for their simple markdown script!
- [UnearthedArcana](#) and their list of useful resources [here](#)
- [Wizards of the Coast](#): [PLAYER'S HANDBOOK](#), [SWORD COAST ADVENTURER'S GUIDE](#), [DUNGEON MASTER'S GUIDE](#), [MONSTER MANUAL](#), [XANATHAR'S GUIDE TO EVERYTHING](#) & [TOME OF BATTLE](#)
- [Roll20](#)
- [D&D Wiki](#)
- [D&D 5th Edition Wiki](#)
- [D&D Tools - Swordsage](#)
- [ORCPUB](#)