

Nimble

A fast, tactical TTRPG



HEROES BETA V1.1

BETA DISCLAIMER!

This is an unfinished BETA document. This is your chance to weigh in and make the rules better, more clear, and more fun. If you would like to give feedback please first note what I am and am not looking for.

I am NOT currently looking for:

- **Typo reports.** Yes, there will be typos, they will be fixed before final release, no need to report them at this point.
- **New class ideas.** I'd love to add more classes & subclasses and love hearing your ideas, but they are beyond the scope of this particular project right now. Feel free to send me your ideas for new content if you like, just maybe wait until the beta testing is completed <3

I AM currently looking for feedback on:

- **Battle reports.** The MOST valuable feedback I can get are actual battle reports after playing. What was fun, what wasn't, honest and candid reactions from the players and GM.
- **Confusing wording.** Some wording may be imprecise or confusing. I want to know about this!
- **Over/Underpowered abilities.** Slightly over/underpowered abilities are okay! Anything that is so over/underpowered that it would always/never get picked is not. I'd like your feedback there.
- **Fiddly rules.** The goal of Nimble is to elminate fiddly rules that don't contribute enough to the fun to justify thier inclusion, take too many steps, are hard to remember, you can see yourself needing to look up, etc. Report this please.
- **Spells.** Are there any critical utility spells you feel are missing?
- **Backgrounds.** Are there any fantasies that are not well represented?

Questions or Feedback?

The best place to join in the beta testing is on [the Nimble Discord server](#). Some (myself included) will be doing live playtests, submitting battle reports, and brainstorming changes.

— Evan @ Nimble Co.



CHARACTER CREATION

MAKING A HERO

Your hero is how you will make your mark on the world. Grab a character sheet and fill it in as you go:

- 1. Choose your class.** This will have the largest impact on the other choices and how you interact with the world.
- 2. Choose your Race & Background.** Maybe start thinking of your story too. What made your hero want to start adventuring? How do you know the other heroes?
3. Mark your Hit Die size and HP.
4. Mark your Advantaged and Disadvantaged Saves, Size, Speed, Height, Weight, and any other special abilities you have.
5. Choose and allocate your stat array:
 - **Standard:** +2, +2, +1, +0, -1
 - **Balanced:** +2, +1, +1, +1, +0
 - **Min-Max:** +3, +1, +1, +0, -2
6. Fill in your stat bonuses for your skills and then allocate an extra 6 skill points (across at least 3 different skills).
7. Mark your initiative (usually equal to your WIS), inventory slots (10+STR), and languages.
8. Roll for your starting gold. (2d4x10 gp) spend this to buy your starting gear.

ARTIST: EARL LAN



BERSERKER

P. 6

An unstoppable force of wrath and ruin. Choose between the frenzied Path of the Wolf and the indomitable Path of the Bear.



THE CHEAT

P. 12

A sneaky, backstabbing dirty-fighting rogue. Choose between the murderous Assassin or the trickster Scoundrel.



COMMANDER

P. 18

A battlefield tactician, leader, and weapon master. Choose between the relentless Vanguard and the unassailable Bulwark.



HUNTER

P. 24

Resourceful survivalist, bowmaster, and skilled tracker. Choose between the unshakable Primal Stalker and the resourceful Survivalist.



MAGE

P. 30

Wield and shape the elements of fire, ice, and lightning. Choose between the madness of Chaos and the structure of Control.



OATHSWORN

P. 36

Faithful guardian, protector, and avenger of the weak. Choose between the merciless Oath of Vengeance and the vigilant Oath of Refuge.



SHADOWMANCER

P. 42

Summon hordes of expendable shadow minions. Choose between the Pact of the Red Dragon and the Pact of the Abyssal Depths.



SHEPHERD

P. 48

Master life and death. Lead a faithful companion. Choose between the nurturing Shepherd of Life and the ruinous Shepherd of Death.



SONGWEAVER

P. 54

Inspiring presence, sharp wit, sharper tongue. Choose between the Songweaver of Snark and the Songweaver of Courage.



STORMSHIFTER

P. 60

Master of beast and nature. Choose between the bestial Circle of Fang & Claw and the tempestuous Circle of Storm & Sky.



ZEPHYR

P. 66

A disciplined martial artist; swift hands & swift feet. Choose between the explosive Way of Flame and the disciplined Way of Pain.



STORY-BASED SUBCLASSES

P. 74

Special subclasses to choose at pivotal moments in a story. The Oathbreaker, Spellblade, Shadowreaver, and the Beastmaster.





Wrath & Ruin. The Berserker is destruction. He knows not fatigue, nor caution—both surely driven away from him in a relentless fury. Those of barbaric nature are said to eat only the dust of war and drink naught but the blood of those felled by their own hand.

Death is no stranger, for it is said that even death fears to take a Berserker before his battle rage is satiated. Once a Berserker has begun to fight, he only grows stronger. Fueled by battlelust and an unending rage, the deadliest among them is not the well-rested, but those who are pushed to the brink through combat. Be it axe or sword, it matters not what a berserker takes up, flesh will be hewn from bone and heads from their shoulders. Many have caved under the berserker's primal might—sword and spell are but straw in the wake of unbridled rage. As a Berserker you can:

- **Become a raging, damage-dealing machine.** Greet death as an old friend and continue to fight!
- **Increase your damage to unbelievable levels:** The longer a fight goes on the more your rage intensifies, allowing you to deal out incredible amounts of brutality.
- **Use your Savage Arsenal** and choose abilities to crush your foes and laugh in the face of death!

BERSERKER

Key Stats: STR, DEX **Hit Die:** 1d12 (starting HP 20)
Saves: STR+, WILL- **Armor:** None **Weapons:** STR

LEVEL 1 **Rage.** Action: Enter a rage. Gain Temp HP equal your STR+DEX and set your Armor to that amount. These effects end when your rage ends. Your rage is satisfied and ends if you: Score a critical hit, leave combat, gain the Dying condition, or go 1 round without dealing damage since entering your rage.

Yes! You can enter a rage and reset the Temp HP even if you are already raging.

LEVEL 2 **Intensifying Fury.** If you are raging at the start of your turn, roll a Fury Die (1d6) and set it aside. This is added to every attack you make. There is no limit to the number of Fury Dice you can accumulate but they are lost when your rage ends.

LEVEL 3 **Subclass.** Choose an animalistic Berserker subclass.

LEVEL 4 **Enduring Rage.** While Dying you enter your rage automatically for free at the beginning of your turn, you also have a maximum of 2 Actions instead of 1, and ignore the STR save requirement to make attacks.

Savage Arsenal. Learn 1 ability from the Savage Arsenal. Whenever you perform a notable act of destruction or feat of strength during a Long Rest you may exchange 1 Savage Arsenal ability you know for a different one.

Key Stat Increase. +1 STR or DEX.

LEVEL 5 **Intensifying Fury (2).** Your Fury Die is now a d8. Roll your Fury Die when you enter your rage for the first time each encounter as well as at the beginning of your subsequent turns.

Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 6 **Savage Arsenal (2).** Learn 1 ability from the Savage Arsenal.

LEVEL 7 **Subclass.** Berserker subclass feature.

LEVEL 8 **Savage Arsenal (3).** Learn 1 ability from the Savage Arsenal.
Key Stat Increase. +1 STR or DEX.

LEVEL 9 **Intensifying Fury (3).** Your Fury Die is a d10.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 10 **Savage Arsenal (4).** Learn 1 ability from the Savage Arsenal.

LEVEL 11 **Subclass.** Berserker subclass feature.

LEVEL 12 **Savage Arsenal (5).** Learn 1 ability from the Savage Arsenal.
Key Stat Increase. +1 STR or DEX.

LEVEL 13 **Intensifying Fury (4).** Your Fury Die is a d12.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 14 **Savage Arsenal (6).** Learn 1 ability from the Savage Arsenal.

LEVEL 15 **Subclass.** Berserker subclass feature.

LEVEL 16 **Savage Arsenal (7).** Learn 1 ability from the Savage Arsenal.
Key Stat Increase. +1 STR or DEX.

LEVEL 17 **Intensifying Fury (5).** Your Fury Die is now a d20.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 18 **Savage Arsenal (8).** Learn 1 ability from the Savage Arsenal.

LEVEL 19 **DEEP RAGE.** The Dying condition does not cause your rage to end.

LEVEL 20 **BOUNLESS RAGE.** Increase any two of your stats by 1. Any time you roll less than 10 on your fury die, roll it again.

SAVAGE ARSENAL

Deathless Rage. While dying, you may gain 1 Wound and 1 Action, 1/round.

Eager for Battle. Gain advantage on Initiative. +10 ft. speed on your first turn each encounter.

Into the Fray. Action: Leap up to your speed toward an enemy. If you land adjacent to at least 2 enemies, make an attack against one of them for free.

Death Blow. When your rage ends on a crit, double the damage from your Fury Dice.

Mighty Endurance. You can now survive an additional 4 Wounds before death.

MORE BLOOD! When you crit, you may continue to rage. 2/Long Rest.

Primal Recovery. Whenever you recover 10 or more HP at a time, recover 1 Wound.

Swift Fury. Whenever you enter your rage, you may move up to 5 ft. x DEX for free, ignoring difficult terrain.

That All You Got?! While raging, taking damage while dying only inflicts 1 Wound, instead of 2; critical hits while dying only inflict 2, instead of 3.

Thunderous Steps. After moving at least 20 ft. while raging, deal STR Bludgeoning damage to all adjacent creatures where you stop.

You're Next! Action: While raging, you can make a Might skill check to demoralize an enemy within 60 ft. Rolling higher than their remaining HP will cause it to immediately flee the battle.

Whirlwind. 2 Actions: Attack ALL targets within your melee weapon's reach.

Rampage. Action: Whenever you land a hit with a melee weapon, you may attack again using that roll instead of rolling again.

Remember! During a Long Rest, if you can destroy something big you can exchange 1 Savage Arsenal ability you know for a different one.

SUBCLASSES

SPIRIT OF THE BEAR

LEVEL 3 **Thick Hide.** When you enter your rage, gain Temp HP equal to your STR+DEX +your Berserker level instead.

Hibernate. During a Long Rest, you may sleep for 24 consecutive hours and recover all wounds (it must still be a safe place the GM designates).

LEVEL 7 **Indomitable Fury.** While raging, if you would suffer your last Wound, you don't. 1/encounter.

LEVEL 11 **Angry Bear.** Whenever you miss an attack or whenever you would receive a critical hit, enter your rage for free (before damage is dealt).

LEVEL 15 **Everlasting Bear.** While dying, you cannot be critically hit (if an attack against you would be a critical hit, the attack is rerolled instead, this still triggers your Angry Bear feature).

SPIRIT OF THE WOLF

LEVEL 3 **Feeding Frenzy.** While raging, the first time each round you land a critical hit or cause an enemy to drop to 0 HP you may make an additional attack for free (with 1 more stack of disadvantage).

Keen Nose. Advantage on Perception checks to notice or track down scents. 10 ft. blind sight while raging.

LEVEL 7 **Unerring Strike.** While raging, if you would miss an attack you may gain 1 Wound to reroll the attack.

LEVEL 11 **Opportunistic Frenzy.** While raging, your opportunity attacks do not impose disadvantage and you may make an opportunity attack when an enemy enters your weapon's reach.

LEVEL 15 **Leader of the Pack.** While raging, gain +10 ft. speed and you may move for free 1/round.



THE CHEAT

Cloak and dagger... and dagger. The common cheat doesn't call herself a cheat of course - rather, a rogue, a survivalist, streetwise, or a liberator of unused goods. They are masters of stealth, pickpocketing, and smooth talking. Some of the more vicious ilk are masters of death-dealing as well.

Cheats can be found in every city and byway under countless different names, but they all believe something similar: It's a cruel, merciless world, and those who aim to survive don't have time for silly things like "morals" or "honor." Those are luxuries of the rich and powerful. Honor gets you killed...simply take what you want. As the Cheat you can:

- **Break the rules!** You can change the dice you roll to whatever numbers suit you best!
- **Sneak in and backstab** enemies with devastating critical hits, taking down even huge, heavily-armored foes with a single blow!
- **Fight dirty**, with pocket sand, low blows, vicious blades, and (when things get out of hand) you can disappear into the night and live to cheat another day!



THE CHEAT

Key Stats: DEX, CHA **Hit Die:** 1d6 (Starting HP 10)
Saves: DEX+, STR- **Armor:** Leather **Weapons:** DEX

- LEVEL 1** **Vicious Opportunist.** 1/round. When you hit a distracted target, you may change the Primary Die roll to whatever you like (changing a die to the maximum value counts as a critical hit). A target is distracted if it is adjacent to or taunted by an ally, or if it cannot see you.
- LEVEL 2** **Sneak Attack.** The first critical hit you make each turn deals an additional 1d6 damage.
- LEVEL 3** **Cheat.** You're a well-rounded cheater. Gain the following abilities:
- Once each round you may either Move or Hide for free.
 - If you roll less than 10 on initiative, you may change it to 10 instead.
 - You may change any skill check to 10+CHA. 1/day.
 - You may choose to have advantage on skill checks while playing any games, competitions, or placing wagers. If you're caught though...
- LEVEL 3** **Subclass.** Choose a Cheat subclass.
Sneak Attack (2). Your Sneak Attack becomes 2d6.
Thieves' Cant. You learn the secret language of rogues and scoundrels.
- LEVEL 4** **Underhanded Ability.** Choose an Underhanded Ability. Whenever you spend a night talking shop with other roguish types, you can exchange one ability you know for another.
Key Stat Increase. +1 DEX or CHA.
- LEVEL 5** **Sneak Attack (3).** Your Sneak Attack becomes 3d6.
Quick Read. Gain advantage on your first Assess check every encounter. Gain advantage on a first Insight check you make with NPCs you've just met.
Secondary Stat Increase. +1 INT, WIS or STR.
- LEVEL 6** **Cheat Sheet (2).** Choose a 2nd Underhanded Ability.



- LEVEL 7** **Subclass.** Gain your subclass feature.
Sneak Attack (4). Your Sneak Attack becomes 4d6.
- LEVEL 8** **Cheat Sheet (3).** Choose another Underhanded Ability.
Key Stat Increase. +1 DEX or CHA.
- LEVEL 9** **Sneak Attack (5).** Your Sneak Attack becomes 5d6
Secondary Stat Increase. +1 INT, WIS or STR.
- LEVEL 10** **Cheat Sheet (4).** Choose another Underhanded Ability.
- LEVEL 11** **Subclass.** Gain your subclass feature.
Sneak Attack (6). Your Sneak Attack becomes 6d6.
Key Stat Increase. +1 DEX or CHA.
- LEVEL 12** **Cheat Sheet (5).** Choose another Underhanded Ability.
- LEVEL 13** **Sneak Attack (7).** Your Sneak Attack becomes 7d6
Secondary Stat Increase. +1 INT, WIS or STR.
- LEVEL 14** **Cheat Sheet (6).** Choose another Underhanded Ability.
- LEVEL 15** **Subclass.** Gain your subclass feature.
Sneak Attack (8). Your Sneak Attack becomes 8d6.
- LEVEL 16** **Cheat Sheet (7).** Choose another Underhanded Ability.
Key Stat Increase. +1 DEX or CHA.
- LEVEL 17** **Sneak Attack (9).** Your Sneak Attack becomes 9d6.
Secondary Stat Increase. +1 INT, WIS or STR.
- LEVEL 18** **Cheat Sheet (8).** Choose another Underhanded Ability.
- LEVEL 19** **Sneak Attack (10).** Your Sneak Attack becomes 10d6.
Epic Boon. Choose one Epic Boon.
- LEVEL 20** **Supreme Execution.** Increase any two of your stats by 1. When you attack with a blade, if the attack does not miss, it counts as a crit.

UNDERHANDED ABILITIES

Pocket Sand. When you Defend against a melee attack, force the attacker to reroll the attack and impose disadvantage on all their attacks until the end of their next turn. 1/encounter (you've got to collect more sand!).

"Creative Accounting." You may spend up to 2 Actions from your next turn (Gain up to 2 Actions. The next 2 Actions you would gain are lost instead).

I'm Outta Here! When an ally within 15 ft. is critically hit, you may move up to half your speed and turn invisible until the end of your next turn.

Feinting Attack. If you miss for the 2nd time in a single round, you may change the die roll to any result instead.

Twist the Blade. When you land a Sneak Attack, you may force the target to make a STR save (DC 10+CHA). On a failure, instead of rolling your Sneak Attack dice, they deal the maximum amount of damage. 1/encounter.

Uncanny Dodge. Add your CHA to your Armor. When using the Defend reaction, you may reduce it by your Armor or halve the damage instead.

Sunder Armor (Medium). Action: When you critically hit an enemy with medium armor, sunder their armor. Until the start of your next turn, attacks against that target ignore its armor.

Sunder Armor (Heavy). Req. Sunder Armor (Medium). Your Sunder Armor ability now also applies to enemies wearing heavy armor.

Steal Tempo. When you land a critical hit for the second time on a turn, your target is dazed and you gain 1 Action.

Trickshot. When you throw a dagger, if it hits, it ricochets to another creature within 10 ft. dealing half as much damage to them. Your dagger magically teleports back to your hand at the end of your turn.

Exploit Weakness. Action: Make a contested Insight check against an enemy. If you win, any attack you land against them is a critical hit. This lasts for 1 minute or until you use this ability against another target.

Shadow Strike. 2 Actions: Teleport up to 20 ft. away to a place you can see and make a melee attack. If you crit, you may teleport again.

Change up the cheat! Remember, whenever you spend a night talking shop with other roguish types, you can exchange one Underhanded Ability for another.



LEVEL 3

LEVEL 7

LEVEL 11

LEVEL 15

LEVEL 3

LEVEL 7

LEVEL 11

LEVEL 15

SUBCLASSES

ASSASSIN

Silent Takedown. If a creature dies from your Sneak Attack, you may turn invisible until you attack again or the end of your next turn.

Leave No Trace. Advantage on Stealth checks when you are at full health.

Master Assassin. If you do not already know the Twist the Blade ability, you learn it. If you already know it, you can perform it twice per encounter. When you use this ability, if your target saves, the charge is not spent.

Professional Skulker. Gain a climbing speed. You have advantage on all Stealth checks.

KILL. When you would land a critical hit against an enemy with fewer maximum HP than you, it dies.

SCOUNDREL

Low Blow. When you Sneak Attack, you may spend 2 additional Actions to Incapacitate your target for their next turn on a failed STR save. Save or fail, they are taunted by you for the remainder of the encounter.

Sweet Talk. You may gain advantage on all Influence checks with characters you've just met for the first time. This lasts until you fail an Influence check with them or until you meet a 2nd time. Disadvantage on Influence checks with them after you use this ability.

Deep Pockets. If you do not know the Pocket Sand ability, you learn it and your sand also blinds the target until the end of their next turn. If you already know it, you may use it twice per encounter.

Escape Plan. When you would drop to 0 hp, you instead turn invisible for 1 minute or until you attack. 1/Long Rest.

Heads I Win, Tails You Lose. Attacks you make this round crit on 1 less than normally needed. Attacks that miss grant you Temp HP equal to your Rogue level. 1/encounter.



COMMANDER



Soldier, Warrior, Fearless Leader. Among the most skilled soldiers in the world, Commanders are masters of every weapon and form of close combat. A small cohort of soldiers led by a trained Commander is more feared than innumerable legions without one.

An "empire" isn't an *Empire* until they have their own academy of command: Famed schools where these supremely capable soldiers are trained in battlefield tactics and leadership. Commanders are defined by their:

- **Tactical Commands:** Issue powerful orders to your allies, bolstering their abilities and coordinate devastating strikes among yourselves. Command the battlefield with precision and skill, turning the tide of any battle in your favor.
- **Weapon Mastery:** Exert mastery over all weapon types, wielding them with deadly efficiency, your versatility ensures victory against any foe.
- **Strategic Leadership:** Exploit your tactical prowess to outwit and outmaneuver foes, leading your party to triumph through cunning strategy and decisive action.

COMMANDER

Key Stats: STR, INT **Hit Die:** 1d10 (Starting HP 17)
Saves: STR+, DEX- **Armor:** Mail, Shields **Weapons:** All

LEVEL 1

Commander's Order! Choose 2:

- **Face Me!** Reaction (after an ally is crit): You may command that enemy to face you. It is taunted until you gain the Dying condition.
- **Move it, Move it!** When you roll initiative you may give yourself and an ally advantage on the roll and +15 ft. speed for 1 round.
- **Hold the Line!** Reaction (when an ally would drop to 0 HP): Issue them an order to and command them to continue the fight! Their HP is instead set to 3x your Commander level. 1/encounter.
- **Reposition!** Action or Reaction (on an ally's turn): Command 1 ally to move up to their speed (or 2 allies up to half their speed) for free.
- **Stalwart Soldier.** Reaction (when you would drop to 0 HP): You may expend any number of Hit Dice and set your HP to the sum rolled instead. 1/encounter.

LEVEL 2

Coordinated Strike! Once per round on your turn you can call for a Coordinated Strike. You and an ally within 30 ft. may both immediately make a weapon attack or cast a cantrip for free. You may use this ability INT times per Long Rest.

LEVEL 3

Subclass. Choose a Commander subclass.

LEVEL 4

Fit for Any Battlefield. Choose 1 combat ability: A Combat Tactic, Weapon Mastery, or Commander's Order. Whenever you train with your party or other soldiers during a Long Rest you may choose different Tactics or Mastery options.
Key Stat Increase. +1 STR or INT.

LEVEL 5

Master Commander. Whenever you roll initiative, you regain 1 spent use of Coordinated Strike (it is lost if not spent during that encounter).

Combat Tactics. Your Combat Dice are now d8s.

Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 6

Fit for Any Battlefield (2). Choose another combat ability.

Field Medic. Roll 1 additional die for any health potion you administer. Whenever you or an ally spends any number of Hit Dice to recover HP, if you spent at least 10 minutes examining their wounds, they can add your Examination bonus to the HP recovered.

LEVEL 7 **Subclass.** Commander subclass feature.

LEVEL 8 **Fit for Any Battlefield (3).** Choose another combat ability.
Key Stat Increase. +1 STR or INT.

LEVEL 9 **Master Commander (2).** Your Combat Dice are now d10s. +1 use of Coordinated Strike/Long Rest.
Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 10 **Fit for Any Battlefield (4).** Choose another combat ability.

LEVEL 11 **Subclass.** Commander subclass feature.

LEVEL 12 **Fit for Any Battlefield (5).** Choose another combat ability.
Key Stat Increase. +1 STR or INT.

LEVEL 13 **Master Commander (3).** Your Combat Dice are now d12s. +1 use of Coordinated Strike/Long Rest.
Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 14 **Fit for Any Battlefield (6).** Choose another combat ability.

LEVEL 15 **Subclass.** Commander subclass feature.

LEVEL 16 **Fit for Any Battlefield (7).** Choose another combat ability.
Key Stat Increase. +1 STR or INT.

LEVEL 17 **Master Commander (4).** +1 use of Coordinated Strike/Long Rest. Your Combat Dice are now d20s.
Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 18 **Unparalleled Tactics.** The first time each encounter you use Coordinated Strike, an ally also gains 1 additional Action they can use on their next turn.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Epic Commander.** Increase any two of your stats by 1. The first time each encounter you use Coordinated Strike, EVERY ally within 60 ft. gains 1 additional Action (replaces Unparalleled Tactics).

COMBAT TACTICS

Whenever you roll initiative, gain Combat Dice equal to your INT, their size is a d6. Once per attack you can expend a Combat Die to perform a special maneuver.

Heavy Strike. When you hit, push a Medium creature $5\text{ ft.} \times \text{STR}$ and deal extra damage equal to the number rolled on your Combat Die. A Small creature is pushed twice as far; Large, pushed half as far (round down).

Forced Movement. Any time a character's movement is forced, if that movement is halted by anything in the environment they take an additional $1d6$ bludgeoning damage for each square the movement was cut short. If they hit another creature, both take this damage.

Inerrant Strike. When you miss an attack, expend a Combat Die to reroll it. Deal extra damage equal to the number rolled on your Combat Die. This attack does not miss on a 1.

Lunging Strike. Before you attack, you may expend a Combat Die to add 5 ft. to your attack's reach and deal extra damage equal to twice the number rolled on your Combat Die.

Sweeping Strike. Before you attack, you may expend a Combat Die and 1 additional Action to select any number of squares that are adjacent to one another within your weapon's reach and damage ALL targets in the area. This attack does not miss on a 1.

Commanding Presence. Action: Shout a command up to 2 words long at an enemy. On a failed WILL save they must spend their entire next turn obeying it to the best of their ability provided it is not obviously harmful to themselves. Once targeted, a creature is immune to this effect for 1 day.

WEAPON MASTERY

You may sheathe a weapon and draw a different one for free, 1/round. Choose 1 specialty:

- **Weapon Master: Bludgeoning.** When your primary die rolls a 7 or higher with a bludgeoning weapon, you may ignore heavy armor.
- **Weapon Master: Piercing.** Your attacks with piercing weapons ignore medium armor.
- **Weapon Master: Slashing.** Your attacks with slashing weapons cannot miss unarmored enemies.

SUBCLASSES

BULWARK

LEVEL 3 **Armor Master.** You are proficient with plate armor.

Shield Expert. While wearing a shield, you may Defend twice each round. Each round, the first time you block all of the damage from an attack, you may make an opportunity attack against the attacker for free.

LEVEL 7 **Juggernaut.** When you use Coordinated Strike, you deal extra damage equal to your Armor and you do not miss on a 1.

LEVEL 11 **Taunting Strike.** 1/round you may taunt a creature you hit until the end of thier next turn (if they attack any target but you, their attacks are made with disadvantage).

LEVEL 15 **Shield Wall.** Allies within 10 ft. gain all the benefits of the shield you have equipped.

VANGUARD

LEVEL 3 **Advance!** After you move toward an enemy, gain advantage on the first melee attack you make against it. 1/ round. When you use your Coordinated Strike, you and allies within 60 ft. can first move up to half their speed for free.

LEVEL 7 **Experienced Commander.** Your Coordinated Strike may target 1 additional ally. Gain 1 extra use of Coordinated Strike per Long Rest.

LEVEL 11 **Survey the Battlefield.** Each time you roll initiative, regain 1 additional use of Coordinated Strike.

LEVEL 15 **As One!** Attacks made with your Coordinated Strike also grant advantage and ignore disadvantage. The chosen allies gain 1 additional action to use on their next turn.



HUNTER



Respect the forest and her children, and she will bestow upon you many gifts. Long before the first stones of the grand kingdoms had been laid, there was *The Wild*. We hunters called groves and fields home, just as the elk and boar still do. We have trained our minds and hearts as much as we have trained with bows.

For in becoming a Hunter there is great danger. The *Thrill of the Hunt* that washes over your body when stalking prey is intoxicating—be warned, do not allow it to settle into your heart. For no true hunter takes without recognizing what they have first been given: A soul, a meal... warmth, all at a cost—a life. And that should not be taken lightly. Wherever you roam, be it city or glade, mountain or valley, as long as *The Wild* is tenderly tucked into the depths of your heart, you will always be a Hunter. *May your arrows strike true and your bowstrings never break.*

As a Hunter you can unerringly stalk prey, forage, craft, and survive even the most extreme wildernesses.

HUNTER

Key Stats: DEX, WIS **Hit Die:** 1d8 (Starting HP 13)
Saves: DEX+, STR- **Armor:** Leather **Weapons:** DEX

- LEVEL 1** **Hunter's Mark.** Action: A creature you can see within 200 ft. is marked for one day or until you mark another creature. It cannot be hidden from you and your weapon attacks deal additional damage to creatures that you have marked equal to your Hunter level.
Forager. Gain advantage on skill checks to find food and water.
- LEVEL 2** **Thrill of the Hunt.** The adrenaline of closing in on your prey grants you additional abilities in combat. Gain 1 Thrill of the Hunt charge whenever you roll initiative and whenever a creature dies while marked by you. You can have a maximum of WIS charges at a time and they expire when combat ends. Learn 2 Thrill of the Hunt abilities.
- LEVEL 3** **Subclass.** Choose a Hunter subclass.
- LEVEL 4** **Thrill of the Hunt (2).** Choose an additional Thrill of the Hunt ability. Whenever you spend a day in the wilderness during a Long Rest you may exchange one ability you know with a different one.
Key Stat Increase. +1 DEX or WIS.
- LEVEL 5** **Veteran Stalker.** Gain WIS Thrill of the Hunt charges when you roll initiative, when you are first bloodied, and when you first drop to 0 HP each encounter. Whenever you kill a creature you have marked, gain 2 Thrill of the Hunt charges instead of 1.
Secondary Stat Increase. +1 STR, INT, or CHA.
- LEVEL 6** **Explorer of the Wilds.** +10 ft. speed, gain climbing.
Thrill of the Hunt (3). Choose an additional Thrill of the Hunt ability.
- LEVEL 7** **Subclass.** Hunter subclass feature.
- LEVEL 8** **Thrill of the Hunt (4).** Choose an additional Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIS

- LEVEL 9** **No Escape.** Whenever you see one or more allies make an opportunity attack, you may also make a ranged opportunity attack against the same target.
Secondary Stat Increase. +1 STR, INT, or CHA.
- LEVEL 10** **Wildkeeper's Quiver.** Choose 2 elements. When you land a critical hit with a ranged weapon, you can infuse the projectile with an additional effect:
- **Fire.** +WIS fire damage. The target is burning.
 - **Cold.** +WIS cold damage. The target is slowed.
 - **Lightning.** +WIS lightning damage. You teleport up to 20 ft.
 - **Wind.** +WIS slashing damage. Move the target in any direction. 15 ft. for a small creature, 10 ft. for medium, 5 ft. for large.
- LEVEL 11** **Subclass.** Hunter subclass feature.
- LEVEL 12** **Thrill of the Hunt (5).** Choose an additional Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIS
- LEVEL 13** **Secondary Stat Increase.** +1 STR, INT, or CHA.
- LEVEL 14** **Keen Sight.** Add your WIS to all weapon damage.
Thrill of the Hunt (6). Choose an additional Thrill of the Hunt ability. You may also exchange one ability you know with a different one.
- LEVEL 15** **Subclass.** Hunter subclass feature.
- LEVEL 16** **Wildkeeper's Quiver (2).** Choose 1 additional element.
Key Stat Increase. +1 DEX or WIS.
- LEVEL 17** **Peerless Hunter.** Your maximum Thrill of the hunt charges is doubled
Secondary Stat Increase. +1 STR, INT, or CHA.
- LEVEL 18** **Wild Endurance.** Gain 1 Thrill of the Hunt charge at the start of your turns.
- LEVEL 19** **Epic Boon.** Choose one Epic Boon.
- LEVEL 20** **Epic Hunter.** Increase any two of your stats by 1. Whenever you roll initiative, gain your maximum amount of Thrill of the Hunt charges.

THRILL OF THE HUNT

Decoy. When you Defend, spend 1 charge to force the enemy to reroll the attack with disadvantage. On a miss, move up to 20 ft. away (where you really were all along!).

Distracting Strike. When you attack, spend 1 charge; hit or miss, your target is Taunted by you during their next turn.

Hail of Arrows. 3 Actions: Spend 2 charges to choose a 15 ft. square area within range of your weapon, creatures there take DEX d8 piercing damage and are slowed during their next turn on a failed DEX save, half on save.

Hamstring. Action: Spend 1 charge and attack with a melee weapon, if you hit, their movement speed is halved until the end of their next turn.

Heavy Shot. When you hit with a ranged weapon, spend 1 charge to push your target: 15 ft. for a small creature, 10 ft. for a medium creature, 5 ft. for a large creature.

Forced Movement. Any time a character's movement is forced, if that movement is halted by anything in the environment they take an additional 1d6 bludgeoning damage for each square the movement was cut short. If they hit another creature, both take this damage.

Ice Trap. Reaction (when an enemy moves within 5 ft. of you): Spend 1 charge to force them to make a DEX save or they are moved back 5 ft., halted for the turn, and slowed until the end of their next turn.

Incendiary Trap. Reaction (when an enemy moves within 5 ft. of you): Spend 1 charge to force them to make a DEX save or take WIS d8 fire damage and gain the Burning condition. Half on save.

Multishot. Action: Spend 1 charge to attack with a ranged weapon and load an extra projectile. Damage a 2nd target within 10 ft. of the first.

Seeking Arrow. Spend 1 charge to ignore disadvantage imposed by a target being prone, at long range, or behind cover. Reroll ALL 1s related to this attack.

Sharpshooter. Spend 1 charge to have your next attack this turn ignore a creature's armor. Can only be used if you forgo movement this turn.

Versatile Bowmaster. Any time you attack with a longbow you may roll 2d4 for the attack instead of 1d8. Costs 0 charges.

SUBCLASSES

PRIMAL STALKER

LEVEL 3 **Ambusher.** Whenever you roll initiative, you may cast Hunter's Mark for free.
Skilled Tracker. You have advantage on skill checks to track creatures.
Skilled Navigator. You cannot be lost by nonmagical means.

LEVEL 7 **Primal Predator.** 1/encounter. Your weapon attacks ignore cover and armor this turn.

LEVEL 11 **Pack Hunter.** Whenever you mark a creature, you may also mark another creature within 30 ft. of them.

LEVEL 15 **Apex Predator.** Your Primal Predator ability recharges each time you roll initiative. Increase your maximum Thrill of the Hunt charges by 1.

SURVIVALIST

LEVEL 3 **I Have the High Ground.** When you roll initiative, before combat begins, you can move up to 20 ft. for free, ignoring difficult terrain.
Impressive Form. Increase your HP by 5, your Hit Die is upgraded to d10.

LEVEL 7 **Resourceful Herbalist.** Whenever you Long Rest in a location near where plants or fungi can grow, you may spend a day collecting healing herbs to craft a number of Healing Salves equal to your WIS.

Healing Salve. Action: Heal an adjacent creature $1d6 + \text{WIS}$ HP. Only you or another experienced Herbalist may administer these, and they expire whenever you Long Rest.

LEVEL 11 **Ha! I'm Over Here!** If an attack would cause you to drop to 0 HP, you instead move up to 30 ft. away and take no damage. 1/ Long Rest.

LEVEL 15 **Unparalleled Survivalist.** Add your WIS to your Armor. When you attack with a ranged weapon you may first move 10 ft. for free.



Elemental power flows through all things. find it, study it, and harness it. A mage is bestowed their first strand of the Tapestry at birth; however, true mastery eludes those who idly rest upon this innate endowment. Instead, they diligently refine their natural gifts through scholarly pursuit. With tomes and parchments as their companions, alongside the sage counsel of a seasoned mentor or three! Yes, this is the chosen path of those who would wield authority over the elements.

Comprehending the Tapestry of mana is no trivial endeavor—it will yield its arcane secrets only to the earnest seeker of knowledge—Yet, once the adept learns to discern the subtleties of its intricate patterns, as it unfurls and meanders into the ethereal expanse, it is in that moment the apprentice truly ascends to the mantle of mage. What makes a Mage:

- **Spellshaper:** Customize the spells you cast: Stretch time, gain extra-dimensional vision, or echo cast multiple spells!
- **Elemental Mastery:** Harness the power of the elements, whether raining down fire from the heavens, freezing enemies in their tracks, or striking with thunderous bolts of lightning.
- **Chaos or Control:** Will you snatch control of the frayed tapestry of mana or lean into the forces of chaos. What awaits you... Diamondskin? Elemental Entanglement? Liquefy Legs?

MAGE

Key Stats: INT, WIS

Hit Die: 1d6 (Starting HP 10)

Saves: WILL+, STR-

Armor: Robes **Weapons:** Daggers, Staves, Wands

LEVEL 1 **Elemental Spellcasting.** You know Fire, Ice, and Lightning cantrips.

LEVEL 2 **Unlock Tier 1 Spells.** You unlock Tier 1 Fire, Ice, & Lightning spells and gain a mana pool equal to 2x your Mage level + INT. Your mana pool increases with your level and INT, and recharges on a Long Rest.

Talented Researcher. Gain advantage on Arcana or Lore checks when you have access to a large amount of books and at least 12 hours to study.

LEVEL 3 **Mage Subclass.** Choose a Mage subclass.

LEVEL 4 **Spellshaper.** You gain the ability to empower your spells with powerful effects by spending additional mana. You may use 1 Spell Shaper ability per turn. Choose 2 abilities, you may exchange one ability for another whenever you are tutored by a higher level Mage during a Long Rest.

Tier 2 Spells. You may now cast tier 2 spells and upcast spells at tier 2.

Key Stat Increase. +1 INT or WIS.

LEVEL 5 **Elemental Surge.** A surge of adrenaline and your affinity with the elements grants you additional power as combat begins. When you roll initiative, gain 1d4+WIS mana (this expires at the end of combat if unused).

Secondary Stat Increase. +1 STR, DEX, or CHA by 1.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 6 **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.

LEVEL 7 **Subclass.** Gain a subclass feature.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.

Key Stat Increase. +1 INT or WIS.

LEVEL 9 **Spellshaper (2).** Choose 1 additional Spell Shaper ability. You may exchange a Spell Shaper ability you previously chose with a different one.

Secondary Stat Increase. +1 STR, DEX, or CHA.

LEVEL 10 **Elemental Surge (2).** Your Elemental Surge ability is now 2d4+WIS instead.

Tier 5 Spells. You may now cast tier 5 spells and upcast spells at tier 5.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain a subclass feature.

LEVEL 12 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.

Key Stat Increase. +1 INT or WIS.

LEVEL 13 **Spellshaper (3).** Choose 1 additional Spell Shaper ability. You may exchange a Spell Shaper ability you previously chose with a different one. Secondary Stat Increase. +1 STR, DEX, or CHA.

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.

LEVEL 15 **Subclass.** Gain a subclass feature.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.

Key Stat Increase. +1 INT or WIS.

LEVEL 17 **Elemental Surge (3).** Your Elemental Surge ability is now 3d4+WIS instead.

Secondary Stat Increase. +1 STR, DEX, or CHA.

LEVEL 18 **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Epic Mage.** Increase any two of your stats by 1. The first tiered spell you cast each encounter costs 5 mana less.

Upgraded Cantrips. Your cantrips grow stronger.

SPELLSHAPER

Extra-Dimensional Vision. (2 Mana) You may ignore the line of sight requirement of a spell. Your spell will phase through barriers and obstacles to reach a target you know of within range.

Stretch Time. (2 Mana) Reduce the Action cost by 1.

Echo Casting. (2x Mana). When you cast a tiered, single target spell, you may cast a copy of that spell on a 2nd target for free.

Elemental Destruction. (1+ Mana) When you hit with a spell, you may spend 1 or more Mana (up to your WIS) to reroll any single die per Mana spent.

Dimensional Reach. (1+ Mana) Increase the range of a spell by 30 ft. for each additional Mana.

Methodical Spellweaver. (1 Action) Reduce the Mana cost of a spell by 2.

Elemental Transmutation. (1 Mana) Change the damage type of the spell.

CONTROL TABLE

Choose an option that has not been chosen yet. Resets when you roll initiative or all options have been chosen.

I INSIST. Cast a Cantrip for free.

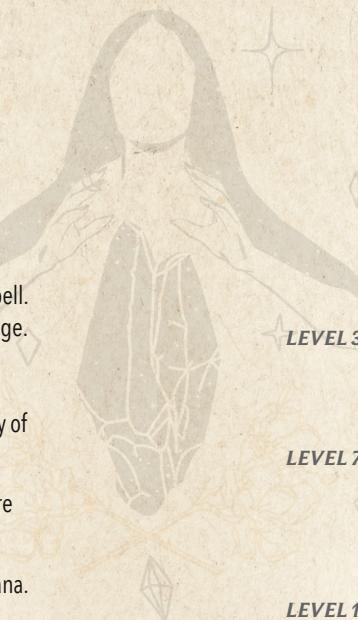
BURN. A creature of your choice within 60 ft. gains the Burning condition.

NO. Choose an enemy, it cannot harm a creature of your choice during its next turn.

LOSE CONTROL. You are controlled by the GM until the end of your next turn (they can't spend your mana, you get an additional turn after that).

CHAOS TABLE

Where is the Chaos Table? If you're sure you want to spoil it, you can find it on page XX in the GM book. Suffice it to say, rolling a 1 is *really bad* but rolling a 20 is AWESOME. Let chaos reign!



SUBCLASSES

MAGE OF CONTROL

Demand Control. Whenever you cast a tiered spell, you may spend 1 additional Mana to Demand Control: Choose 1 option from the Control Table. Whenever you miss with a tiered spell, you must Demand Control for free.

LEVEL 3 **At Any Cost.** Learn one cantrip and one tiered spell from the Necrotic school. You may change these whenever you Long Rest.

Nullify. Ignore all disadvantage and other negative effects on your next Action this turn. 1/ Long Rest.

LEVEL 7 **Steel Will.** Whenever you would fail a concentration check, you may succeed instead. 1/ Long Rest. Whenever you roll a 1 on an Elemental Surge die, you may reroll it once.

LEVEL 11 **Supreme Control.** You may trigger your Demand Control effects twice.

MAGE OF CHAOS

LEVEL 3 **Invoke Chaos.** Whenever you cast a tiered spell, you may spend 1 additional Mana to Invoke Chaos: Roll on the Chaos Table. If the spell is a critical hit, you must Invoke Chaos for free instead.

LEVEL 7 **Tempest Mage.** Learn one cantrip and one Tiered spell from the Wind school. You may change these whenever you Long Rest.

LEVEL 3 **Chaos Lash.** (Reaction, 1/ Encounter) When an enemy moves adjacent to you, they are pushed back 10 ft. and knocked prone on a failed WILL save.

LEVEL 11 **Thrive in Chaos.** Whenever you Invoke Chaos, you may roll twice and cause both effects. 1/Long Rest you may choose which roll to use instead.

LEVEL 15 **Master of Chaos.** Whenever you Invoke Chaos, roll with advantage.



OATHSWORN

ARTIST: MARINA TAI



I will protect my companions and vanquish evil at all costs. Various orders of these zealous, holy warriors, have attained great physical and radiant strength through absolute devotion to a higher power in the form of oaths. Nothing can sway them from their hunger for justice and passionate hatred of evil. Their strength, both physical and radiant, is matched only by their fervent hatred of evil.

The mark of a true Oathsworn, however, is their willingness to lay down their life for their friends. As an Oathsworn you can:

- **Defend with Devotion:** Shield your allies from harm and channel righteous judgment. The more you face evil, the more potent your strikes become.
- **Divinely Protect:** Stand as a bastion of defense, safeguarding allies even from afar. Your presence brings justice to every corner of the realm.
- **Beacon of Virtue:** Mend wounds, discern truth from ill-intent and inspire others to embrace your noble cause with unwavering conviction.

OATHSWORN

Key Stats: STR, CHA **Hit Die:** 1d10 (starting HP 17)

Saves: STR+, DEX- **Armor:** ALL **Weapons:** STR

- LEVEL 1** **Judgment Dice.** Whenever an enemy attacks you, gain a d8 Judgment Die. When you make a melee attack, expend all of your Judgment Dice. If the attack hits, deal additional radiant damage equal to the sum rolled. The maximum number of Judgment Dice you can have is equal to your CHA.
- Lay on Hands.** Gain a magical pool of healing power equal to 5x your Oathsworn level. Action: Touch a target and restore HP equal to the healing power spent. This pool recharges on a Long Rest.
- LEVEL 2** **Radiant Spellcasting.** You unlock Tier 1 Radiant spells and cantrips. You have a Mana Pool equal to your Oathsworn level + CHA.
- Condemning Strike.** When you hit with a melee attack, you can spend Mana to roll an additional Judgment Dice for each Mana spent (up to the tier of spells you have unlocked).
- Paragon of Virtue.** Advantage on Influence checks to convince someone when you are forthrightly telling the truth; disadvantage when misleading.
- LEVEL 3** **Subclass.** Commit yourself to an oath and gain its benefits.
- Sacred Decree.** Learn 1 Sacred Decree. Whenever you perform a selfless act during a Long Rest, you may exchange one you know for a different one.
- LEVEL 4** **My Life, for My Friends.** You can Interpose for free.
- Key Attribute Increase.** +1 STR or CHA.
- Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
- LEVEL 5** **Judgment Die (2).** When you are attacked, gain 2 Judgment Dice instead.
- Secondary Attribute Increase.** +1 DEX, INT or WIS.
- Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 6** **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
- Sacred Decree (2).** Learn a 2nd Sacred Decree.

- LEVEL 7** **Subclass.** Gain another subclass feature.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
- Key Attribute Increase.** +1 STR or CHA.
- LEVEL 9** **Sacred Decree (3).** Learn a 3rd Sacred Decree.
- Secondary Attribute Increase.** +1 DEX, INT, or WIS.
- LEVEL 10** **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
- Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 11** **Subclass.** Gain another subclass feature.
- LEVEL 12** **Sacred Decree (4).** Learn a 4th Sacred Decree.
- Key Attribute Increase.** +1 STR or CHA.
- LEVEL 13** **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
- Secondary Attribute Increase.** +1 DEX, INT or WIS.
- LEVEL 14** **Sacred Decree (5).** Learn a 5th Sacred Decree.
- LEVEL 15** **Subclass.** Gain another subclass feature.
- Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 16** **Sacred Decree (6).** Learn a 6th Sacred Decree.
- Key Attribute Increase.** +1 STR or CHA.
- LEVEL 17** **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
- Secondary Attribute Increase.** +1 DEX, INT or WIS.
- LEVEL 18** **Unending Judgment.** You always have at least 1 Judgment Die.
- LEVEL 19** **Epic Boon.** You may choose 1 Epic Boon.
- LEVEL 20** **Epic Oathsworn.** Increase any two of your stats by 1. Whenever you Interpose, you may Defend for free.
- Upgraded Cantrips.** Your cantrips grow stronger.

SACRED DECREES

Blinding Aura. Action: Enemies within your aura are Blinded until the end of their next turn. 1/ Long Rest.

Blinded creatures attack with disadvantage, attacks against them are made with advantage.

Courage! When you or any ally within your aura would gain the Dying condition they are set to 1 HP instead. 1/ encounter.

Explosive Judgment. 3 Actions: Expend all of your Judgment Dice, deal that much radiant damage to all enemies within your aura. 1/ Encounter.

Improved Aura. Your aura increases to a 30 ft. radius.

Radiant Aura. Action: End any single harmful condition or effect on yourself or another willing creature within your aura. You can use this feature CHA times/Long Rest.

Harmful Conditions: Ending the Dying condition grants 1 hp. Ending Dazed grants 1 Action.

Reliable Justice. At the start of your turn gain 1 Judgment Die.

Shining Mandate. Whenever you would gain a Judgment Die beyond your maximum you may give it to an ally within your aura instead. You have advantage on skill checks to see through illusions.

Stand Fast, Friends! Whenever you roll initiative, grant allies Temp HP equal to your STR+CHA. You and allies within your aura have advantage against fear, and effects that would move or knock prone.

Unstoppable Protector. Gain +5 ft. speed. You may Interpose even if you are restrained, stunned or otherwise incapacitated. If you Interpose for a noncombatant NPC you may Interpose again this round.

Well Armored. Whenever you Interpose, gain temp HP equal to your STR.

SUBCLASSES

OATH OF VENGEANCE

LEVEL 3 **Aura of Zeal.** Double the maximum number of Judgment Dice you can have. You gain an aura with a radius of 20 ft. When you or an ally within your aura receives a critical hit gain 2 Judgment Die.

LEVEL 7 **Avenger.** Whenever you or an ally within your Aura gains the Dying condition, gain 2 Judgment Dice.

LEVEL 11 **Unerring Judgment.** Whenever you would roll a 1 while you have any Judgment Dice, reroll the attack.

LEVEL 15 **Maximum Judgment.** Your Judgment Die is now a d12.

OATH OF REFUGE

LEVEL 3 **Aura of Refuge.** You gain +2 Armor while wearing a shield. You gain an aura with a radius of 20 ft., and can Interpose for an ally anywhere within your aura.

LEVEL 7 **Face Me, Foul Creature!** When you Interpose, the attacking enemy is also Taunted until the end of their next turn.

LEVEL 11 **Glorious Reprieve.** When an ally within your aura would gain any Wounds or fail a saving throw, you may suffer the effect instead. Gain 2 maximum Wounds.

LEVEL 15 **Divine Grace.** You are resistant to all damage while Interposing.



SHADOWMAN

ARTIST: ASHE SAMUELS



Totally NOT evil. Why would you even say that? Great power sometimes comes from... horrible places. But what's the alternative, spend our entire lives... STUDYING?! Now *that's* horrible. Who'd want to waste their lives reading *books*—learning magic the hard way—when you're charismatic enough to ask an ancient horror beyond comprehension to do it for you? If there's power being handed out, it'd be ungrateful for me to turn it down, really.

So what if I wear black and have to occasionally sacrifice an animal here or there while chanting? Does that automatically mean I'm evil – *Pfft,* hardly! Not every ANCIENT HORROR is the same, that's like saying *crow black* and *spider black* are the same. Okay, bad examples but the point stands. If you're tired of swinging swords around and getting sweaty like a peasant, just summon a horde of shadow minions to do your bidding. They're always eager to serve! As a Shadowmancer:

- **Unspeakable Power Awaits:** Use your charm to forge pacts with ancient, unfathomable entities. Drawing upon their incomprehensible power to crush foes and bend the shadows to your will.
- **Master Shadow Minions:** Summon legions of shadowy minions to overwhelm your adversaries and bolster your magical abilities. Let them swarm your foes, serving as both sword and fodder in your quest for dominance.

SHADOWMANCER

Key Stats: CHA, INT **Hit Die:** 1d8 (Starting HP 13)

Saves: WILL+, STR-

Armor: Robes **Weapons:** Daggers, Scythes, Whips

LEVEL 1 **Conduit of Shadow.** Your Patron grants you knowledge of:

Shadow Blast. (Necrotic Cantrip, 1 Action, 1/turn, Range:60 ft.) 1d12+CHA damage. Higher Levels: +1d12 damage every 5 levels.

Summon Shadows. (Necrotic Cantrip, 1 Action) Summon a d12 shadow minion adjacent to yourself (max INT minions summoned this way).

Shadow Minions. Your shadow minions follow the normal minion rules: They have 1 hp, miss on a 1, and do not crit. Additionally, 1/turn as an Action you may command ALL of your minions to move up to 30 ft. and attack an adjacent target. They abandon you immediately outside of combat.

LEVEL 2 **Trusted Conduit.** Your Patron teaches you Necrotic cantrips and 1st tier spells and gives you a portion of their own mana equal to your CHA. Tiered spells you cast expend 1 mana and are always cast at the highest tier you have unlocked. This mana recharges as you commune with your patron on a Long Rest.

LEVEL 3 **THE PACT IS SEALED.** Choose a subclass and 1 Lesser Shadow Invocation. Whenever you commune with your Patron on a Long Rest you may choose different Invocation of the same kind (they may ask for something in return).

LEVEL 4 **Key Stat Increase.** +1 CHA or INT.

A Gift from the Master. Choose 1 Greater Shadow Invocation.

LEVEL 5 **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.

Secondary Stat Increase. +1 STR, DEX, or WIS.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 6 **A Gift from the Master (2).** Choose a 2nd Greater Shadow Invocation.

LEVEL 7 **Subclass.** Gain your Shadowmancer subclass feature.

Tier 3 Spells. You may now cast tier 3 spells and upcast spells at tier 3.

LEVEL 8 **Key Stat Increase.** +1 CHA or INT.

Lesser Invocation. Choose a 2nd Lesser Shadow Invocation.

LEVEL 9 **A Gift from the Master (3).** Choose a 3rd Greater Shadow Invocation.
Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 10 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Shadowmancer subclass feature.
Invocation. Choose a 3rd Lesser Shadow Invocation.

LEVEL 12 **Greedy Pact.** When you have 0 mana you may beg your patron for more power than your body could normally handle. After you cast the spell make a STR save: 1-9. Gain 1 Wound. 20+. Cast the spell as if it were 1 tier higher.
Key Stat Increase. +1 CHA or INT.

LEVEL 13 **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 14 **A Gift from the Master (4).** Choose a 4th Greater Shadow Invocation.

LEVEL 15 **Subclass.** Gain your Shadowmancer subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 CHA or INT.

LEVEL 17 **Dire Shadows.** Attacks against your shadows are made with disadvantage. They take no damage from successful saves.
Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 18 **A Gift from the Master (5).** Choose a 5th Greater Shadow Invocation.

LEVEL 19 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
Invocation. Choose a 3rd Lesser Shadow Invocation.

LEVEL 20 **Epic Shadowmancer.** Increase any two of your stats by 1. You may summon 2 shadows at a time anywhere within 30 ft., and they die only when they receive 12 or more damage at one time.
Upgraded Cantrips. Your cantrips grow stronger.

LESSER INVOCATIONS

Beast Speech. You can speak with animals.

Beguiling Influence. You may reroll an Influence check 1/day.

Blood Sight. You may reroll an Examination check 1/day. Additionally, you can detect traces of blood on a surface, even after it has been cleaned.

Devoted Acolyte. Learn 2 of the following languages: Abyssal, Celestial, Draconic, Deep Speech, Infernal, or Primordial

Knowledge from Beyond. Whenever you fail an Insight or Arcana check, you may gain 1 Wound to succeed instead.

Gaze of Two Minds. Touch a willing creature and perceive through its senses instead of your own for as long as you hold concentration.

My Favored Pet. One shadow minion can begrudgingly tolerate you outside of combat. It can (very creepily) do any menial task a below average commoner could.

Whispers of the Grave. You can ask a dead creature 3 questions. 1/day.

Eldritch Sight. You have advantage to detect disguised or hidden creatures. You can see the true form of any shapeshifter or creature concealed by magic while within 30 ft. of them.

Voice of the Dark. You can communicate telepathically with 1 creature at a time within 60 ft.

GREATER INVOCATIONS

Hungering Shadows. Whenever one of your shadows would crit, you regain 1 spent mana. This expires if unspent at the end of combat.

Swarming Shadows. Whenever one of your shadows would crit, summon another shadow adjacent to the target.

Vengeful Blast. Whenever a minion dies you may cast *Shadow Blast* as a reaction.

Armor of Shadows. Gain +KEY armor as long as you have at least 1 shadow minion.

Shadow Spear. Your *Shadow Blast* range is doubled, it ignores cover, and you may attack prone targets with advantage instead of disadvantage.

One with Shadows. Action: When you are in an area of dim light or darkness you may use an Action to become Invisible until you move or attack.

Repelling Blast. When you hit a medium or smaller creature with *Shadow Blast*, you can push the creature up to 10 ft. away from yourself.

Shadow Warp. Action: Switch places with a creature within 60 ft. that has been dealt necrotic damage this turn.

Fiendish Charm. Increase your CHA or INT by 1. You have 1 fewer maximum Hit Dice.

Shadow Magus. Your minions gain a range of 20 ft. and deal d10 damage instead.

Shadow Rush. When your shadow minions attack, instead of rolling damage you may have them deal the maximum amount, and die.

SUBCLASSES

PACT OF THE RED DRAGON

LEVEL 3 **Draconic Crimson Rite.** Your Patron grants you knowledge of Fire spells. Your shadow minions become flaming shadows of red dragon wyrmlings. Your shadow blast and minions can deal fire or necrotic damage and inflict the Burning condition whenever they would crit.

LEVEL 7 **We'll ALL Burn!** You may cast *Conflagration* for 0 Mana by including yourself in the damage. You have advantage on the save.

LEVEL 11 **Heart of Burning Fire.** Regain 1 Mana each time you roll initiative. This mana expires at the end of combat if unused.

LEVEL 15 **Enveloped by the Master.** Gain 1d4 Wounds, cast *Dragon Form* for 0 Mana.

PACT OF THE ABYSSAL DEPTHS

LEVEL 3 **Master of Nightfrost.** Your Patron grants you knowledge of Ice spells. Gain the ability to breathe underwater. Your shadow minions become beings of Nightfrost. Your shadow blast and minions can deal cold or necrotic damage and whenever they would crit, you gain temp HP equal to your CHA + Shadowmancer level.

LEVEL 7 **Shadowfrost.** Your *Shadow Blast* also Slows the target (all movement is considered difficult terrain during their next turn).

LEVEL 11 **Glacial Resilience.** (Reaction, when you would defend, 1/ Long Rest) Gain Temp HP equal to 10 x your Shadowmancer level, end ALL negative conditions on yourself. At the start of your next turn and any remaining Temp HP are lost.

LEVEL 15 **Cryomancer's Call.** Pay half your maximum HP (rounded down, you cannot pay HP that you do not have), to cast ANY Ice spell for 0 Mana.



SHEPHERD



Let all who are afflicted come, I will mend thy bones and soothe thy wounds. Thou shalt revere the gifts of life and death. Neither of which is ever given or taken, rather we are all souls merely journeying between this realm and that of the beyond. But alas, often do these wandering souls find themselves bereft of guidance. And thus falls upon the Shepherd the solemn duty—to be a beacon of light to those ensnared in darkness, and darkness to those who, in hubris, deem themselves to be the light.

For many, the journey of service is a difficult path—yet in this task we are not solitary. Our Lifebinding Spirits, the steadfast companions of our faith, are bound beside us. Comforting and aiding us in the stewardship we've been given. As a Shepherd you:

- **Embrace the Balance:** Embody the forces of Life and Death, wielding spells from your chosen domains. As you walk the path of balance, ponder which way the scales shall tip: Towards healing or harm?
- **Faithful Companion:** Summon a Lifebinding spirit at your side, providing invaluable support in battle. Whether bolstering allies with healing or harm with righteous fury, your spirit companion stands ready to aid in the struggle.

SHEPHERD

Key Stats: WIS, STR

Hit Die: 1d10 (Starting HP 17)

Saves: WILL+, DEX-

Armor: Mail, Shields

Weapons: STR

LEVEL 1

Keeper of Life & Death. You know Radiant & Necrotic cantrips.

Searing Light. Action: Inflict or cauterize grievous wounds. You may use this ability WIS times/Long Rest. Choose one:

- Heal WIS d8 damage from a Dying creature within 30 ft.
- Inflict WIS d8 necrotic damage on a Bloodied enemy within 30 ft.

LEVEL 2

Higher Tier Spells. You unlock Tier 1 Radiant & Necrotic spells and gain a mana pool equal to 2x your Shepherd level + WIS. Your mana pool increases with your level and WIS, and recharges on a Long Rest.

Summon Lifebinding Spirit. (Tier 1 Radiant Spell) Action: Call forth a spirit companion that faithfully follows you wherever you go. It is immune to damage and other harmful effects. It lasts until you cast this spell again, Long Rest, or until it has healed a number of times equal to the mana spent to summon it.

Action: It attacks or heals a creature within 20 ft. of you. It attacks for 1d6+WIS radiant damage (ignoring armor), or heals for the same amount.

Upcasting: Increase its die size by 1 (max d12) for each additional mana spent.

Flavor is Free. Your Lifebinding Spirit can take the form of any small friendly animal or similar creature (dog, lamb, rabbit, sparrow, etc.). Make sure you give your little buddy a name too!

LEVEL 3

Subclass. Choose a Shepherd subclass.

LEVEL 4

Tier 2 Spells. You may now cast tier 2 spells and upcast spells at tier 2.

Key Attribute Increase. +1 WIS or STR.

LEVEL 5

Sacred Grace (1). Choose 2 Sacred Graces. After spending a day tending to a sacred place or serving others during a Long Rest, you may exchange a grace you know with a different one.

Secondary Attribute Increase. +1 INT, CHA, or DEX.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 6

Tier 3 Spells. You may now cast tier 3 spells and upcast spells at tier 3.

LEVEL 7

Subclass. Gain your Shepherd subclass feature.

LEVEL 8

Tier 4 Spells. You may now cast tier 4 spells and upcast spells at tier 4.

Key Attribute Increase. +1 WIS or STR.

LEVEL 9

Sacred Grace (2). Choose another Sacred Grace.

Secondary Attribute Increase. +1 INT, CHA, or DEX.

LEVEL 10

Tier 5 Spells. You may now cast tier 5 spells and upcast spells at tier 5.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11

Subclass. Gain your Shepherd subclass feature.

LEVEL 12

Tier 6 Spells. You may now cast tier 6 spells and upcast spells at tier 6.

Key Attribute Increase. +1 WIS or STR.

LEVEL 13

Sacred Grace (3). Choose another Sacred Grace.

Secondary Attribute Increase. +1 INT, CHA, or DEX.

LEVEL 14

Tier 7 Spells. You may now cast tier 7 spells and upcast spells at tier 7.

LEVEL 15

Subclass. Gain your Shepherd subclass feature.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16

Tier 8 Spells. You may now cast tier 8 spells and upcast spells at tier 8.

Key Attribute Increase. +1 WIS or STR.

LEVEL 17

Revitalizing Blessing. Whenever you roll a 6 or higher on any healing die,

the target may recover one Wound. 1/round.

Secondary Attribute Increase. +1 INT, CHA, or DEX.

LEVEL 18

Tier 9 Spells. You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19

Epic Boon. Choose one Epic Boon.

LEVEL 20

Epic Hero. Increase any two of your stats by 1. Your Lifebinding Spirit rolls twice as many dice.

SACRED GRACES

After spending a day tending to a sacred place or serving others during a Long Rest, you may exchange a grace you know with a different one.

Empowered Companion: Whenever you spend mana to call forth your Lifebinding Spirit, you cast it as if you spent 1 additional mana. The maximum die size is now a d20.

Hasty Companion: Your Lifebinding Spirit can move twice as far away from you. It can also move & act for free immediately whenever it is summoned.

Vengeful Spirit. Action: Your Lifebinding Spirit sacrifices itself to transform into a swirling vortex of radiant light. At the end of your turn, it damages all enemies within 15 ft. of you, ignoring armor and cover. This lasts for a number of rounds equal to the mana spent on the Lifebinding Spirit. This effect ends early if you summon your spirit again.

Guiding Spirit. When your Lifebinding Spirit rolls a 6 or higher on its damage die, the target begins to glow with radiant light. The next attack against that target has advantage.

Light Bearer. Regain 1 use of Searing Light whenever you roll initiative (this expires if unspent at the end of combat).

Assist Me, My Friend. Whenever you make your first melee attack each round, you may add your Lifebinding Spirit's damage to the attack.

Not beyond MY reach. You may target creatures who have been dead less than 1 round for healing as if they were still alive. For every 10 HP they are healed this way, 1 Wound is recovered as well.

Illuminate Soul. Action: A creature within 30 ft. begins to glow with radiant light, for 1 round attacks against them are made with your choice of advantage or disadvantage. You may do this WIS times per Long Rest.

SUBCLASSES

SHEPHERD OF LIFE

LEVEL 3 **Merciful Healing.** When an effect caused by you heals a dying creature they are healed for twice as much. Your Lifebinding Spirit can act 1/ round for free while you are Dying.

Life is Beautiful. Harmless & lovely creatures such as butterflies and humming birds are attracted to your presence and often follow you. Flowers bloom more vibrantly in your presence.

LEVEL 7 **Conduit of Light.** When an effect you control would heal HP, you may expend 1 use of Searing Light to heal or damage (ignoring armor) another target within 30 ft. of yourself for the same amount.

LEVEL 11 **Powerful Healer.** WIS times per Long Rest, whenever you would roll dice to heal damage, you may instead heal the maximum amount of damage or give that many temp HP.

LEVEL 15 **Empowered Conduit.** Your Conduit of Light may target 1 additional creature and you regain 1 charge of Searing Light whenever you roll Initiative. This charge is lost if unspent at the end of combat.

SHEPHERD OF DEATH

LEVEL 3 **Soul Reaper.** When you use Searing Light to harm an enemy, make a 2nd enemy within range take the same amount of damage (ignoring armor).

Harbinger of Decay. Vibrant colors and lovely smells are suppressed near you. Foods spoil more rapidly in your presence and you frequently awaken to flies wherever you lodge. You may have your Lifebinding Spirit shift into a deathly version of itself (a zombie dog, a devious imp, etc.) and have its damage type become necrotic.

LEVEL 7 **Veilwalker's Blessing.** Reaction (when you would gain the Dying condition): You may drop to 1 HP instead. You may also force an enemy within 30 ft. to make a STR save. On a failure, they die if they are already bloodied, otherwise they become bloodied. 1/ Long Rest.

LEVEL 11 **Deathbringer's Touch.** Your first melee attack each round against a bloodied creature is an automatic critical hit. Your Lifebinding Spirit deals additional damage equal to your STR.

LEVEL 15 **Conduit of Death.** Your Veilwalker's Blessing ability recharges whenever you roll initiative. This charge is lost if unspent at the end of combat.

SONGWEAVER

ARTIST: CHENG GUAN



Just TRY and resist my charm... *Wait—no, don't!* Each Songweaver holds a spark granted to him or her by a muse at birth, a spark which fuels his creative energy and flows forth in the form of a sharp wit, relentless humor, or moving works of art.

The power of a Songweaver's spark is also evident in their powerful sway over others. Songweavers can bolster and infuse courage in their allies, or... make their enemies' brains leak out through their ears. The Songweaver can bring a whole new meaning to verbal abuse! They can even redirect the (often justified) attacks of others, in order to protect their own money makers. As a Songweaver you can:

- **Charm** the hapless people you meet and inspire your allies to reach fantastic new heights!
- **Use your Lyrical Weaponry** and powerful charisma to dominate enemies and call special friends to aid you in your journeys and battles. You can even redirect attacks away from yourself and make enemies attack their own allies!
- **Control the battlefield** with a chord of chaos, a rad heroic ballad, or a debilitating rhapsody; make your allies and enemies alike dance to your tune!

SONGWEAVER

Key Stats: CHA, INT **Hit Die:** 1d8 (starting HP 13)
Saves: WILL+, STR- **Armor:** Robes, Leather **Weapons:** DEX

- LEVEL 1** **Wind Spellcasting and...** You learn cantrips from the Wind school and 1 other school of your choice. You also know the cantrip Vicious Mockery:
Vicious Mockery. (Wind Cantrip, Range 60 ft.) 1d4+INT psychic damage ignores armor. The target's next attack is made with disadvantage (+3 damage every 5th level).
Songweaver's Inspiration. (Free Reaction) Allow an ally to reroll any single die (must keep either result). You can use this ability CHA, times/Long Rest.
- LEVEL 2** **High Tier Spellcasting.** You unlock Tier 1 spells in the schools you know and gain a mana pool equal to 2x your Songweaver level + CHA. Your Mana pool increases with your level and CHA, and recharges on a Long Rest.
Smooth Talker. Advantage on the first CHA related skill check with an NPC.
Song of Rest. Whenever you Short Rest, you may play a song and allow anyone who spends Hit Dice to heal additional HP equal to your CHA.
- LEVEL 3** **Subclass.** Choose a Songweaver subclass.
Quick Wit. Whenever you roll initiative, you may regain 1 spent use of your Songweaver's Inspiration (this expires at the end of combat if left unused).
- LEVEL 4** **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Attribute Increase. +1 CHA or INT.
Lyrical Weaponry. Choose 1 ability from the Lyrical Weapons list. Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Long Rest, you can exchange one of these abilities with a different one.
- LEVEL 5** **A "People" Person.** You've met many people in your travels, some have even agreed to come to your aid should you need it. Choose 2 friends you know, you temporarily summon them via song. 1/Long Rest each.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Attribute Increase. +1 STR, DEX, or WIS

- LEVEL 6** **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
- LEVEL 7** **Subclass.** Gain your Songweaver subclass feature.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Attribute Increase. +1 CHA or INT.
- LEVEL 9** **Lyrical Weaponry (2).** Choose another ability from the Lyrical Weapons list.
Secondary Attribute Increase. +1 STR, DEX, or WIS
- LEVEL 10** **Tier 5 Spells.** You may cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.
- LEVEL 11** **Subclass.** Gain your Songweaver subclass feature.
- LEVEL 12** **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Attribute Increase. +1 CHA or INT.
- LEVEL 13** **Lyrical Weaponry (3).** Choose another ability from the Lyrical Weapons list.
Secondary Attribute Increase. +1 STR, DEX, or WIS
- LEVEL 14** **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
- LEVEL 15** **Subclass.** Gain your Songweaver subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.
- LEVEL 16** **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Attribute Increase. +1 CHA or INT.
- LEVEL 17** **Lyrical Weaponry (4).** Choose another ability from the Lyrical Weapons list.
Secondary Attribute Increase. +1 STR, DEX, or WIS
- LEVEL 18** **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.
- LEVEL 19** **Epic Boon.** Choose one Epic Boon.
- LEVEL 20** **Epic Hero.** Increase any two of your stats by 1. Choose 1 Epic Boon.
Upgraded Cantrips. Your cantrips grow stronger.

LYRICAL WEAPONRY

Not My Beautiful Faace! 1/encounter, whenever you Defend, you can first force the attacking creature to make a WILL save. On a failure, choose another target within range (if there is none the attack fails). If they fail by 5 or more they attack themselves as punishment for even thinking they could harm you!

Song of Domination. 2 Actions: You play a bewitching tune, all enemies within 30 ft. who hear it must make a WILL save. If they fail, you move them up to 30 ft. in any direction and they cannot move on their next turn. 1/ encounter.

Heroic Ballad. +1 max Songweaver's Inspiration charge. Your Songweaver's Inspiration also grants that ally +CHA damage on that attack.

Inspiring Anthem. 1 Action: You grant all friendly Dying creatures 1 HP and 1 Action. 1/ Long Rest.

Rhapsody of the Normal. When you roll 4 or more on your Vicious Mockery, you may spend a Songweaver's Inspiration charge to temporarily suppress any special abilities they have until the end of their next turn. They can do only what an untrained average villager can do, attack once for 1d4 damage and move up to 30 ft. (no armor, spellcasting, flying, regeneration, resistances/immunities, other inherent or trained features).

A “PEOPLE” PERSON

Stompy. 3 Actions: Summon a huge hill giant for 1 round. As he enters the battlefield adjacent to you, use **Stompy's Stomp:** Make a DC 10 Influence check, on a success he charges up to 30 ft. in a direction you choose dealing bludgeoning damage to everything in his path equal to your level + the Influence check. ANY creature within 30 ft. can use this ability instead of an attack. Stompy stomps *toward* you instead on a failure. “YOU NOT FRIEND!”

Gran Gran (NOT a hag). When resting you may summon her for 1 hour to soothe your wounds (and hassle you for not eating enough). She bakes and hands out cookies equal to your CHA+INT. Eating one recovers one Mana, Hit Die, or Wound. Eat them while they're warm! They expire in 10 minutes.

Mal, the malevolent imp. Summon a tiny fiend for 1 night. He can find out dangerous information you have no right to know! Or “take care” of a problem with only the slightest chance of things going wrong. Make an Influence check to convince him to help you (advantage if you ask him to do something he would find mischievous or fun; with disadvantage if it is something he would find good or menial).

Katbus, the Everfriendly. Summon a legendary flying (but friendly) creature to take you where you need to go. He may request a very large amount of food as payment.

Flavor is Free. Want a sentient boulder instead of Stompy? Feel free to work with your GM and re-flavor the people you may know as long as the mechanics stay roughly the same, have fun!

SUBCLASSES

SONGWEAVER OF SNARK

- LEVEL 3** **Opportunistic Snark.** You may cast Vicious Mockery as a reaction whenever an enemy misses an attack, it deals double damage when cast this way.
- LEVEL 7** **Fight Picker.** 1/Round, when an enemy is damaged by your Vicious mockery you may have one of your allies Taunt them until the end of the enemy's turn.
- LEVEL 11** **Chord of Chaos.** Action: You may move ALL creatures within hearing of your song up to 15 ft. as long as they do not move into an obviously dangerous place. 1/encounter.
- LEVEL 15** **Words Like Swords.** Your Vicious Mockery damage increases to 1d6+INT+CHA psychic damage.

SONGWEAVER OF COURAGE

- LEVEL 3** **Inspiring Presence.** Whenever you use Songweaver's Inspiration, your allies within 60 ft. who can hear you gain CHA Temp HP.
- LEVEL 3** **Unfailing Courage.** Your presence inspires others to feats of heroism and courage heard of only in legend. Your Songweaver's Inspiration allows your target to roll with advantage.
- LEVEL 3** **Fire in my Bones.** Your Songweaver's Inspiration also grants your target 1 additional Action.
- LEVEL 3** **Chorus of Champions.** Free Reaction: Give all of your party members 1 additional Action. 1/ Encounter.



STORMSHIFTER



The trees whisper their excitement, the clouds sing with glee. Rejoice! The Master of Storm & Fang arrives. All who would seek passage through the ancient grove, heed this warning: Do not provoke the forest or its inhabitants. Beseech for passage humbly, even if its guardian is unseen, rest assured that *you*... are not.

Those who traverse the woodlands may feel the vigilant gaze of a Stormshifter upon them. Legend speaks of an ancient union between mortal and dryad, birthing beings capable of wielding lightning and tempests as others wield blade and shield. This is but half the tale.

Wanderers recount encounters with beings, some wise and benevolent, others fearsome, with claws that sparked like lightning and pelts, sharp as daggers. They are as one with storm and beast, embodying the serene beauty and raw power of nature's grace.

As a Stormshifter you can: Aid your allies in whatever role is needed, wading into the fray as a shapeshifted beast and from friendly to Vicious, Indomitable, or *Horrible*—to casting powerful spells from a distance to strike down, control, mend and more.

STORMSHIFTER

Key Stats: WIS, DEX **Hit Die:** 1d8 (starting HP 13)

Saves: WILL+, STR- **Armor:** Robes, Leather **Weapons:** Staves

LEVEL 1 **Master of Storms.** You know cantrips from the Lightning & Wind schools.
Beastshift. Action: You can shapeshift into a harmless land creature (e.g., cow, squirrel, mouse, etc.). This form lasts until you reach 0 HP, cast a spell, or until you end it on your turn for free. You can shapeshift a number of times equal to your WIS/Long Rest.

LEVEL 2 **Master of Claw & Fang.** You can now shapeshift into a Beast of the Pack.
Mana & Unlock Tier 1 Spells. You unlock tier 1 Wind & Lightning spells. You gain a mana pool equal to 2x your Stormshifter level + WIS. Your mana pool increases with your level and WIS, and recharges on a Long Rest.

LEVEL 3 **Subclass.** Choose a Stormshifter subclass.
Master of Claw & Fang. You can now shapeshift into a Fearsome Beast.

LEVEL 4 **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Stat Increase. +1 WIS or DEX.

LEVEL 5 **Master of Tiny Beasts.** You can shapeshift into a Beast of Nightmares.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 6 **Beast Boons.** Choose 1 Beast Boon. When you shapeshift you may add that ability to your form. Each time you shapeshift you can choose one of the Beast Boons you know to utilize.
Tier 3 Spells. You may now cast tier 3 spells and upcast spells at tier 3.

LEVEL 7 **Subclass.** Gain your Stormshifter subclass feature.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Stat Increase. +1 WIS or DEX.
Stormborn. Gain resistance to lightning damage. You may gain advantage on a Naturecraft check or Concentration check. 1/day.

LEVEL 9 **Beast Boon (2).** Select a 2nd Beast Boon.
Secondary Stat Increase. +1 STR, INT, or CHA

LEVEL 10 **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Stormshifter subclass feature.

LEVEL 12 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 WIS or DEX.

LEVEL 13 **Stormborn (2).** Gain the following features:

- Add your WIS to all tiered lightning spell damage.
- Instead of rolling dice, you may deal the maximum damage of a Wind spell by spending a use of your shapeshift feature (does not count as a crit).
- Instead of rolling dice, you may deal the maximum damage on a Melee attack by spending 2 mana (does not count as a crit).

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.

LEVEL 15 **Subclass.** Gain your Stormshifter subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Stat Increase. +1 WIS or DEX.

LEVEL 17 **Beast Boon (4).** Select a 4th Beast Boon.
Secondary Stat Increase. +1 STR, INT, or CHA

LEVEL 18 **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Epic Hero.** Increase any two of your stats by 1. Choose 1 Epic Boon.
Upgraded Cantrips. Your cantrips grow stronger.

BEASTSHIFT FORMS



BEAST OF THE PACK

(Medium). You can visually take the form of any medium beast. Gain +10 ft. speed, temp HP equal to your Stormshifter level, and you gain the Frenzy ability. **Frenzy.** Melee attack, 1d4+DEX slashing damage. Each time you crit or kill a creature, increment the die size one step (1d6 » 1d8 » 1d10 » 1d12 » 1d20) and increase your movement speed by 5 ft. This resets when this shapeshift form or combat ends.



FEARSOME BEAST

(Large). You can visually take the form of any large beast. Gain Armor equal to your WIS, Temp HP equal to 3x your Stormshifter level and the Gore ability.

Gore. Melee attack, 1d6+Stormshifter level Slashing damage. On a crit, gain Temp HP equal to your level.



BEAST OF NIGHTMARES

(Tiny) Speed: 10 ft., Armor: 0. You can visually take the form of any tiny beast or insect (provided it is *horrible*). You cannot be targeted with attacks until you make yourself conspicuous (e.g., if a creature saw you transform, or you attack), and attacks against you are made with disadvantage but Any damage ends this shapeshift form. Gain the Sting ability.

Sting. Reach 0 ft. Roll 1d4, on a hit you deal 1 piercing damage and the target is injected with Dire Venom. Roll a number of d6 equal to your level and deal that much unpreventable acid damage. On a critical hit, roll d8s instead. You may only inject Dire Venom 1/round.

BEAST BOONS

Beast of the Sea. Can move, breathe, and fight underwater without penalty.

Climber. Can walk across walls and ceilings, ignores difficult terrain.

Creature of the Fey. You may cast spells while shapeshifted.

Fleet Footed. +10 ft. speed. Advantage against the Grappled & Prone conditions.

Earthwalker. Can secretly burrow through dirt and unworked rock with no movement penalty.

Keen Senses. Advantage on Perception, and Assess checks. Unaffected by Blinded.

Leader of the Pack. Advantage against fear & charm effects for yourself & allies within 60 ft.

Prehensile Tail. Creatures you hit in melee that are your size or smaller are Grappled. If you hit a larger creature, you may move with it when it moves.

Winged. +10 ft. speed, can fly. Forced movement moves you twice as much.



SUBCLASSES

CIRCLE OF SKY & STORM

LEVEL 3 **Deepening Study.** You may learn Cold or Radiant spells. You may change the chosen school each time you level up.

Attuned to Nature. You may add your Stormshifter level to any skill check related to nature or weather 1/day.

LEVEL 7 **Raging Tempest.** Whenever you land a critical hit with a tiered spell you may cast a cantrip for free from a school you haven't cast any spells from this turn (at the same level of advantage or disadvantage).

LEVEL 11 **Spellmaster.** Spending 2 or more Mana on a spell grants an additional effect:

- Cold. Gain WIS Temp HP.
- Lightning. Deal additional damage equal to your WIS.
- Radiant. You may heal a creature within 30 ft. WIS HP.
- Wind. Gain a flying speed this turn, move up to 30 ft. for free.

LEVEL 15 **Master of Storm.** You can concentrate on 1 lightning spell and 1 wind spell at the same time. Can cast Ride the Lightning 1/Long Rest for 0 mana.

CIRCLE OF FANG & CLAW

LEVEL 3 **Fight Another Day.** When you leave a shapeshift form you may teleport up to 30 ft. in any direction to a spot you can see.

Friend of Beasts. Beasts will not attack you until you first harm them.

LEVEL 7 **Dire Beast Forms.** Gain additional benefits for your Beastshift forms.

- **Lightning Fangs.** Your Frenzy ability deals an additional WIS lightning damage.
- **Briar Fur.** Your Fearsome Beast form gains Armor equal to your DEX. Melee attackers take DEX piercing damage.
- **Skittering Horror.** Your Beast of Nightmares speed increases to 20 ft.

LEVEL 11 **Master of Forms.** You may shapeshift a number of times equal to 2x your WIS/Long Rest. Animal Magnetism. (2 Mana, 1 Action, range 60 ft.) You may cast this spell while shapeshifted. WILL save, teleport a creature to a square adjacent to you. You may attack them.

LEVEL 15 **Master of Forms (2).** You regain 1 use of shapeshift whenever you roll initiative. Your shapeshift forms can have 3 Beast Boons at a time.



ZEPHYR



Steel breeds laziness, the way of the fist requires discipline. As skilled as they are disciplined, these warriors have dedicated their lives to the art of combat and the discipline of the mind. They often begin training in isolated wilderness monasteries almost as soon as they can walk, practicing the sacred martial arts of their order ceaselessly.

They have subjugated their bodies and minds completely; and can channel their discipline into feats of supernatural agility, precision, and above all, *speed*. The Zephyr is:

- **Unarmed and Dangerous:** When unarmed and unarmored, you're a relentless force on the battlefield. Absorb blows and deliver devastating strikes, leaving foes in awe of your tenacity and speed.
- **A Graceful Combatant:** Move with unparalleled speed and determination, outpacing your allies and foes alike. Seize the initiative and strike swiftly, ensuring you're always at the forefront of combat. Your reflexes allow you to retaliate with precision and turn enemy strikes into opportunities for devastating counterattacks..

ZEPHYR

Key Stats: DEX, WIS **Hit Die:** 1d8 (starting HP 13)

Saves: DEX+, STR- **Armor:** None **Weapons:** Bludgeoning Melee

LEVEL 1 **Unarmored Defense.** Your Armor equals DEX+WIS as long as you are unarmored.

Swift Fists. Your unarmed strikes are not subject to disadvantage imposed by Rushed Attacks and their damage is 1d4+DEX.

LEVEL 2 **Swift Feet.** While unarmored, gain +10 ft. speed and add your level to your initiative.

Disciplined Maneuvers. Each time you roll initiative, you gain WIS Discipline Points to empower your combat ability. You may spend 1 point to use any of the following maneuvers:

- **Patient Defense.** Defend for free. You may add your level to your Armor for this attack, or reduce all damage you would take this round by an amount equal to your Armor.
- **Flurry of Blows.** Replace an attack with 2 unarmed strikes. 1/turn.
- **Step of the Wind.** Move for free. While moving, you may move through the spaces of hostile creatures as if they were not there.

LEVEL 3 **Subclass.** Choose a Stormshifter subclass.

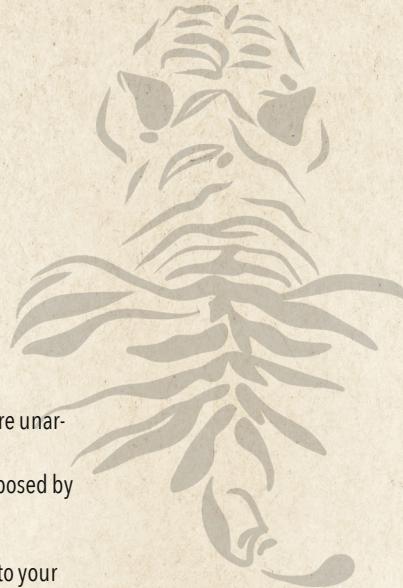
LEVEL 4 **Martial Master.** Choose a Martial Arts ability. Whenever you level up, you may exchange one Martial Art ability you know for another one.

Key Stat Increase. +1 DEX or WIS.

LEVEL 5 **Reverberating Strikes.** You learn to focus your energy and transfer it as an additional concussive force into your foes. Add bludgeoning damage equal to your level to all of your melee attacks.

Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 6 **Martial Master (2).** Choose a Martial Arts Ability.



LEVEL 7 **Subclass.** Zephyr subclass feature.

LEVEL 8 **Martial Master (3).** Choose another Martial Arts Ability.
Key Stat Increase. +1DEX or WIS.

LEVEL 9 **Swift Feet (2).** Your movement speed increases by an additional 10 ft. as long as you are unarmored.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 10 **Martial Master (4).** Choose another Martial Arts Ability.

LEVEL 11 **Subclass.** Zephyr subclass feature.

LEVEL 12 **Martial Master (5).** Choose another Martial Arts Ability.
Key Stat Increase. +1DEX or WIS.

LEVEL 13 **Trained Reflexes.** Add your DEX to your Initiative.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 14 **Martial Master (6).** Choose another Martial Arts Ability.

LEVEL 15 **Subclass.** Zephyr subclass feature.

LEVEL 16 **Martial Master (7).** Choose another Martial Arts Ability.
Key Stat Increase. +1 DEX or WIS.

LEVEL 17 **Undying Soul.** You have Advantage on STR saves while Dying.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 18 **Martial Master.** Choose another Martial Arts Ability.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Epic Hero.** Increase any two of your stats by 1. Choose 1 Epic Boon.

MARTIAL ARTS ABILITIES

Infuse Life. Whenever you make an unarmed strike, you may infuse the blow with healing energy. Expend a number of your Hit Dice up to your WIS. Heal the target the sum of those dice + your WIS instead of damaging them.

I Jump On His Back! While moving with your Step of the Wind, if you move into the space of a creature your size or larger you may jump onto its back. While on a creature this way, gain advantage on melee attacks against it and any damage you avoid is dealt to it instead.

Blur. When you Defend, you may first move up to half your speed away, taking no damage if you are now out of range. 1/encounter.

Determined Soul. You cannot be moved against your will. Whenever you would fail a saving throw, you may gain a Wound to add your WIS to the result you rolled. You may repeat this any number of times.

Quickstrike. When you Interpose, you may first make an unarmed strike against the enemy for free.

Use Momentum. Whenever you avoid all of the damage of a melee attack (whether it misses or you Defend), you may swap places with the attacker and then choose another target within reach, they are hit instead.

Airshift. You cannot be Grappled while conscious. While moving, you may travel across all terrain as if it were normal ground, ignoring all ill effects (e.g., walls/ceilings, water, treetops, lava, spikes, clouds, etc.).

Generous Soul. When you receive healing for the first time on a turn you may heal another target within 30 ft. HP equal to your WIS.

Enduring Soul. Each time you roll Initiative, gain Hit Dice equal to the Actions you get on your first turn. These Hit Dice expire at the end of combat if unused.

Disciplined Patience. Whenever you miss an attack, gain a cumulative +WIS bonus to all damage you do for the rest of this encounter (a disciplined martial artist does not miss on purpose).

Windstrider. If you move through the space of a willing creature while using Step of the Wind they can move with you, and choose any space adjacent to your path of movement to end in.

Deep Patience. You may spend 1 Action to end any non-Wound condition on yourself.

SUBCLASSES

WAY OF PAIN

LEVEL 3 Share My Pain. (Additional Disciplined Maneuver) Whenever you receive a critical hit you may spend 1 Discipline Point to reflect half of the damage back at the attacker ignoring armor.

LEVEL 7 Profound Discipline. Increase your max Wounds you can endure by 2. Whenever you gain a Wound, gain a Discipline Point.

LEVEL 11 Pain Sharpens the Mind. While you are Bloodied, gain advantage on the first attack you make each turn and all Saves.

LEVEL 15 Not Finished Yet. While Dying you may use your Infuse Life ability on yourself for free. At any time while you have no Hit Dice remaining you may gain 1 Wound and recover 1 Hit Die.

WAY OF FLAME

LEVEL 3 Exploding Soul. Whenever you gain the Dying condition, or any Wounds, deal fire damage to all adjacent enemies equal to your level.

LEVEL 7 Blazing Speed. Gain +10 ft. speed while using Step of the Wind. After you cease movement with Step of the Wind, creatures you passed through take WIS Fire damage.

LEVEL 11 Chain Reaction. Whenever you land a critical hit, you may deal fire damage equal to your WIS to any number of creatures adjacent to your target. Then you may deal this fire damage to any other creatures adjacent to them. Repeat this any number of times.

LEVEL 15 Burning Soul. Double any fire damage you deal.



STORY-BASED SUBCLASSES

Sometimes the story you play takes a dramatic turn: All but one party member dies, your Patron betrays you, you save the life of a beast that now refuses to leave your side...

These moments may call for an equally dramatic shift in the class you're playing, thus the story-based subclasses. Generally these not appropriate to pick at level 1. At your GM's discretion, these can be chosen at any point in a campaign when a story demands it, replacing your existing subclass.

These classes may be a bit more mechanically involved, and better suited for more experienced players but these subclasses are NOT more powerful than others, just different.



OATHBREAKER

IN DEVELOPMENT: COMING SOON!



SPELLBLADE

IN DEVELOPMENT: COMING SOON!



SHADOWREAVER

IN DEVELOPMENT: COMING SOON!



BEASTMASTER

IN DEVELOPMENT: COMING SOON!