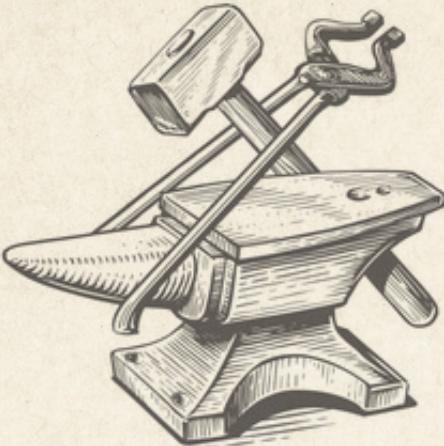




Artificer

ARTIST: JUSTINE FLORENTINO

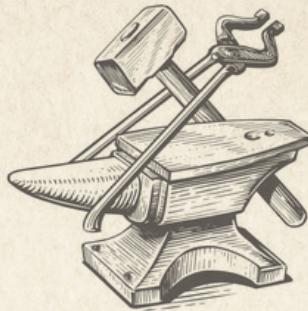


They call me when the airship stalls mid-descent, when the arcane relay spirals out of phase, or when the golem starts speaking in languages it wasn't programmed to know. Don't mind the dents—took a few kicks to get her started, is all. Still works lovely. Just... don't stand too close when she hums like that, and if she starts whistling in B flat—*RUN!*

Your workshop might be a cluttered shrine to chaos or an immaculate studio thrumming with pristine energy—whatever the setting, the Artificer gets to work. Some call you a mad tinkerer—a hazard to public safety. Others speak in hushed awe of your sleek designs, machines tuned with impossible precision.

Your genius is fueled by raw instinct and sharpened calculation. You don't build for show. You don't build for fame. You build because it's who you are—and the world needs what you can make.

- **Engineer the Impossible.** Wield creations that defy reality—from mana-forged blades, to gravity-snaring tethercoils, and boots that laugh at gravity.
- **Power at a Price.** Mana Dice fuel your creations. The more you roll, the more they deliver—but push too far and your gear might rebel. Malfunctions, explosions, and rogue constructs are just the cost of dancing on the edge of genius.
- **Tinker's Instinct.** Retool gadgets mid-battle or improvising fixes under fire. Whether it's a jury-rigged patch or a flawless recalibration, you adapt your arsenal with a spark of chaos or a surgeon's precision, always one step ahead of disaster.



ARTIFICER

Key Stats: INT, STR **Hit Die:** 1d8 **Starting HP:** 13

Saves: INT+, WIL- **Armor:** Inventions **Weapons:** Inventions

Starting Gear: Weapon Prototype, Armor Prototype, Wrench, Notebook

LEVEL 1 **Thunder Gauntlets Prototype.** (Reach 4) 1d4+INT. You may roll 1 additional d4 for damage, if you do, for each 1 rolled, you are pushed back 1 space and knocked Prone.
Armor Prototype. INT+DEX armor.

LEVEL 2 **Thunder Gauntlets.** Your Thunder Gauntlet Prototype becomes Thunder Gauntlets.
Eureka! Choose 1 Invention or Gadget.

Mana Accumulator. Create a device that absorbs ambient magic to power your inventions. You can carry with it a max of STR Mana Dice (d4s), it fully recharges at the end of your turns.



Powering Inventions: When using an invention, you may expend any amount of available Mana Dice. The more you utilize at a time, the greater the effect—but the greater the risk. If ANY die rolls a number less than or equal to the total number of dice, the invention overloads, triggering a mishap.

Example. If you spend 2 mana dice at a time, if any die rolls 2 or less you get a mishap!

Reconfigure! You may choose different Artificer options whenever you tinker at your workshop during a Safe Rest.

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

Constant Tinkering. Upgrade 1 Invention or Gadget.

I've Got JUST the thing! (1/Safe Rest) You pull a simple mechanical contraption out of your pack that is JUST the thing needed for the moment (where something like that could help).

LEVEL 4 **Eureka!** Choose 1 Invention or Gadget.

Constant Tinkering. Upgrade 1 Invention or Gadget.

+Key Stat. +1 INT or STR.

LEVEL 5 **Tuned Mana Condenser.** Your Mana Dice become d6s.

Constant Tinkering. Upgrade 1 Invention or Gadget.

+Secondary Stat. +1 DEX or WIL.

- LEVEL 6** **Eureka!** Choose 1 Invention or Gadget.
Percussive Maintenance. (1/encounter) When you would experience a mishap, you may first increase 1 Mana Die by 1.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 7** **Subclass.** Gain your subclass feature.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 8** **Eureka!** Choose 1 Invention or Gadget.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Key Stat. +1 INT or STR.
- LEVEL 9** **Mana Recovery Valve.** After a mishap, gain advantage on your next Mana Die roll this encounter.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Secondary Stat. +1 DEX or WIL.
- LEVEL 10** **Tuned Mana Condenser.** Your Mana Dice become d8s.
Constant Tinkering. Upgrade 1 Invention or Gadget
- LEVEL 11** **Subclass.** Gain your Artificer subclass feature.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 12** **Eureka!** Choose 1 Invention or Gadget.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Key Stat. +1 INT or STR.
- LEVEL 13** **Optimized Mana Compression.** +1 max Mana Die.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Secondary Stat. +1 DEX or WIL.
- LEVEL 14** **Tuned Mana Condenser.** Your Mana Dice become d10s.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 15** **Subclass.** Gain your subclass feature.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 16** **Eureka!** Choose 1 Invention or Gadget.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Key Stat. +1 INT or STR.
- LEVEL 17** **Constant Tinkering.** Upgrade 1 Invention or Gadget.
+Secondary Stat. +1 DEX or WIL.
- LEVEL 18** **Constant Tinkering.** Upgrade 1 Invention or Gadget.
Prime Configuration. +1 max Mana Die.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the GM's Guide).
- LEVEL 20** **Grand Mechanist.** Increase any 2 stats by 1. 1/encounter, you may reroll any Mana Dice, replacing them with d20s.

MAJOR INVENTIONS

Damage type? Whenever you create or upgrade an invention you can choose a reasonable damage type. Lightning, Fire, or Piercing damage for the Manabolt Cannon? Makes sense! Necrotic or Ice? Maybe, check with your GM!

Make it your own! If you'd rather have a chainsaw sword rather than a mana blade, go for it! The Mana Dice can be "Rev Dice" as you rev up the engine before slicing. Or if you prefer more of a steampunk aesthetic, or magitech, or anything else—feel free to flavor the inventions in a way that suits you best.



Thunder Gauntlets

Range 4, 1d6+INT damage

Deal extra damage equal to sum of the dice rolled and push a Medium or smaller target 1 space for each Mana Die. **Upgrades:**

- **Kinetic Redirect.** (1/round) Move target any direction instead.
- **Paired Resonators.** Gain Dual Wielding.
- **Extended Arc Coils.** Gain Reach 6 instead.



Mishap: Recoil. You are also knocked back the same distance, landing Prone.



Manabolt Cannon

Range 8, 2 Actions, 1d12 Damage. (req 1+ Mana Dice)

Add INT to each Mana Die rolled and deal that much extra damage to your target and ALL creatures between you and it. **Upgrades:**

- **Amplified Conduit.** +4 Range and +2 damage for each Mana Die.
- **Selective Arc Filter.** Damage can bypass 1 creature.
- **Overload Dampener.** -3 repair DC. If you get a 20 or more, gain 1 action back.



Mishap: Arcane Overload. After the attack, suffer 2 damage per Mana Die rolled, the weapon becomes inoperable (req. DC 12 Finesse check to fix).



Manablade

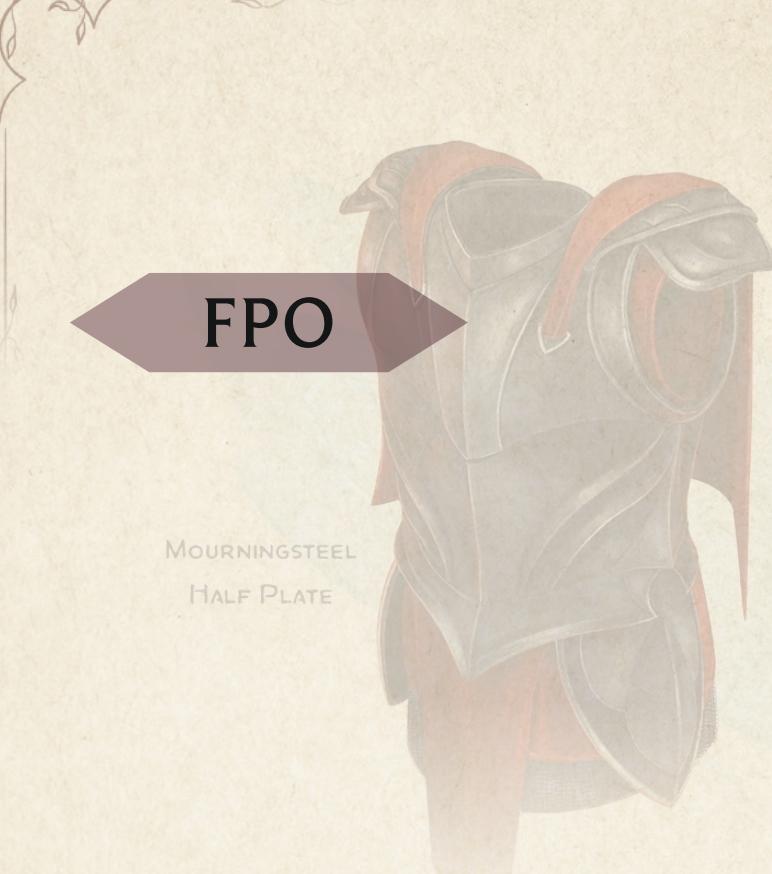
Reach 1 (req 1+ Mana Dice)

Deal damage equal to $2 \times (\text{the sum of the Mana Dice rolled} + \text{STR})$. Treat Heavy armor as Medium, and Medium as unarmored. **Upgrades:**

- **Stabilized Mana Core.** Roll with advantage.
- **Arc Module.** (1/round) strike +1 target adjacent to the first.
- **Streamlined Ignition.** -3 repair DC. If you get a 20 or more, gain 1 action back.



Mishap: Arcane Rebound. Afterwards, suffer damage equal to the sum rolled, and the blade becomes inoperable (req. DC 12 Arcana check to fix).



FPO

MOURNINGSTEEL

HALF PLATE

Manaforged Plate

8+STR armor.

Autoshields. (1/round) Reduce damage of an attack by INT for free. **Mana Infusion.**

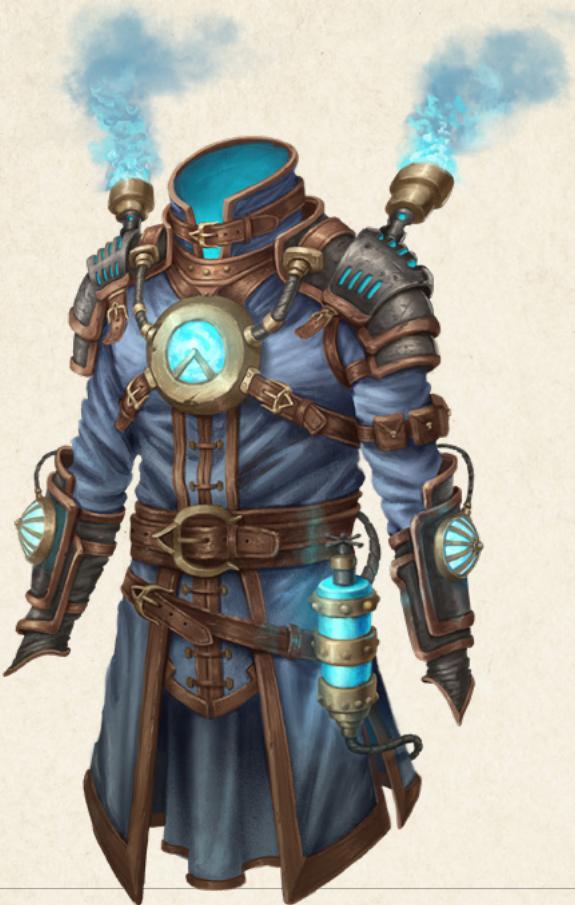
When you Defend, gain 2×STR armor per Mana Die spent. **Upgrades:**

- **Reactive Armor.** You may also knock an adjacent Medium or smaller creature back 1 space for each Mana Die rolled. If you spent 2 or Mana Dice, you may knock them Prone also.
- **Ablative Coating.** (1/encounter) When a creature moves you against your will, move them the same distance in the opposite direction also (Large creatures are moved half as far).
- **Angled Deflectors.** (Passive) +2 Armor.



Mishap: Armor Lockup! Restrained (escape DC:10).

Note. Only 1 kind of armor can be worn at a time!



Aethertuned Jerkin

1+INT+DEX armor.

Aetheric Thrusters. +1 Speed and +1 Initiative while wearing this armor. **Tuned Thrusters.** When you Defend, first move 1 space per Mana Die spent (if this puts you out of line of sight/Reach/Range, the attack misses). **Upgrades:**

- **Autothrusters.** If you spend 2 or more Mana Dice when you Defend, do so for free.
- **Chronoshard Modulator.** (1/encounter) When crit, gain 1 action.
- **Passive Sensors.** +INT to your Initiative.



Mishap. Tumble! Land Prone within 2 spaces of where you intended destination (chosen by the GM) instead.

Note. Only 1 kind of armor can be worn at a time!

GADGETS

Gadgets are consumable items that you can remake on a Safe Rest.
Each upgrade can be chosen a max of 1 time.

Stim Pack

Reach 4. 2 uses/Safe Rest.

Send a construct to heal a target for INT d8 HP, they gain 1 action. At the end of their turn they must make a DC 16 STR save or become Dazed. **UPGRADES:**

- **Long-Range Construct.** +4 Reach.
- **Reduced Side Effects.** -4 Save DC.
- **Enhanced Stimulants.** 2x heal, gain 1 Wound.
- **Improved Dosing.** +1 Stim Pack.

Homing Missile

Range 8. 2 uses/Safe Rest.

Fire off an explosive projectile to inerrantly strike a target. It deals 1d20 damage, ignoring cover, does not miss on a 1. **UPGRADES:**

- **Long-Range Thrusters:** +4 Range.
- **Reliable Explosives:** Roll with advantage.
- **Reusable Parts.** +1 use/safe rest

Scrapbot Swarm

Reach 4. 2 uses/Safe Rest, 2 Actions.

Let loose INT+STR tiny constructs, each deals 1d6 damage to any target within Reach 4. **UPGRADES:**

- **Dense Swarm.** +2 constructs.
- **Sharpened Scrap.** Increment the damage dice.
- **Hearty Scrap.** +1 use/safe rest.

Safety Buddy

2 uses/Safe Rest.

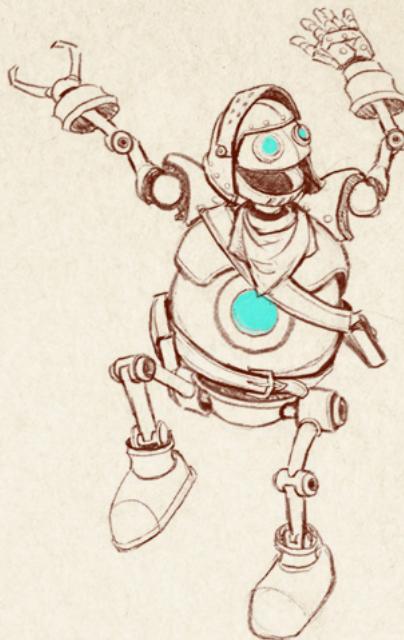
When you use Interpose: Summon a 1 hp single-use construct to Interpose for an ally within Reach 2 instead of you. **UPGRADES:**

- **Advanced Propulsion System.** +2 Reach.
- **Explosive Framework.** INTd6 to attacker, they gain Smoldering.
- **Reusable Parts.** +1 Safety buddy

Propulsive Boots

3 uses/Safe Rest. Move for free, gain flying until the end of your turn.

- **Enhanced Fuel Reserves.** +1 use/Safe Rest.
- **Tuned Thrusters.** +INT speed moving this way.



SUBCLASSES

GADGETEER

LEVEL 3

Gadgeteer. Invent the Cheerbot gadget.

LEVEL 7

Improvised Tinkering. (INT/Safe Rest) you can use any Gadget without using a charge (even if you have not invented it or have no more charges remaining).

LEVEL 11

Always be prepared! (1/encounter) You can use *Improvised Tinkering* without spending an action.

LEVEL 15

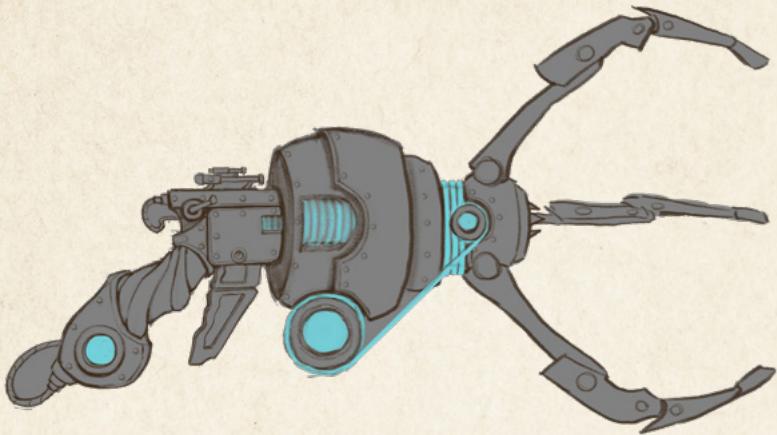
Tinkermaster. +1 use/Safe Rest to all gadgets you have invented.

Cheer Bot

1 use/Safe Rest.

Action: Place a stationary 1 HP construct adjacent to yourself. Friendly creatures within Reach 12 of it gain +1 action at the end of each of their turns (lasts until destroyed, can be stored and reused if undamaged). **UPGRADES:**

- **Invigorating Beacon.** +5 Temp HP at the end of your turn.
- **Self-Preservation Logic.** Attacks made against this construct are made with disadvantage 2.



SUBCLASSES

INVENTOR

LEVEL 3

Invent the Tethercoil.

LEVEL 7

Precision Tuned Smack. You can use Percussive Maintenance 3/encounter.

LEVEL 11

Powerful Weaponry. Whenever you use 2 or more Mana Dice, your Thunder Gauntlets push +1 space, your Mana Blade can hit +1 adjacent target, or your Manabolt Cannon can deal its damage half as far in a Cone instead.

LEVEL 15

Big Brained Inventor. +1 max Mana Die. Your Mana Dice become d12s.

Tethercoil

+4 Range for each Mana Die spent (min 1). Choose 1 mode:

Tether. Action: Pull a creature your size or smaller next to you, you may Restraine them; OR you move to a larger creature, gain Riding. **Upgrades:**

- **Amplified Conduit.** +2 Range.
- **Reinforced Tethers.** +1 Tethercoil save DC.



Mishap: Mistether! The GM may choose a different creature in Range.



Mishap. Tangled! You are Restrained as well.

FAQ

Mishaps. ALL dice rolled in an initial attack are taken into account for mishaps. For example the d12 for your Manabolt Cannon as well as any Mana Dice rolled—any of them can trigger a mishap. This excludes any additional dice rolled from a Crit or other effect.

Primary Die. The d6 for the Thunder Gauntlets is always used as the Primary Die (while your Mana Dice are d6s, whichever d6 lands leftmost is the Primary Die), likewise for the Manabolt Canon's d12. For the Mana Blade since there is no base weapon damage, whichever Mana Die lands leftmost is the Primary Die.

Advantage/Disadvantage. 1 additional Primary Die is rolled and the lowest/highest is removed as normal.

I've Got JUST the thing! "Simple" as in: an iron wedge, a wrench, a lockpick, block & tackle, tripwire, etc. NOT "an anti-gravity device."

Nimble

A fast, tactical TTRPG



HEXBINDER



Questions or Feedback? Visit NimbleRPG.com, or you can join the Nimble Discord server at NimbleRPG.com/discord or email Evan personally at evan@nimblerpg.com (I'd love to hear from you!).

Game Design and Art Direction: Evan Diaz.

Inspired by: The Witch class, Faerie: A Realm Wanderer's Guide

Special Thanks: Ross Brubaker & Matt Shiffler

Artist Credits: Annie Stegg Gerard, Salomi art, Lyubov Kondratieva, Dasha Croisy, Evan Diaz.

Printed in USA. Copyright © 2025 Nimble Co. All rights reserved.
www.nimbleRPG.com



The

HEX BINDER



Plagued by a cough, my lovely? A festering wound? A stain on your spirit? Sip this down, you'll feel right as rain by morning—don't mind the taste, it's meant to be bitter!"

They come to her with trembling pleas: a child's fever, a lover's betrayal, a shadow too heavy to lift. She listens, sharp-eyed, and offers what fits—balm or bane, as the need demands. But cross her, and you'll learn: the tongue that soothes can whisper your doom, and the hands that mend can twist your fate to ruin.

A hexbinder's magic isn't flashy nor kind. It's practical, rooted in the muck and murmur of the old world—salves whispered over flame, curses knotted into thread, remedies older than the hills. She mends the broken and breaks the foolish, her hands stained with both mercy and malice. **The Hexbinder:**

- **Holds sway over affliction and disease.** Wield the dual arts of healing and hexing—mend your allies' wounds or fester your enemies' flesh with equal mastery.
- **Mistress of brews and bonds.** Craft potent elixirs and call upon ancient pacts—be it with spirits, beasts, or the earth itself—to turn the tide in your favor.
- **An unraveling gaze.** Peer into souls with uncanny insight, soothing the broken or striking fear into the wicked—none can hide from a Hexbinder's knowing eye.



HEXBINDER

Key Stats: WIL, INT **Hit Die:** 1d8 **Starting HP:** 13

Saves: WIL+, DEX- **Armor:** Cloth **Weapons:** Blades, Wands

Starting Gear: Adventurer's Garb, Dagger, Portable Cauldron (bucket)

LEVEL 1 **Hex.** Reach 4, Action: 1d4+LVL damage, OR apply an Affliction on hit instead. On crit: do both.
Afflictions. You know the Withered and Frenzied Afflictions.

LEVEL 2 **Mana and Tier 1 Spells.** You unlock tier 1 Hexbinder spells and a mana pool to cast them. Your max mana pool is always equal to WIL+LVL and recharges on a Safe Rest.

Diminution. Reduce the mana cost of spells by 1 for each condition chosen.

- **Humble.** The Range/Reach of the spell is halved.
- **Weak.** Roll with disadvantage (or enemies save with advantage).
- **Slow.** Spend 1 additional action.

You can't diminish an effect a spell does not have (e.g., Humble on a spell with no Range/Reach)

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

Consult the BONES. 1/ Safe Rest. Spend 10 minutes performing a ceremony to obtain information not otherwise available to you on a successful Insight check, roll with disadvantage.
Afflictions (3). Choose a 3rd Affliction.

Bubble, Bubble! You may choose different Hexbinder options whenever you brew at your cauldron during a Safe Rest.

- LEVEL 4** **Mystic Mark.** Choose 1 Mystic Mark. **+Key Stat.** +1 INT or WIL.
Tier 2 Spells. You may now cast tier 2 Hexbinder spells.
- LEVEL 5** **Soothsayer.** Before combat begins, roll a Futuresight Die (1d6). Expend this die to add or subtract this result from any die a creature within Reach 4 rolls during this encounter.
Blightwielder's Touch. Roll Hex with advantage while at Reach 1.
+Secondary Stat. +1 STR or DEX.
- LEVEL 6** **Mystic Mark (2).** Choose a 2nd Mystic Mark.
Tier 3 Spells. You may now cast tier 3 Hexbinder spells.
- LEVEL 7** **Subclass.** Gain your Hexbinder subclass feature. **Afflictions (4).** Choose a 4th Affliction.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 Hexbinder spells. **+Key Stat.** +1 INT or WIL.
- LEVEL 9** **Mystic Mark (3).** Choose a 3rd Mystic Mark. **+Secondary Stat.** +1 STR or DEX.
- LEVEL 10** **Soothsayer (2).** Roll 2 Futuresight Dice instead, they have Reach 8.
Tier 5 Spells. You may now cast tier 5 Hexbinder spells.
- LEVEL 11** **Subclass.** Gain your Hexbinder subclass feature.
- LEVEL 12** **Mystic Mark (4).** Choose a 4th Mystic Mark. **+Key Stat.** +1 INT or WIL.
Afflictions (5). Choose a 5th Affliction.
- LEVEL 13** **Misery Maker.** Increase the max number of Afflictions you can apply by 1.
+Secondary Stat. +1 STR or DEX.
- LEVEL 14** **Soothsayer (3).** Roll your futuresight dice with advantage.
- LEVEL 15** **Subclass.** Gain your Hexbinder subclass feature.
- LEVEL 16** **Mystic Mark (5).** Choose a 5th Mystic Mark. **+Key Stat.** +1 INT or WIL.
- LEVEL 17** **Soothsayer (4).** Increase your Futuresight Dice to 1d8.
+Secondary Stat. +1 STR or DEX.
- LEVEL 18** **Doombringer.** You may spend 1 mana to ignore the encounter limit on DOOM.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the GM's Guide).
- LEVEL 20** **Sage of Banes.** Increase any 2 stats by 1. Hex and Misery apply 1 additional Affliction.



AFFLICTIONS

You may apply a max of INT different Afflictions to 1 creature at a time.
Afflictions last for as long as you maintain Concentration (DC 10 STR save when crit).

Brittle. Target suffers 1 damage for each space it moves (or is moved). Level 10: 2 damage/space.

Dimmed. Target has disadvantage 2 when attacking beyond Range/Reach 1.

Doomed. (1/encounter) Maximize the next roll against target.

Enfeebled. Target falls Prone at the end of each of your turns.

Frenzied. Target's first attack each round MUST be against the nearest random creature (acts first amongst monsters).

Pestilent. On death of target: creatures within Reach 2 of it suffer LVL damage (ignoring armor).

Sundered. Target's armor reduced 1 step.

Withered. Target's first attack against a friendly creature each round is made with disadvantage.

MYSTIC MARKS

Bramble Mark. Action: Touch an ally and grant them an aura of mystical thorns (max 1 ally at a time). Attackers take damage equal to their armor whenever they Defend. The thorns last for WIL attacks or 1 min.

Broom Flight. Spend 1 mana to gain flying for 1 hour (or until you fall). When crit while flying you fall, landing Prone.

Coven. Choose 1 spell school a close ally knows, you can cast tiered spells from that school (*Healer of the Old Ways: non-Hexbinder healing spells cannot be Diminished*).

Mark of Protection. Creatures you heal can ignore 1 negative condition they would receive within the next minute.

Pact of Enmity. The next time you would apply an Affliction, instead bind yourself to a creature with a pact of mutual destruction. Both of you deal MAX damage to each other (instead of rolling dice).

Sigil of Journey. Action: you or another willing creature you touch exchange places with an Afflicted creature up to 1 size larger you can see within Reach 8.

Sigil of Root. (1/encounter) Your Enfeebled affliction also Restrains for 1 round.

Word of Decay. Whenever you use a Futuresight Die against an Afflicted target, take the max value. Whenever your Afflicted target dies, regain 1 spent Futuresight Die.







HEXBINDER SPELLS

Misery *Tier 1, 2 Actions, Single Target*

Reach: 8. **Damage:** 1d8+LVL. On hit: apply an Affliction. On crit: apply 2 instead.

Life Bloom *Tier 1, 1 Action, Single Target +*

Reach: 8. Consume 1 of your own Hit Dice, and 1 more from a willing target. Heal your target and another creature within Reach the sum of those dice.

Twitch Curse *Tier 2, 1 Action, Single Target*

Reach: 8. **Reaction:** When attacked by a creature within Reach, Defend for free. First move the attacker 1 space (+1 space for each Affliction they have). Opportunity attacks triggered this way are made with advantage instead of disadvantage.

If you are no longer a valid target (e.g., the attacker is dead, you are out of line of sight/Reach/Range). The triggering attack misses.

Bloodcurse *Tier 2, 2 Actions, Single Target*

Reach: 8. **Damage:** 1d4+LVL (increment the die size for each Affliction they have), on hit: Target becomes secretly Bloodcursed, suffering 2x the next damage they deal (ignoring armor).

Wyrding Strands *Tier 3, 2 Actions, AoE*

Reach: 8. Move creatures in a 4x4 area a total of 2d6 spaces, divided among them as you choose. Large or larger creatures move half as far.

Frogify *Tier 3, 2 Actions, Single Target*

Reach: 8. On a failed WIL save, turn a creature into a harmless, armorless, tiny, FROG for up to 1 min. It can still move but not attack (except for bugs). On a save, they are partially transformed, only reducing their armor to none instead. Damage or casting this again ends the effect.

Malediction *Tier 4, 2 Actions, Multi-target*

Reach: 4. Roll KEYd4 Primary Dice. For each hit, deal LVL damage to a creature within Reach (ignoring armor). Max 1 die per creature.

Circle of Thorns *Tier 4, 2 Actions, Single Target*

Reach: 8. Fill every empty adjacent space around a creature with a growth of thorns. Creatures who enter the area must make a DEX save or take KEYd6 damage and become Restrained, half on save. Lasts up to 1 min or until it has dealt damage 3 times.

Terror *Tier 5, 2 Actions, Single Target*

Reach: 8. **Damage:** LVL×1d4 (ignoring armor). Advantage for each Affliction on the target.



SUBCLASSES

COVEN OF THE HEX

LEVEL 3

Haunted. When an Afflicted creature dies, apply all of their Afflictions to another enemy within Reach 8 of them.

LEVEL 7

Spitecurse. When an Afflicted creature misses an attack, they suffer the damage instead.

LEVEL 11

Cursespitter. Learn the Pestilent Affliction, double its Reach.

LEVEL 15

Hexcaster. Your Enfeebled Affliction also Dazes the target. You can inflict Doomed 2/encounter.



SUBCLASSES

COVEN OF THE HUNT

LEVEL 3 **Hexbinder's Familiar.** Choose any small animal to become your familiar (owl, cat, rooster, fox, etc.). Your familiar will follow you, can speak to you and retains any abilities the base animal could but it may refuse instructions that would put it in danger. Choose 1 Familiar Boon that it grants to you:

- **Protective.** Acts as a shield that grants +WIL armor.
- **Resourceful.** Gain WIL+INT max Hit Dice, these can be given to any ally.
- **Sly.** +WIL Initiative. When you roll Initiative, regain 2 mana (this expires at the end of combat if unused).
- **Scavenger.** Gain 3xWIL temp HP when you roll initiative.
- **Mystical.** You can cast spells from an ally's position INT times/encounter.
- **Swift.** You may move WIL spaces for free on each of your turns.

LEVEL 7 **Bind Malady.** Reaction. INT/Safe Rest. Command your familiar to remove any single harmful condition from a creature within Reach 8.

Harmful Conditions. Ending "Dying" grants 1 HP, ending "Dazed" grants 1 action, etc.

LEVEL 11 **Empowered Familiar.** Choose a 2nd Familiar Boon:

LEVEL 15 **Mighty Familiar.** Choose a 3rd Familiar Boon.



FAQ

Brittle. Teleporting or swapping places with a creature does not count as movement. Regular movement, forced movement, and falling, do.

Doomed. This could count as a crit since dice are rolled; however, the subsequent roll for additional crit damage would not be included as it is an additional roll. Dice that are not rolled *against* the target (e.g., Fury Dice and Judgment Dice) are not included. For an AoE that includes the doomed creature, the attack is rolled and the dice are summed as normal to determine damage for the other creatures; the doomed creature alone is treated as if every die rolled the max.

Mark of Protection. If a protected creature would take damage and gain the Dying condition, they can choose to not gain the condition, remaining at 1 HP instead.

Pact of Enmity. No dice are rolled so this doesn't count as a crit.

Sigil of Journey. The size limit is applied to creature you touch (e.g., a small Hexbinder could not swap places with a Large afflicted creature, but a willing Medium creature could).

Soothsayer. You can only increase a die up to its natural maximum or minimum (e.g., you can increase a d4 roll only up to 4, or decrease it to as low as 1).