

Nimble

A fast, tactical TTRPG

Heroes



Questions or Feedback? Visit NimbleRPG.com, 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

Special Thanks: Jelke Ludolphij, Ben Carter, Brandon Vassell, Tyler Mann, Bruno Botelho, Emanuele Brotti, Ross H. Brubaker, Graham Bucci, Devin Burke, Matthias Coym, Edward Dobbins, JFleck, John Freymuth, Josh Eimer, Kazok the Goblin, Kralic, Lewis Houlston, Lucas Curtis, Chris Rike, Chad Rockey, Matt Shiffler, Ryan Shunk, SnuzyBear, Emil H. Andersen, Tiggs, Blue, and all of the Nimble Discord.

Inspired by: D&D 5th Edition, Paizo's *Pathfinder* 2e, Isaac Williams' *Mausritter*, Chris McDowall's *Into the Odd*, Ben Milton's *Knave*, The Dungeon Coach's *DC20*, Kobold Press's *Tales of the Valiant*, Yochai Gal's *Cairn*, House DM, and many other long forgotten sources.

Cover Art: Earl Lan

Artist Credits: Earl Lan, Sean Simmons, Justin Gerard, Justine Florentino, Noah Bradley, Kiri Leonard, Ashe Samuels, Chen Guixin, Anastasia Helter, Michelle Rea, Alexandra Petruk, Asanee, Warm_Tail, Lobard, Yuliya Pauliukovich, Merfin, Pixode, Explorers Design, Carlos Eulefi, Saga Mackenzie, Evan Diaz

ISBN: 979-8-9912696-1-2

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Nimble

A fast, tactical TTRPG



Here there be heroes... where dragons soar and shadows gather, where ancient powers slumber and new threats arise, the call to adventure resounds. Here, legends are born in the clash of steel, the flash of spells, and the struggle between light and darkness.

Choose your path. Wield your power. The world awaits its heroes.



If you're new to Nimble, we recommend starting with the Core Rules book or choosing a pre-made hero. When you're ready to create your own hero, this is where you'll find them.

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BERSERKER P. 7

An unstoppable force of wrath and ruin. Choose between the frenzied Path of the Red Mist and the indomitable Path of the Mountainheart. **Class Complexity:** ♦♦



THE CHEAT P. 13

A sneaky, backstabbing, dirty-fighting rogue. Choose between the murderous Assassin or the trickster Scoundrel. **Class Complexity:** ♦



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A battlefield tactician, leader, and weapon master. Choose between the relentless Vanguard and the unassailable Bulwark. **Class Complexity:** ♦♦



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Resourceful survivalist, bowmaster, and skilled tracker. Choose between the unshakable Primal Stalker and the resourceful Wildheart. **Class Complexity:** ♦♦



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Master life and death. Lead a faithful companion. Choose between the nurturing Shepherd of Life and the ruinous Shepherd of Death. **Class Complexity:** ♦♦



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Inspiring presence, sharp wit, sharper tongue. Choose between the Songweaver of Snark and the Songweaver of Courage. **Class Complexity:** ♦♦♦



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Master of beast and nature. Choose between the bestial Circle of Fang & Claw and the tempestuous Circle of Storm & Sky. **Class Complexity:** ♦♦♦



ZEPHYR P. 67

A disciplined martial artist with swift hands and swift feet. Choose between the explosive Way of Flame and the disciplined Way of Pain. **Class Complexity:** ♦♦



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Special subclasses to choose at pivotal moments in a story: The Oathbreaker, Spellblade, Reaver, and the Beastmaster. **Subclass Complexity:** ♦♦♦





BERSERKER

ARTIST: SEAN VIVES

Wrath and 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 sated. Once a Berserker has begun to fight, he only grows stronger. Fueled by battle-lust 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 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 keep on fighting!
- **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+, INT-
Armor: None **Weapons:** STR **Starting Gear:** Battleaxe, Rations (meat), Rope

- LEVEL 1** **Rage.** Action (1/round): Roll a Fury Die (1d4) and set it aside. Add it to every STR attack you make. You can have a max of KEY Fury Dice, they are lost when your Rage ends.
That all you got?! When you are attacked, you may expend 1 or more Fury Dice, to reduce the damage taken by STR+DEX for each die spent.

Your Rage Ends. If you leave combat, drop to 0 HP, or go 1 round without attacking since Raging.

Yes! You can rage and gain another Fury Die even if you are already raging. If you are already at your max, roll as normal and decide which ones to keep. Your Fury Dice are dice when calculating damage for monster armor.

- LEVEL 2** **Intensifying Fury.** If you are raging at the beginning of your turn, roll 1 Fury Die for free.
One with the Ancients. When faced with a decision about which direction or course of action to take, you can call upon your ancestors to guide you toward the most dangerous or challenging path. 1/day.

- LEVEL 3** **Subclass.** Choose a Berserker subclass.
Bloodlust. Expend 1 or more Fury Dice on your turn, to move DEX spaces for free per die spent.

- LEVEL 4** **Enduring Rage.** While Dying you: Rage automatically for free at the beginning of your turn, have a max of 2 Actions instead of 1, and ignore the STR saves to make attacks.
Key Stat Increase. +1 STR or DEX.
Savage Arsenal. Choose 1 ability from the Savage Arsenal.

Wrath & Ruin. Whenever you perform a notable act of destruction or feat of strength during a Safe Rest, you may exchange 1 Savage Arsenal ability you know for a different one.

- LEVEL 5** **Rage (2).** Whenever you Rage, gain 2 Fury Dice instead.
Secondary Stat Increase. +1 INT or WIL.

- LEVEL 6** **Savage Arsenal (2).** Choose a 2nd Savage Arsenal ability.
Intensifying Fury (2). Your Fury Dice are now d6s.

- LEVEL 7** **Subclass.** Gain your Berserker subclass feature.

- LEVEL 8** **Savage Arsenal (3).** Choose a 3rd Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.

- LEVEL 9** **Intensifying Fury (3).** Your Fury Dice are now d8s.
Secondary Stat Increase. +1 INT or WIL.

- LEVEL 10** **Savage Arsenal (4).** Choose a 4th Savage Arsenal ability.

- LEVEL 11** **Subclass.** Gain your Berserker subclass feature.

- LEVEL 12** **Savage Arsenal (5).** Choose a 5th Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.

- LEVEL 13** **Intensifying Fury (4).** Your Fury Dice are now d10s.
Secondary Stat Increase. +1 INT or WIL.

- LEVEL 14** **Savage Arsenal (6).** Choose a 6th Savage Arsenal ability.

- LEVEL 15** **Subclass.** Gain your Berserker subclass feature.

- LEVEL 16** **Savage Arsenal (7).** Choose a 7th Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.

- LEVEL 17** **Intensifying Fury (5).** Your Fury Dice are now d12s.
Secondary Stat Increase. +1 INT or WIL.

- LEVEL 18** **DEEP RAGE.** Dropping to 0 HP does not cause your Rage to end.

- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).

- LEVEL 20** **BOUNLESS RAGE.** Increase any 2 of your stats by 1. Any time you roll less than 6 on a Fury Die, change it to 6 instead.



SAVAGE ARSENAL

Deathless Rage. While Dying, you may suffer 1 Wound to gain 1 Action, 1/round.

Death Blow. After you deal damage from a crit hit: You may expend any number of Fury Dice. Sum the dice and deal double that amount of damage.

Eager for Battle. Gain advantage on Initiative. Move 2×DEX spaces for free on your first turn each encounter.

Into the Fray. Action: Leap up to 2×DEX spaces toward an enemy. If you land adjacent to at least 2 enemies, make an attack against 1 of them for free.

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

MORE BLOOD! Whenever an enemy crits you, gain 1 Fury Die.

Swift Fury. Whenever you gain one or more Fury Dice, move up to DEX spaces for free, ignoring difficult terrain.

Wrath & Ruin. Whenever you perform a notable act of destruction or feat of strength during a Safe Rest, you may exchange 1 Savage Arsenal ability you know for a different one.

Unstoppable Force. While raging, taking damage while Dying only inflicts 1 Wound instead of 2; being crit while Dying only inflicts 2 Wounds instead of 3.

Thunderous Steps. After moving at least 4 spaces while raging, you may 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 12 spaces. Rolling higher than their remaining HP will cause them to immediately flee the battle.

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

Rampage. After you land a hit with a melee weapon, you may treat your next attack this turn as if you rolled that same amount instead of rolling again. 1/turn.

SUBCLASSES

PATH OF THE MOUNTAINHEART

LEVEL 3 **Stone's Resilience.** Whenever you expend Fury Dice to reduce incoming damage, add the value of the die to amount reduced.

Mountainous Tenacity. Whenever you expend your Hit Dice to recover HP, for every 10 HP you would recover you may heal 1 Wound instead.

LEVEL 7 **Unbreakable.** While raging, if you would suffer your last Wound or other negative condition of your choice, you don't. 1/encounter.

LEVEL 11 **Titan's Fury.** After you miss an attack or are crit by an enemy, rage for free.

LEVEL 15 **Mountain's Endurance.** While Dying, if an attack against you would be a crit, the attack is rerolled instead (on crit abilities, such as Titan's Fury, still trigger).

PATH OF THE RED MIST

LEVEL 3 **Blood Frenzy.** While raging, whenever you crit or kill an enemy, change 1 Fury Die to the maximum, 1/round.

Savage Awareness. Advantage on Perception checks to notice or track down blood. Blindsight 2 while raging: You ignore the blinded condition and can see through darkness and invisibility within that range.

LEVEL 7 **Unstoppable Brutality.** While raging, you may gain 1 Wound to reroll any attack or save.

LEVEL 11 **Opportunistic Frenzy.** While raging, you can make opportunity attacks without disadvantage, and you may make them whenever an enemy enters your melee weapon's reach.

LEVEL 15 **Onslaught.** While raging, gain +2 speed, and you may move for free 1/round.



THE CHEAT

ARTIST: JOSEPH PAUL

C loak and dagger... and dagger. The common cheat doesn't call herself a cheat of course—rather, a streetsmart rogue, a survivalist, 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—survival is about taking what you want, when you can. 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) disappear into the night and live to cheat another day!



THE CHEAT

Key Stats: DEX, INT **Hit Die:** 1d6 **Starting HP:** 10 **Saves:** DEX+, WIL-

Armor: Leather **Weapons:** DEX **Starting Gear:** 2x Daggers, Sling, Cheap Hides, Chalk

LEVEL 1 **Vicious Opportunist.** 1/turn. When you hit a distracted target in melee, you may change the Primary Die roll to whatever you like (changing a die to the maximum value counts as a crit). A target is distracted if it is adjacent to or Taunted by an ally, or if it cannot see you.
Sneak Attack. The first crit you make each turn deals +1d6 damage.

LEVEL 2 **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+INT. 1/day.
- You may gain advantage on skill checks while playing any games, competitions, or placing wagers. If you're caught though...

Magic? The Cheat has some abilities that look magical—they *might* be, but don't *have* to be. You have your ways, okay? No need to explain how you did that, not even to the GM!

LEVEL 3 **Subclass.** Choose a Cheat subclass.
Sneak Attack (2). Your Sneak Attack becomes 1d8.
Thieves' Cant. You learn the secret language of rogues and scoundrels.

LEVEL 4 **Key Stat Increase.** +1 DEX or INT.
Underhanded Ability. Choose an Underhanded Ability.

Trade Secrets. Whenever you spend a night talking shop with other roguish types, you can exchange 1 ability you know for another.

LEVEL 5 **Twist the Blade.** Action: Change one of your Sneak Attack dice to whatever you like.
Quick Read. Gain advantage on your first Assess check every encounter. Gain advantage on an Examination check 1/day.
Secondary Stat Increase. +1 WIL or STR.

LEVEL 6 **Underhanded Ability (2).** Choose a 2nd Underhanded Ability.
That's Not What Happened! Action: When a distracted enemy's attack would hit you, you may change the Primary Die roll to whatever you like (changing the die to the minimum value counts as a miss). 1/Safe Rest.

LEVEL 7 **Subclass.** Gain your Cheat subclass feature.
Sneak Attack (3). Your Sneak Attack becomes 2d8.

LEVEL 8 **Underhanded Ability (3).** Choose a 3rd Underhanded Ability.
Key Stat Increase. +1 DEX or INT.

LEVEL 9 **Sneak Attack (4).** Your Sneak Attack becomes 2d10.
Secondary Stat Increase. +1 WIL or STR.

LEVEL 10 **Underhanded Ability (4).** Choose a 4th Underhanded Ability.

LEVEL 11 **Subclass.** Gain your Cheat subclass feature.
Sneak Attack (5). Your Sneak Attack becomes 2d12.

LEVEL 12 **Underhanded Ability (5).** Choose a 5th Underhanded Ability.
Key Stat Increase. +1 DEX or INT.

LEVEL 13 **Twist the Blade (2).** You can Twist the Blade for free. 1/round.
Secondary Stat Increase. +1 WIL or STR

LEVEL 14 **Underhanded Ability (6).** Choose a 6th Underhanded Ability.

LEVEL 15 **Subclass.** Gain your Cheat subclass feature.
Sneak Attack (6). Your Sneak Attack becomes 2d20.

LEVEL 16 **Underhanded Ability (7).** Choose a 7th Underhanded Ability.
Key Stat Increase. +1 DEX or INT.

LEVEL 17 **Sneak Attack (7).** Your Sneak Attack becomes 3d20.
Secondary Stat Increase. +1 WIL or STR.

LEVEL 18 **Underhanded Ability (8).** Choose an 8th Underhanded Ability.

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Supreme Execution.** Increase any 2 of your stats by 1. When you attack with a blade, you do not require targets to be distracted to trigger Vicious Opportunist.

UNDERHANDED ABILITIES

"Creative" Accounting. Steal up to INT Actions from your next turn (Gain up to INT Actions. The next time you would gain Actions, that number are lost instead). You cannot use this 2 turns in a row.

I'm Outta Here! When an ally within 4 spaces is crit, you may turn invisible until the end of your next turn and then move up to half your speed for free.

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

Misdirection. Gain INT Armor. Whenever you Defend, you may halve the damage instead.

Sunder Armor (Medium). Action: When you crit an enemy with medium armor, sunder their armor. Until the start of your next turn, ALL melee 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 loses 1 action and you gain 1 Action.

Trickshot. When you throw a dagger, it returns back to your hand at the end of your turn. On a hit, it ricochets to another creature within 2 spaces, dealing half as much damage to them.

Exploit Weakness. Action: Make a contested INT check against an enemy. If you win, you can use Vicious Opportunist against them, even if they are not distracted. This lasts for 1 minute or until you use this ability against another target.

How'd YOU get here?! 2 Actions: "Teleport" up to 4 spaces away adjacent to a distracted target and make a melee attack against them. If you crit, you may "teleport" again.

Trade Secrets. Whenever you spend a night talking shop with other roguish types, you can exchange 1 ability you know for another.

SUBCLASSES

LEVEL 3

ASSASSIN

Amidst All This Commotion... If a creature dies while you Sneak Attack, you may turn invisible until you attack again or until the beginning of your next turn.

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

LEVEL 7

Cunning Strike. When you land a Sneak Attack, you may force the target to make a STR save (DC 10+INT). On a failure, instead of rolling your Sneak Attack dice, deal the maximum amount of damage. 2/encounter (if your target saves, regain 1 use).

LEVEL 11

Professional Skulker. Gain a climbing speed and advantage on Stealth checks.

LEVEL 15

KILL. When you crit an enemy with fewer maximum HP than you, it dies.

SCOUNDREL

LEVEL 3

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 (DC10+INT). Save or fail, they are Taunted by you until you drop to 0 HP.

Sweet Talk. You may gain advantage on all Influence checks with NPCs 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. You have disadvantage on Influence checks with them after you use this ability (until you get back on their good side).

LEVEL 7

Pocket Sand. When you Defend against a melee attack, blind the attacker and force them to reroll the attack (blinded creatures attack with disadvantage). 2/encounter (you've got to collect more sand!).

LEVEL 11

Escape Plan. When you would drop to 0 HP or gain a Wound, you don't. Instead, you turn invisible for 1 minute or until you attack. 1/Safe Rest.

LEVEL 15

Heads I Win, Tails You Lose. Attacks you make this round don't miss, crit on 1 less than normally needed, and you gain LVL temp HP. 1/encounter.



COMMANDER

ARTIST: EARL LAN

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 **Starting Gear:** Short Sword, Javelins, Rusty Mail

LEVEL 1 **Coordinated Strike!** Gain the *Coordinated Strike!* Commander's Order.

LEVEL 2 **Commander's Orders.** Choose 2 Commander's Orders.

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 ten minutes examining their wounds, they can add your Examination bonus to the HP recovered.

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

LEVEL 4 **Fit for Any Battlefield.** Choose a Combat Tactic.

Key Stat Increase. +1 STR or INT.

Rigorous Training. Whenever you train with your party or other soldiers during a Safe Rest, you may exchange chosen abilities with different ones of the same type.

LEVEL 5 **Master Commander.** Whenever you roll Initiative, regain 1 spent use of Coordinated Strike (it is lost if not spent during that encounter). Your Coordinated Strikes also now ignore disadvantage.

Combat Tactics. Your Combat Dice are now d8s.

Secondary Stat Increase. +1 DEX or WIL.

LEVEL 6 **Fit for Any Battlefield (2).** Choose another Combat Ability or gain +1 max Combat Dice.

Weapon Mastery. You may sheathe a weapon and draw a different one 2× per round for free. Choose a weapon type to specialize in.

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

LEVEL 8 **Fit for Any Battlefield (3).** Choose another Combat Ability or gain +1 max Combat Dice.

Key Stat Increase. +1 STR or INT.

LEVEL 9 **Master Commander (2).** Your Combat Dice are now d10s. +1 use of Coordinated Strike/Safe Rest.

Secondary Stat Increase. +1 DEX or WIL.

LEVEL 10 **Fit for Any Battlefield (4).** Choose another Combat Ability or gain +1 max Combat Dice. **Weapon Mastery (2).** Choose a 2nd weapon type to specialize in.

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

LEVEL 12 **Fit for Any Battlefield (5).** Choose another Combat Ability or gain +1 max Combat Dice. **Key Stat Increase.** +1 STR or INT.

LEVEL 13 **Master Commander (3).** Your Combat Dice are now d12s. +1 use of Coordinated Strike/Safe Rest.

Secondary Stat Increase. +1 DEX or WIL.

LEVEL 14 **Weapon Mastery (3).** You have complete mastery of all weapon types.

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

LEVEL 16 **Fit for Any Battlefield (6).** Choose another Combat Ability or gain +1 max Combat Dice. **Key Stat Increase.** +1 STR or INT.

LEVEL 17 **Master Commander (4).** +1 use of Coordinated Strike/Safe Rest. Your Combat Dice are now d20s.

Secondary Stat Increase. +1 DEX or WIL.

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

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Captain of Legions.** Increase any 2 of your stats by 1. The first time each encounter you use Coordinated Strike, EVERY ally within 12 spaces gains 1 additional Action (replaces Unparalleled Tactics).

COMBAT ABILITIES

COMMANDER'S ORDERS

Coordinated Strike! Free Action: 1/round, you and an ally within 6 spaces both immediately make a weapon attack or cast a cantrip for free. You can do this INT times/Safe Rest.

Face Me! Reaction (after an ally is crit within 12 spaces): Taunt that enemy until you drop to 0 HP.

Hold the Line! Reaction (when an ally drops to 0 HP): Command them to continue the fight! Their HP is set to $3 \times$ your LVL. 1/encounter.

Reposition! Action/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.

I can do this ALL DAY! 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.

Move it! Move it! When you roll Initiative you may give yourself and an ally advantage on the roll and +3 speed for 1 round.

COMBAT TACTICS

Whenever you roll Initiative, gain STR Combat Dice (min 1), each a d6. Once per attack, you can expend a Combat Die to perform a special maneuver. Combat Dice are lost when combat ends.

Heavy Strike. When you hit, push a Medium creature STR spaces and deal extra damage equal to a roll of your Combat Die. A Small creature is pushed twice as far; Large, pushed half as far (round down).

Inerrant Strike. Reroll a missed attack and deal extra damage equal to a roll of your Combat Die. This attack does not miss on a 1.

Lunging Strike. Gain +1 Reach and deal extra damage equal to $2 \times$ a roll of your Combat Die.

Sweeping Strike. 2 Actions: Select any contiguous area within your weapon's reach and damage ALL targets there. This attack does not miss on a 1.

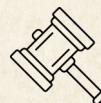
Commanding Presence. Action: Shout a command up to 2 words long at an enemy. On a failed WIL save (DC 10+STR), they must spend their entire next turn obeying it to the best of their ability, provided it is not obviously harmful to themselves. They then become immune to this effect for 1 day.

WEAPON MASTERY

Choose a weapon mastery at levels 6, 10 and 14:



Slashing. Your attacks with slashing weapons cannot miss unarmored enemies.



Bludgeoning. When your primary die rolls a 7 or higher with a bludgeoning weapon, ignore Heavy Armor.



Piercing. Your attacks with piercing weapons ignore Medium Armor.

Rigorous Training. Whenever you train with your party or other soldiers during a Safe Rest, you may exchange chosen abilities with different ones of the same type.

SUBCLASSES

BULWARK

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

Shield Expert. While wearing a shield, you may Defend 2x each round. The first time each round 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 their next turn (they have disadvantage on attacks against creatures other than you).

LEVEL 15 **Shield Wall.** Allies within 2 spaces 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 all allies within 12 spaces 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 Safe Rest.

LEVEL 11 **Survey the Battlefield.** Whenever you roll Initiative, regain 1 use of Coordinated Strike. +1 max Combat Dice.

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



HUNTER

ARTIST: JOSEPH O'H

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.*

- **Relentless Tracker:** As an expert survivalist, you mark your prey, becoming a shadow in pursuit, relentless and precise.
- **Master of the Wild:** Harness the Thrill of the Hunt to outwit your targets—set decoys, spring traps, and strike with lethal efficiency.
- **From Afar or Up Close:** Whether you're raining arrows from a distance or closing in for a personal takedown, your prey won't escape your reach.



HUNTER

Key Stats: DEX, WIL **Hit Die:** 1d8 **Starting HP:** 13 **Saves:** DEX+, INT-

Armor: Leather **Weapons:** DEX **Starting Gear:** Shortbow, Cheap Hides, Dagger, Hunting Trap

LEVEL 1 **Hunter's Mark.** Action: A creature you can see is marked as your quarry for 1 day (or until you mark another creature). It can't be hidden from you, and your attacks against it gain your choice of advantage OR +LVL damage (choose before each attack).

Forager. Gain advantage on skill checks to find food and water in the wild.

LEVEL 2 **Thrill of the Hunt.** Choose 2 Thrill of the Hunt (TotH) abilities. Gain a charge to use these abilities whenever:

- You hit your quarry in melee or crit your quarry at range.
- Your quarry dies.

Roll & Strike. Action: If you have no TotH charges, move up to your speed toward your quarry. If you end adjacent to them, make a melee attack against them for free.

Remember the Wild. Whenever you spend a day in the wilderness during a Safe Rest, you may exchange one of these abilities you know with a different one.

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

Tracker's Intuition. You can discern the events of a past encounter by studying tracks and other subtle environmental clues, accurately determining the kind and amount of creatures, their direction, key actions, and passage of time.

LEVEL 4 **Thrill of the Hunt (2).** Choose a 3rd Thrill of the Hunt ability.

Key Stat Increase. +1 DEX or WIL.

Explorer of the Wilds. +2 speed, gain a climbing speed.

LEVEL 5 **Hunter's Resolve.** Whenever you have no TotH charges, treat all creatures as your quarry for the purposes of movement and melee attacks, until the end of your turn.

Final Takedown. Action: Spend 1 Thrill of the Hunt charge to make a melee attack against your Bloodied quarry. It counts as an automatic crit and doubles the damage of your Hunter's Mark. If they survive, they crit you back.

Secondary Stat Increase. +1 STR or INT.

LEVEL 6 **Versatile Bowmaster.** Whenever you attack with a Longbow, you may roll 2d4 instead of 1d8; or with a Crossbow, 2d8 instead of 4d4.

Thrill of the Hunt (3). Choose a 4th Thrill of the Hunt ability.

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

LEVEL 8 **Thrill of the Hunt (4).** Choose a 5th Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIL.

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 or INT.

LEVEL 10 **Veteran Stalker.** Gain a TotH charge whenever you are first Bloodied in an encounter and for every Wound you gain.
Keen Eye, Steady Hand. Add WIL to your ranged weapon damage.

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

LEVEL 12 **Thrill of the Hunt (5).** Choose a 6th Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIL.

LEVEL 13 **Keen Sight.** Advantage on Perception checks.
Secondary Stat Increase. +1 STR or INT.

LEVEL 14 **Thrill of the Hunt (6).** Choose a 7th Thrill of the Hunt ability.

LEVEL 15 **Subclass.** Gain your Hunter subclass feature.

LEVEL 16 **Key Stat Increase.** +1 DEX or WIL.

LEVEL 17 **Peerless Hunter.** You can Defend against your quarry for free.
Secondary Stat Increase. +1 STR or INT.

LEVEL 18 **Wild Endurance.** Gain 1 TotH charge at the start of your turns.

LEVEL 19 **Epic Boon.** Choose 1 Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Nemesis.** Increase any 2 of your stats by 1. Your Hunter's Mark can target any number of creatures simultaneously.

THRILL OF THE HUNT

Note: Each ability costs 1 charge to use and cannot miss. Abilities that spend charges cannot generate new ones. Unused charges are lost when combat ends.

Addling Arrow. Action: Attack with a ranged weapon. The next attack the target makes must be against the closest other creature, chosen at random.

Come Get Some! Action: Attack a target. It is taunted by you until the end of their next turn.

Decoy. When you Defend: The attack misses instead, and you can move up to half your speed away (where you really were all along!).

Grease Trap. Reaction (when an enemy moves adjacent to you or an ally within 6 spaces): Target falls prone, is vulnerable to the next fire damage it takes, and is treated as if it is Smoldering. 1/encounter.

Hail of Arrows. (Half range) 2 Actions: Shoot all creatures within a 3×3 area. Their speed is halved until the end of their next turn.

Heavy Shot. (Half range) Action: Attack with a ranged weapon and push your target: 4 spaces for a small creature, 2 for a medium creature, 1 for a large creature.

Incendiary Shot. (Half range) Action: Attack with a ranged weapon, add WIL d8 fire damage.

Wild Instinct. Make an assess check for free with advantage. 1/round.

Multishot. (Half range) Action: Attack your quarry with a ranged weapon and load an extra projectile. Select a 2nd target within 2 spaces of them to take the same amount of damage.

Pinning Shot. Spend 3 Actions shooting your quarry. They are Restrained until they can escape (DC 10+WIL).

Fleet Feet. Move up to your speed for free, ignoring difficult terrain.

Snare Trap. Reaction (when an enemy moves adjacent to you or an ally within 6 spaces): Move them back 1 space, they are Restrained until they can escape (DC 10+WIL). 1/encounter.

Sharpshooter. Action: If you have not moved this turn and your quarry is 4 or more spaces away, attack them for double damage.

Vital Shot. (Half Range) Action: If your quarry is Hampered, ignore armor with a ranged weapon against them. If they are unarmored, double your Hunter's Mark bonus damage.

Hampered. Any creature with actions or movement reduced; e.g., Dazed, Slowed, Grappled/Restrained, Prone, in Difficult Terrain.

Remember the Wild. Whenever you spend a day in the wilderness during a Safe Rest, you may exchange one of these abilities you know with a different one.

SUBCLASSES

PRIMAL STALKER

LEVEL 3 **Ambusher.** Whenever you roll Initiative, you may use Hunter's Mark for free. Gain advantage on the first attack you make each encounter.

Skilled Tracker. You have advantage on skill checks to track creatures.

Skilled Navigator. You cannot become lost by nonmagical means.

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

LEVEL 11 **Pack Hunter.** Whenever you mark a creature, you may also mark another creature within 6 spaces of them for free.

LEVEL 15 **Apex Predator.** You may use your Primal Predator ability twice each encounter. Gain 1 Thrill of the Hunt charge when you roll Initiative.

WILDHEART

LEVEL 3 **I Have the High Ground.** Whenever you roll Initiative or gain one or more Thrill of the Hunt charges, move up to half your speed for free, ignoring difficult terrain.

Impressive Form. +5 max HP. Upgrade your Hit Dice to d10s.

LEVEL 7 **Resourceful Herbalist.** Whenever you Safe 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 WIL.

Healing Salve. Action: Heal yourself or an adjacent creature WIL d6 HP. Only you or another experienced Herbalist may administer these, and they expire whenever you Safe Rest.

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

LEVEL 15 **Unparalleled Survivalist.** Add your WIL to your Armor. When you attack with a ranged weapon, you may first move half your speed for free.



Eav
EVEA

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... Diamonds? Elemental Entanglement? Liquefy Legs?



MAGE

Key Stats: INT, WIL **Hit Die:** 1d6 **Starting HP:** 10 **Saves:** INT+, STR-

Armor: Cloth **Weapons:** Blades, Staves, Wands **Starting Gear:** Adventurer's Garb, Staff, Soap

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

LEVEL 2 **Mana and Unlock Tier 1 Spells.** You unlock tier 1 Fire, Ice, and Lightning spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to $(INT \times 3) + LVL$ and recharges on a Safe Rest.

Talented Researcher. Gain advantage on Arcana or Lore checks when you have access to a large amount of books and time study them.

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

Elemental Mastery. Learn the Utility Spells from 1 spell school you know.

Study! You may choose different Mage options whenever you study arcane books or are tutored by a higher level Mage during a Safe Rest.

LEVEL 4 **Spellshaper.** You gain the ability to enhance your spells with powerful effects by spending additional mana. Choose 2 spellshaper abilities.

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

Key Stat Increase. +1 INT or WIL.

LEVEL 5 **Elemental Surge.** A surge of adrenaline and your attunement with the elements grants you additional power as combat begins. When you roll Initiative, regain WIL mana (this expires at the end of combat if unused).

Secondary Stat Increase. +1 STR 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.

Elemental Mastery (2). Learn the Utility Spells from a 2nd spell school you know.

LEVEL 7 **Subclass.** Gain your Mage 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 WIL.

LEVEL 9 **Spellshaper (2).** Choose 1 additional Spellshaper ability.
Secondary Stat Increase. +1 STR or DEX.

LEVEL 10 **Elemental Surge (2).** Your Elemental Surge ability now regains WIL+1d4 mana.

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 Mage 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 WIL.

LEVEL 13 **Spellshaper (3).** Choose 1 additional Spellshaper ability.
Secondary Stat Increase. +1 STR or DEX.

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

Elemental Mastery (3). Learn the Utility Spells from a 3rd spell school you know.

LEVEL 15 **Subclass.** Gain your Mage 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 WIL.

LEVEL 17 **Elemental Surge (3).** Your Elemental Surge ability now regains WIL+2d4 mana.

Secondary Stat Increase. +1 STR 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 an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Archmage.** Increase any 2 of your stats by 1. The first tiered spell you cast each encounter costs 1 Action less and 5 fewer mana.

Upgraded Cantrips. Your cantrips grow stronger.

SPELLSHAPER

Gain Spellshaper abilities as you level up. You may use one per turn.

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.

Dimensional Compression. (1 or more mana) +4 range to a spell for each additional mana spent.

Echo Casting. (2× mana, min. 1 mana) When you cast a tiered, single-target spell, you may cast a copy of that spell on a 2nd target for free.

Stretch Time. (2 mana) Reduce the Action cost of a spell by 1 (min 1).

Elemental Destruction. (1 or more mana) After you hit with a spell, you may spend 1 or more mana (up to your WIL) to reroll 1 die per mana spent.

Elemental Transmutation. (1 mana) Change the damage type of a spell to: Fire, Ice, Lightning, Necrotic, or Radiant.

Methodical Spellweaver. (-2 mana) Spend 1 additional Action to reduce the mana cost of a spell by 2 (min 1).

Precise Casting. (1+ mana) Choose 1 creature to be unaffected by a spell you cast per mana spent.

Study! Whenever you spend time studying arcane books or are tutored by a higher level Mage during a Safe Rest, you may choose different Mage options.

CONTROL TABLE

Magic is Dangerous. You can stitch its fraying edges together to your own benefit... for a time. Choose one that has not been chosen yet. Resets when you roll Initiative or when all options have been chosen.

I INSIST. Cast a cantrip for free, ignoring all disadvantage; it cannot miss.

ELEMENTAL AFFLICION. A creature of your choice within 12 spaces gains the Charged, Smoldering, or Slowed condition.

NO. Choose a creature; it cannot harm a creature of your choice during its next turn.

LOSE CONTROL. Do ALL of the above, but the GM chooses each time.

CHAOS TABLE

Where is the Chaos Table? If you're sure you want to spoil it, you can find it on the back inside cover of 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

LEVEL 3 **Demand Control.** Once, on each of your turns, you may Demand Control: Choose 1 option from the Control Table. Whenever you miss with a spell or an effect you cause is saved against, you must Demand Control.

LEVEL 7 **At Any Cost.** Learn 1 cantrip and 1 tiered spell from the Necrotic school.
Nullify. Ignore all disadvantage and other negative effects on your next Action this turn. Demand Control. 1/encounter.

LEVEL 11 **Steel Will.** Whenever you would fail a save, you may succeed instead. 1/Safe Rest. Whenever you roll a 1 on an Elemental Surge die, you may reroll it once.

LEVEL 15 **Supreme Control.** You may trigger your Demand Control effects twice. You may Demand Control as a Reaction.

MAGE OF CHAOS

LEVEL 3 **Invoke Chaos.** Whenever you cast a spell, you can choose to spend 1 less mana. Whenever you do this and whenever you crit, Invoke Chaos: Roll on the Chaos Table.

LEVEL 7 **Tempest Mage.** Learn 1 cantrip and 1 tiered spell from the Wind school.
Chaos Lash. Reaction (when an enemy moves adjacent to you): They are pushed back 2 spaces, and on a failed WIL save, knocked prone as well. Invoke Chaos. 1/encounter.

LEVEL 11 **Thrive in Chaos.** Whenever you Invoke Chaos, you may roll twice and cause both effects. 1/Safe 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. Through their strength, both physical and radiant, nothing can sway them from their hunger for justice and their fervent pursuit and 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, WIL **Hit Die:** 1d10 **Starting HP:** 17 **Saves:** STR+, DEX
Armor: All **Weapons:** STR **Starting Gear:** Mace, Rusty Mail, Wooden Buckler, Manacles

LEVEL 1 **Radiant Judgment.** Whenever an enemy attacks you, if you have no Judgment Dice, roll 2d6 Judgment Dice. On your next melee attack this encounter, if you hit, deal that much additional radiant damage. The dice are expended whether you hit or miss.

Lay on Hands. Gain a magical pool of healing power. This pool's maximum is always equal to $5 \times \text{LVL}$ and recharges on a Safe Rest. Action: Touch a target and spend any amount of remaining healing power to restore that many HP.

LEVEL 2 **Mana and Radiant Spellcasting.** You gain Radiant cantrips, tier 1 Radiant spells, and a mana pool. Your mana pool is equal to WIL + LVL and recharges on a Safe Rest.

Zealot. Whenever attack with a melee weapon, you may spend mana (up to your highest unlocked spell tier) to choose one for each mana spent:

- **Condemning Strike.** Deal +5 radiant damage.
- **Blessed Aim.** Decrease your target's armor by 1 step for this attack.

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.

Radiant Judgment (2). Your Judgment Dice are d8s.

Sacred Decree. Learn 1 Sacred Decree.

Serve Selflessly. You may choose different options whenever you perform a selfless act during a Safe Rest.

LEVEL 4 **My Life, for My Friends.** You can Interpose for free.

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

Key Stat Increase. +1 STR or WIL.

LEVEL 5 **Radiant Judgment (3).** Your Judgment Dice are d10s.

Upgraded Cantrips. Your cantrips grow stronger.

Secondary Stat Increase. +1 DEX or INT.

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 your Oathsworn subclass feature.

Master of Radiance. Choose 1 Radiant Utility spell.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Radiant Judgment (4). Your Judgment Dice are d12s.
Key Stat Increase. +1 STR or WIL.

LEVEL 9 **Sacred Decree (3).** Learn a 3rd Sacred Decree.
Secondary Stat Increase. +1 DEX or INT.

LEVEL 10 **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.
Radiant Judgment (5). Your Judgment Dice are d20s.

LEVEL 11 **Subclass.** Gain your Oathsworn subclass feature.
Master of Radiance (2). Choose a 2nd Radiant Utility spell.

LEVEL 12 **Sacred Decree (4).** Learn a 4th Sacred Decree.
Key Stat Increase. +1 STR or WIL.

LEVEL 13 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Secondary Stat Increase. +1 DEX or INT.

LEVEL 14 **Sacred Decree (5).** Learn a 5th Sacred Decree.
Radiant Judgment (6). Whenever you roll Judgment Dice, roll 1 more.

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

LEVEL 16 **Sacred Decree (6).** Learn a 6th Sacred Decree.
Key Stat Increase. +1 STR or WIL.

LEVEL 17 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
Secondary Stat Increase. +1 DEX or INT.

LEVEL 18 **Unending Judgment.** While you have no Judgment Dice your melee attacks deal +5 radiant damage.

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Glorious Paragon.** Increase any 2 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/Safe Rest.

Courage! When you or any ally within your aura would drop to 0 HP, they are set to 1 HP instead. 1/encounter.

Explosive Judgment. 2 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 radius of 6.

Reliable Justice. Whenever you roll Judgment Dice, roll with advantage (roll one extra and drop the lowest).

Shining Mandate. Whenever you are attacked while you already have Judgment Dice, roll one and give it to an ally within your aura. 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 + WIL. You and allies within your aura have advantage against fear and effects that would move or knock prone.

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

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

Unstoppable Protector. Gain +1 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.

Serve Selflessly. You may choose different options whenever you perform a selfless act during a Safe Rest.

SUBCLASSES

OATH OF VENGEANCE

LEVEL 3 **Aura of Zeal.** Whenever you roll Judgment Dice, roll 1 more. Gain an aura with a Reach of 4. The first time each round you or an ally within it is attacked, roll your Judgment Dice.

LEVEL 7 **Avenger.** Whenever you or an ally within your aura gain any Wounds, move up to half your speed for free. Then, set up to that many Judgment Dice to their max.

LEVEL 11 **Unerring Judgment.** Your attacks while you have Judgment Dice do not miss on a 1.

LEVEL 15 **Maximum Judgment.** Whenever you are attacked, set a Judgment Die to its max.

OATH OF REFUGE

LEVEL 3 **Aura of Refuge.** Your shields grant +WIL Armor, and count as your spellcasting focus. Gain an aura with a Reach of 4, you 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.** You and allies in your aura cannot drop below 1 HP. Whenever this triggers, they gain 1 Wound instead (heroes still die at max Wounds).

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



SHADOWMANCER

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—*work smart, not hard*. Simply ask an ancient horror beyond comprehension to do it for you! If there's power being handed out, it'd be ungrateful of me to turn it down, really.

So what if I wear black and have to occasionally sacrifice an animal here and 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: INT, DEX **Hit Die:** 1d8 **Starting HP:** 13 **Saves:** INT+, WIL
Armor: Cloth **Weapons:** Light Blades, Wands **Starting Gear:** Adventurer's Garb, Sickle, Shovel

LEVEL 1 **Conduit of Shadow.** Your Patron grants you knowledge of:
Shadow Blast. (Necrotic cantrip, 1 Action) Range: 8. Damage: 1d12+KEY. 1/turn.
Higher Levels: +1d12 damage every 5 levels.

Summon Shadows. (Necrotic cantrip, 1 Action) Summon a shadow minion within reach 1 (you can summon a max of INT or LVL minions this way, whichever is lower).
Action: (1/turn) you may command ALL of your minions to move up to 6 spaces then attack (Reach 1, 1d12 each). Higher Levels: +1 Reach every 5 levels.

Shadow Minions. Your shadow minions follow the normal minion rules: They have 1 HP, no damage bonus, do not crit, and abandon you immediately outside of combat.

LEVEL 2 **Pilfered Power.** You learn Necrotic cantrips and tier 1 spells. You may steal power from your patron to cast tiered spells, always casting them at the highest tier you have unlocked. You can do this a number of times equal to your DEX before your patron takes notice. Each time you exceed this limit, your patron consumes half your max HP as recompense (you cannot sacrifice HP you do not have). This limit resets when you commune with your patron during a Safe Rest.

LEVEL 3 **THE PACT IS SEALED.** Choose a subclass and 1 Lesser Shadow Invocation.

Supplicate. Whenever you commune with your Patron on a Safe Rest, you may beg them to allow you to choose different Invocations of the same kind (they may ask for something in return).

LEVEL 4 **Key Stat Increase.** +1 INT or DEX.
A Gift from the Master. Choose 1 Greater Shadow Invocation.

LEVEL 5 **Tier 2 Spells.** You may now cast tier 2 spells; all of your spells are cast at this tier.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR or WIL.

LEVEL 6 **A Gift from the Master (2).** Choose a 2nd Greater Shadow Invocation.
Shadowmastery. Choose 1 Necrotic Utility Spell.

LEVEL 7 **Subclass.** Gain your Shadowmancer subclass feature.
Tier 3 Spells. You may now cast tier 3 spells; all of your spells are cast at this tier.

LEVEL 8 **Key Stat Increase.** +1 INT or DEX.
Lesser Invocation. Choose a 2nd Lesser Shadow Invocation.
Shadowmastery (2). Choose a 2nd Necrotic Utility Spell.

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

LEVEL 10 **Tier 4 Spells.** You may now cast tier 4 spells; all of your spells are cast at this tier.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Shadowmancer subclass feature.
Lesser Invocation (2). Choose a 3rd Lesser Shadow Invocation.

LEVEL 12 **Greedy Pact.** Instead of paying half your HP when you would Pilfer Power, you may beg your Patron for more power than your body could normally handle. As 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 INT or DEX.

LEVEL 13 **Tier 5 Spells.** You may now cast tier 5 spells; all of your spells are cast at this tier.
Secondary Stat Increase. +1 STR or WIL.

LEVEL 14 **A Gift from the Master (4).** Choose a 4th Greater Shadow Invocation.
Shadowmastery (3). You know all Necrotic Utility Spells.

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; all of your spells are cast at this tier.
Key Stat Increase. +1 INT or DEX.

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

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

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).
Tier 7 Spells. You may now cast tier 7 spells; all of your spells are cast at this tier.

LEVEL 20 **Eldritch Usurper.** Increase any 2 of your stats by 1. Whenever you would summon a single shadow minion, summon 2 instead. They die only when they receive 12 or more damage at one time.
Upgraded Cantrips. Your cantrips grow stronger.

LESSER INVOCATIONS

Abhorrent Speech. You can communicate with horrible creatures (aberrations, undead, etc.).

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: Celestial, Draconic, Deep Speech, Infernal, or Primordial. Advantage on Lore checks related to those languages.

Eldritch Sense. You can sense the presence of any shapeshifter or creature concealed by magic while within 6 spaces of them.

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

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

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.

Voice of the Dark. You can communicate telepathically with a humanoid within 6 spaces.

Whispers of the Grave. 1/day, you can ask a dead creature 3 yes/no questions. It can never be questioned this way again.

GREATER INVOCATIONS

Hungering Shadows. Whenever one of your shadows would crit, the next tiered spell you cast this encounter does not cost a use of Pilfered Power.

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

Vengeful Blast. Whenever a minion dies, you may cast Shadow Blast as a reaction (even if you already cast it this turn).

Armor of Shadows. Reduce all damage you receive by an amount equal to the number of minions you have.

Shadow Spear. Increase your Shadow Blast range to 16, it ignores cover, and you may attack prone targets with advantage instead of disadvantage.

Supplicate. Whenever you commune with your Patron on a Safe Rest, you may beg them to allow you to choose different Invocations of the same kind (they may ask for something in return).

SUBCLASSES

PACT OF THE RED DRAGON

LEVEL 3 **Draconic Crimson Rite.** Your Patron grants you knowledge of Fire spells. Your shadow minions become flaming dragon wyrmling shadows. Your Shadow Blast and minions can deal fire or necrotic damage and inflict Smoldering whenever they would crit.

LEVEL 7 **We'll ALL Burn!** You may cast Pyroclasm without Pilfering Power by including yourself in the damage. You have advantage on the save. Choose 1 Fire Utility spell.

LEVEL 11 **Heart of Burning Fire.** Regain 1 use of Pilfered Power each time you roll Initiative. This expires at the end of combat if unused.

LEVEL 15 **Enveloped by the Master.** Gain 1d4 Wounds to cast Dragonform.

PACT OF THE ABYSSAL DEPTHS

LEVEL 3 **Master of Nighth frost.** Your Patron grants you knowledge of Ice spells. Gain the ability to breathe underwater. Your shadow minions become beings of nighth frost. Your shadow blast and minions can deal cold or necrotic damage and whenever they would crit, you gain INT+LVL temp HP.

LEVEL 7 **Shadowfrost.** Your Shadow Blast also reduces the target's speed by half until the end of their next turn. You can cast Cryosleep or Rimeblades without Pilfering Power by expending 10 temp HP. Choose 1 Ice Utility spell.

LEVEL 11 **Glacial Resilience.** Reaction (whenever you are attacked or gain a condition), Gain 10×LVL temp HP and end ALL negative conditions on yourself. At the end of your next turn, any remaining temp HP are lost. 1/Safe Rest.

LEVEL 15 **Cryomancer's Reprisal.** Pay half your maximum HP to cast ANY Ice spell. After casting an Ice spell in this way, you gain an invisible aura: The next creature that hits you with a melee attack takes cold damage equal to half the HP you spent on this casting.



SHEPHERD

ARTIST: SEAN VIMES



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. 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?
- **Lead a Faithful Companion:** Summon a Lifebinding spirit to your side, providing invaluable support in battle. Whether bolstering allies with healing or smiting foes with righteous fury, your spirit companion stands ready to aid in the struggle.

SHEPHERD

Key Stats: WIL, STR **Hit Die:** 1d10 **Starting HP:** 17 **Saves:** WIL+, DEX-
Armor: Mail, Shields **Weapons:** STR, Wands **Starting Gear:** Rusty Mail, Mace, Wooden Buckler, Bell

LEVEL 1 **Keeper of Life & Death.** You know Radiant and Necrotic cantrips.
Searing Light. Reach: 6. Action: Inflict or cauterize grievous wounds. You may use this ability WIL times/Safe Rest. Choose one:

- Heal WIL d8 damage from a Dying creature.
- Inflict WIL d8 radiant damage to an undead or Bloodied enemy.

LEVEL 2 **Mana and Unlock Tier 1 Spells.** You unlock tier 1 Radiant and Necrotic spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to $(WIL \times 3) + LVL$ and recharges on a Safe Rest.
Lifebinding Spirit. (Radiant Spell, Tier 1, 1 Action) Summon a spirit companion that follows you and is immune to harm. It lasts until you cast this spell again, take a Safe Rest, or it heals a number of times equal to the mana spent summoning it.
Action: It attacks or heals a creature within 4 spaces of you. It attacks for $1d6 + WIL$ radiant damage (ignoring armor), or heals for the same amount.
Upcasting: Increment its die size by 1 (max d12), +1 healing use.

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!

Outside of Combat. Your companion is a spirit, so it can pass through walls and dangers harmlessly, can briefly move away from you (but always prefers to be faithfully at your side). It cannot speak.

Rushed attacks and my companion? You and your companion use the same Action pool, but count as different creatures. So you can each attack once without Rushed Attacks every round, teamwork!

LEVEL 3 **Subclass.** Choose a Shepherd subclass.
Master of Twilight. Choose 1 Necrotic and 1 Radiant Utility spell.

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

LEVEL 5 **Secondary Stat Increase.** +1 INT or DEX.
Upgraded Cantrips. Your cantrips grow stronger.
Sacred Grace. Choose 2 Sacred Graces.

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

LEVEL 6 **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
Master of Twilight (2). Choose a 2nd Necrotic and Radiant Utility spell.

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 Stat Increase. +1 WIL or STR.

LEVEL 9 **Sacred Grace (2).** Choose a 3rd Sacred Grace.
Secondary Stat Increase. +1 INT 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.
Master of Twilight (3). You know all Necrotic and Radiant Utility spells.

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

LEVEL 13 **Sacred Grace (3).** Choose a 4th Sacred Grace.
Secondary Stat Increase. +1 INT 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 Stat Increase. +1 WIL 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 Stat Increase. +1 INT 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 an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Twilight Exemplar.** Increase any 2 of your stats by 1. Your Lifebinding Spirit rolls twice as many dice.
Upgraded Cantrips. Your cantrips grow stronger.

SACRED GRACES

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

Empowered Companion: Whenever you spend mana to call forth your Lifebinding Spirit, you cast it as if you spent 1 additional mana (ignoring the typical spell tier restrictions). The maximum die size is now a d20.

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

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 3 spaces of you, ignoring armor and cover. This lasts for a number of rounds equal to the healing charges left on the Lifebinding Spirit. This effect ends early if you summon your spirit again.

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

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.

Hasty Companion: Your Lifebinding Spirit can heal or attack targets within 8 spaces of you, and it can also act for free immediately whenever it is summoned.

Not beyond MY reach. You may target creatures who have been dead less than 1 minute 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 6 spaces 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 WIL times per Safe 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 and 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 6 spaces of yourself for the same amount.

LEVEL 11 **Powerful Healer.** WIL times per Safe 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 drop to 0 HP): Drop to 1 HP instead and force an enemy within 6 spaces to make a STR save. On a failure, they become Bloodied, or if they are already Bloodied, they drop to 0 HP. 1/Safe 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 them by a muse at birth, a spark which fuels their creative energy and flows forth in the form of a sharp wit, relentless humor, or moving 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 moneymakers. 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: WIL, INT **Hit Die:** 1d8 **Starting HP:** 13 **Saves:** WIL+, STR-

Armor: Cloth, Leather **Weapons:** DEX, Wands **Starting Gear:** Adventurer's Garb, Instrument, Dagger, Mirror

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: 12) 1d4+INT psychic damage (ignoring armor).

The target's next attack is made with disadvantage. High Levels: +3 damage every 5 levels.

Songweaver's Inspiration. (Free Reaction) Allow an ally to reroll a single die related to an attack or save (must keep either result). You can use this ability $2 \times \text{WIL}$ times/Safe Rest.

LEVEL 2 **Mana and Unlock Tier 1 Spells.** You unlock tier 1 spells in the schools you know and gain a mana pool to cast them. This mana pool's maximum is always equal to $(\text{INT} \times 3) + \text{LVL}$ and recharges on a Safe Rest.

Jack of All Trades. Whenever you Safe Rest, you may move a skill point as if you just leveled up.

Song of Rest. Whenever you Field Rest, you may play a song and allow anyone who spends Hit Dice to heal additional HP equal to your WIL. 1/ day.

LEVEL 3 **Subclass.** Choose a Songweaver subclass.
Quick Wit. Whenever you roll Initiative, you may regain 2 spent uses of your Songweaver's Inspiration (these expire at the end of combat if left unused).
Windbag. Choose 1 Utility Spell from each spell school you know.

LEVEL 4 **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Stat Increase. +1 WIL or INT.
Lyrical Weaponry. Choose 1 ability from the Lyrical Weaponry list. Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Safe 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 can temporarily summon them via song. 1/Safe Rest each.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR or DEX.

LEVEL 6 **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
Windbag (2). Choose a 2nd Utility Spell from each spell school you know.

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 Stat Increase. +1 WIL or INT.

LEVEL 9 **Lyrical Weaponry (2).** Choose a 2nd ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR 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 Songweaver subclass feature.

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

LEVEL 13 **Lyrical Weaponry (3).** Choose a 3rd ability from the Lyrical Weapons list
Secondary Stat Increase. +1 STR or DEX.

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
Windbag (3). You know all Utility Spells from the spell schools you know.

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 Stat Increase. +1 WIL or INT.

LEVEL 17 **Lyrical Weaponry (4).** Choose a 4th ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR 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 an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **I'm So Famous!** Increase any 2 of your stats by 1. Your Songweaver's Inspiration cannot fail (your target succeeds).
Upgraded Cantrips. Your cantrips grow stronger.

LYRICAL WEAPONRY

Not My Beautiful Faaace! 1/encounter, whenever you Defend, first force the attacker to make a WIL 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: Play a bewitching tune, and all enemies within 6 spaces who hear it must make a WIL save. If they fail, you move them up to 6 spaces in any direction, and they cannot move on their next turn. 1/encounter.

Heroic Ballad. +2 max Songweaver's Inspiration charge. When used to reroll an ally's attack, your

Songweaver's Inspiration also grants them +WIL damage on the attack.

Inspiring Anthem. 1 Action: You grant all friendly Dying creatures who can hear you 1 HP and 1 Action. 1/encounter.

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 6 spaces (no armor, spellcasting, flying, regeneration, other inherent or trained features).

Perform! Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Safe Rest, you can exchange one of these abilities with a different one.

A “PEOPLE” PERSON

Flavor is Free. If you'd rather have a more traditional bard type—a keeper of ancient legends—instead of people you know, the characters below can be reflavored as famous legends from history that you can magically summon via song instead. Feel free to work with your GM to make it happen. As long as the mechanics stay roughly the same, have fun!

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 6 spaces in a direction you choose, dealing bludgeoning damage equal to your LVL+the Influence check to everything in his path. ANY creature within 6 spaces can use this ability once in place of an attack. Stompy stomps toward you instead on a failure. “YOU NOT FRIEND!”

Yes! Your d20 roll is coming from a die when calculating damage for monster armor.

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 pastries equal to your WIL+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).

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

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 3 spaces 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+ WIL psychic damage.

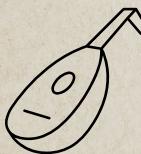
SONGWEAVER OF COURAGE

LEVEL 3 Inspiring Presence. Whenever you use Songweaver's Inspiration, your allies within 12 spaces who can hear you gain WIL temp HP.

LEVEL 7 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 11 Fire in my Bones. Your Songweaver's Inspiration also grants your target 1 additional Action.

LEVEL 15 Chorus of Champions. Free Reaction: Give all of your party members 1 additional Action. 1/encounter.



Making your own people. You can work with your GM to swap out Stompy, Gran Gran, Mal, and Linos for your own creations if you like. 1 in-combat person whose damage scales with your level (see other spells and abilities for appropriate amounts of damage or other effects), 1 out-of-combat support person, 1 who can help in narrative situations, and 1 who can give sporadic utility. Follow that broad pattern and you'll be fine!

If you find yourself never wanting to use one, make it slightly stronger; if you're using it too frequently, consider bringing the power level down slightly or adding some other drawback.



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 most needed.
- **Wade into the fray** as a shapeshifted beast and from friendly to vicious, indomitable, or *HORRIBLE*.
- **Cast powerful spells** from a distance to strike down, control, mend, and more.

STORMSHIFTER

Key Stats: WIL, DEX **Hit Die:** 1d8 **Starting HP:** 13 **Saves:** WIL+, STR-
Armor: Cloth, Leather **Weapons:** Staves, Wands **Starting Gear:** Cheap Hides, Staff, Strange Plant

LEVEL 1 **Master of Storms.** You know cantrips from the Lightning and Wind schools.
Beastshift. Action: You can transform into a harmless beast (e.g., cow, squirrel, pigeon, etc.). While transformed, you can speak with animals. This form lasts until you drop to 0 HP, cast a spell, or until you end it on your turn for free. You have DEX Beastshift charges, and they reset on a Safe Rest.

Tiny Beasts. Whenever you shapeshift into a tiny beast, attacks against you are made with disadvantage, but ANY damage ends that shapeshift form.

LEVEL 2 **Direbeast Form.** You can Beastshift into a Fearsome Beast.
Mana and Unlock Tier 1 Spells. You unlock tier 1 Wind and Lightning spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to $(WIL \times 3) + LVL$ and recharges on a Safe Rest.

LEVEL 3 **Subclass.** Choose a Stormshifter subclass.
Direbeast Form (2). You can Beastshift into a Beast of the Pack.

Be Wild. Whenever you spend a day with wild animals during a Safe Rest, you may choose different Stormshifter options available to you.

LEVEL 4 **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Stat Increase. +1 WIL or DEX.
Stormcaller. Learn a Utility spell from each spell school you know.

LEVEL 5 **Direbeast Form (3).** You can Beastshift into a Beast of Nightmares.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR or INT.

LEVEL 6 **Chimeric Boon.** Choose 2 Chimeric Boons. Whenever you shapeshift into a Direbeast form, you may modify it with 1 Chimeric Boon you know.
Expert Shifter. Gain 1 additional use of Beastshift per Safe Rest.
Tier 3 Spells. You may now cast tier 3 spells and upcast spells at tier 3.

LEVEL 7 **Subclass.** Gain your Stormshifter subclass feature.
Stormcaller (2). Learn a 2nd Utility spell from each spell school you know.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Stat Increase. +1 WIL or DEX.

Stormborn. Gain resistance to lightning damage. You may gain advantage on a Naturecraft check or Concentration check. 1/day.

LEVEL 9 **Chimeric Boon (2).** Select a 3rd Chimeric Boon.
Expert Shifter (2). Gain 1 additional use of Beastshift per Safe Rest.
Secondary Stat Increase. +1 STR or INT.

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 WIL or DEX.
Chimeric Boon (3). Select a 4th Chimeric Boon.
Expert Shifter (3). Gain 1 additional use of Beastshift per Safe Rest.

LEVEL 13 **Secondary Stat Increase.** +1 STR or INT.
Stormborn (2). Instead of rolling dice, you may deal the maximum damage of a Wind spell by spending a use of your Beastshift feature. Whenever you end Beastshift, you may cast a cantrip for free.

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 WIL or DEX.

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

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

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Archdruid.** Increase any 2 of your stats by 1. You may cast a spell up to tier 4 for free when you enter or leave a Beastshift form. 1/encounter.
Upgraded Cantrips. Your cantrips grow stronger.

DIREBEAST FORMS



FEARSOME BEAST

(Large). Transform into any large beast. Gain DEX+LVL temp HP, the Gore attack, and Fearsome. **Gore.** Action: 1d6+LVL damage, on hit: Gain LVL temp HP. **Fearsome.** Whenever you Interpose or Defend, you may spend 1 mana to force them to reroll the attack (you must choose either result).

Note. Temp HP gained from Beastshifting is lost when you return to your normal form.



BEAST OF THE PACK

(Medium). Transform into a medium beast. Gain +DEX speed, Supercharge, and the Thunderfang attack. Whenever you crit or kill one or more enemies, Thunderfang gain a cumulative +1d4 lightning damage until combat ends. **Thunderfang.** Action: 1d4+LVL piercing damage. **Supercharge.** Spend up to WIL mana, and your next Thunderfang attack deals an additional 1d8 lightning damage per mana spent (you take this damage on a miss).



BEAST OF NIGHTMARES

(Tiny). Transform into any tiny beast or insect (provided it is *horrible*), gain the Sting attack and Silent But Deadly. **Sting.** Action: 1/round (Reach: 0) 1d4 piercing + 3×LVL acid damage, ignoring armor (on crit, 4×LVL damage instead). **Silent But Deadly.** Speed: 2. You cannot Defend or Interpose. Attackers cannot target you until you become conspicuous (e.g., being seen transforming or attacking).

Tiny Beasts. Whenever you shapeshift into a tiny beast (Beast of Nightmares included), attacks against you are made with disadvantage, but ANY damage ends that shapeshift form.

CHIMERIC BOONS

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

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

Fleet Footed. +2 speed. Advantage on Stealth checks and against the Grappled condition.

Earthwalker. +2 Armor. Can burrow through dirt and unworked rock at half speed (leaving a tunnel behind). Advantage against the Prone condition.

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

Be Wild. Whenever you spend a day with wild animals during a Safe Rest, you may choose different Storm-shifter options available to you.

Leader of the Pack. Advantage against fear and charm effects for yourself and allies within 6 spaces.

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.** Gain a flying speed. Forced movement moves you twice as far while flying.

Phasebeast. Whenever you shift between this form and your normal form, you may teleport up to 6 spaces away to a place you can see.

SUBCLASSES

CIRCLE OF SKY & STORM

LEVEL 3

Deepening Study. Choose the Ice or Radiant school. You know spells in the chosen school, up to the tier you have unlocked.

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

Attuned to Nature. Add LVL 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 know and haven't cast any spells from this turn (at the same level of advantage or disadvantage).

LEVEL 11

Primordial Force. Spending 2+ mana on a spell grants an additional effect:

- **Ice.** Gain WIL temp HP.
- **Lightning.** Deal additional damage equal to your WIL.
- **Radiant.** You may heal a creature within 6 spaces WIL HP.
- **Wind.** Gain a flying speed this turn. Move up to 6 spaces for free.

LEVEL 15

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

CIRCLE OF FANG & CLAW

LEVEL 3

Swiftshift. Whenever you roll Initiative, you may Beastshift or move for free. While transformed, you may shift between different Direbeast forms for free (and as a reaction by spending 1 mana); however, Beastshifting for free does not grant any temp HP.

Windborne Protector. Reaction (when an enemy attacks): Spend 2 mana to shift into a Fearsome Beast. Then you may Interpose from up to 12 spaces away and Defend for free (if you have not yet done so this round). 1/encounter.

Friend of Beasts. Beasts will not attack you until you first harm them. You may transform into harmless beasts without spending a Beastshift charge.

LEVEL 7

Unleash the Beast. 1/encounter you can turn a miss into a crit.

Storm Wake. Action: Spend 3 mana to shift into a Beast of the Pack, then teleport in a straight line up to 12 spaces away, unerringly dealing WIL d8 lightning damage to any creatures you choose adjacent to your path. 1/encounter.

LEVEL 11

Master of Forms. Your shapeshift forms can have 2 Chimeric Boons at a time.

Venomous Gaze. Action: Spend 2 mana to shift into a Beast of Nightmares. Then entice a creature within 12 spaces to move 2×WIL spaces closer to you on a failed WIL save (they roll with disadvantage and must repeat until they save or can move no further). If they end up in the same space as you, you may Sting them. 1/encounter.

LEVEL 15

Master of Forms (2). You can Beastshift 2 additional times per Safe Rest. Choose 2 additional Chimeric Boons. Your Direbeast forms can have 3 at a time.



ZEPHYR

ARTIST: EARL LAN



A Zephyr dedicates their life to the relentless pursuit of kinetic perfection. They hone their bodies into blurs of motion, training from a young age in remote wilds or mountain monasteries, wielding speed to unleash blows that echo through their foes and slip past attacks like a whispering wind. *Speed* is both their weapon and shield.

Through ceaseless training, they harness their inner momentum to achieve feats of supernatural agility, executing every motion with flowing precision. 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, STR **Hit Die:** 1d8 **Starting HP:** 13 **Saves:** DEX+, INT-
Armor: None **Weapons:** Melee **Starting Gear:** Staff, Traveling Robes & Sandals

LEVEL 1 **Iron Defense.** Your Armor equals DEX+STR 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+STR.

LEVEL 2 **Swift Feet.** While unarmored, gain +2 speed and +LVL Initiative.
Burst of Speed. Each time you roll Initiative, you gain DEX Bursts of Speed. 1/turn you may spend 1 to use any of the following maneuvers for free:

- **Slipstream.** Defend, and the attack misses.
- **Whirling Defense.** Defend and apply your Armor to every attack this round.
- **Swiftstrike.** Attack, and ignore disadvantage from Rushed Attacks.
- **Windstep.** Move, ignoring difficult terrain.

LEVEL 3 **Subclass.** Choose a Zephyr subclass.
Kinetic Momentum. Whenever you would gain a Wound, gain a Burst of Speed.
Ethereal Projection. 1/day. By meditating for at least 10 minutes, you can project an ethereal version of yourself up to 30 ft. away, passing through solid objects or barriers. You see through your projection's eyes, and it is visible to other creatures as a translucent version of yourself. It cannot interact physically with the environment but can move freely within the distance limit and lasts for up to 10 minutes.

LEVEL 4 **Unyielding Resolve.** Ignore the first Wound you would suffer each encounter.
Key Stat Increase. +1 DEX or STR.
Martial Master. Choose a Martial Arts ability.

Focus. Whenever you spend time meditating alone in a windy place during a Safe Rest, you may exchange one Martial Arts ability you know for another one.

LEVEL 5 **Reverberating Strikes.** You learn to focus your energy and transfer it as an additional concussive force into your foes. Add LVL bludgeoning damage to all of your melee attacks.
Secondary Stat Increase. +1 INT or WIL.

LEVEL 6 **Martial Master (2).** Choose a 2nd Martial Arts Ability.
Infuse Strength. Make an unarmed strike against an ally and infuse them with a portion of your own strength instead of harming them. Expend a number of your Hit Dice up to your STR to heal them the sum of those dice+STR.

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

LEVEL 8 **Martial Master (3).** Choose a 3rd Martial Arts Ability.
Key Stat Increase. +1 DEX or STR.

LEVEL 9 **Swift Feet (2).** Gain an additional +2 speed as long as you are unarmored.
Secondary Stat Increase. +1 INT or WIL.

LEVEL 10 **Martial Master (4).** Choose a 4th Martial Arts Ability.
Unyielding Resolve (2). Ignore the first 2 Wounds you would suffer each encounter.

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

LEVEL 12 **Martial Master (5).** Choose a 5th Martial Arts Ability.
Key Stat Increase. +1 DEX or STR.

LEVEL 13 **Iron Defense (2).** Your Armor is doubled while unarmored.
Secondary Stat Increase. +1 INT or WIL.

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

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

LEVEL 16 **Martial Master (7).** Choose a 7th Martial Arts Ability.
Key Stat Increase. +1 DEX or STR.

LEVEL 17 **Unyielding Resolve (3).** Ignore the first 3 Wounds you would suffer each encounter. You have Advantage on STR saves while Dying.
Secondary Stat Increase. +1 INT or WIL.

LEVEL 18 **Martial Master (8).** Choose an 8th Martial Arts Ability.

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see p. 19 of the GM's Guide).

LEVEL 20 **Windborne.** Increase any 2 of your stats by 1. +1 additional burst of speed whenever you roll Initiative. Permanently gain 1 Action (while Dying, you have a max of 2 actions).

MARTIAL ARTS ABILITIES

I Jump On His Back! While moving with your Windstep, 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 or have Full Cover. 1/encounter.

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

Vital Rejuvenation. When you receive healing for the first time on a turn, you may heal another target within 6 spaces HP equal to your STR.

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 that is now within the attack's reach, and 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.).

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

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.

Kinetic Barrage. Whenever you miss an attack, gain a cumulative +STR 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 Windstep, 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.

Focus. Whenever you spend time meditating alone in a windy place during a Safe Rest, you may exchange one Martial Arts ability you know for another one.

SUBCLASSES

LEVEL 3

Bring the Pain. You may turn any melee attack against you into a crit, 1/round. Whenever you are crit, reduce the damage by half. The attacker takes the same amount of damage you took (ignoring armor). You may suffer 1 Wound to double the damage the enemy takes.

LEVEL 7

Share My Pain. Your Swiftstrike can also target a 2nd creature within range.

LEVEL 11

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

LEVEL 15

Echoed Agony. You may select 1 additional creature within 12 spaces to be damaged whenever you use your Share My Pain ability.

WAY OF FLAME

LEVEL 3

Exploding Soul. 1/round on your turn, you may suffer a Wound. Whenever you would gain a Wound, deal STR+Wounds damage to any creatures you choose within 2 spaces (ignoring armor) and give them the Smoldering condition.

LEVEL 7

Blazing Speed. Gain +2 speed while using Windstep. After you cease movement with Windstep, enemies you passed through take STR+DEX Fire damage.

LEVEL 11

Chain Reaction. Whenever you land a critical hit, you may deal fire damage equal to your STR+Wounds to any number of creatures adjacent to your target. Then you may deal this fire damage to any other creatures adjacent to them not yet damaged by this effect. 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 are 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.



ARTIST: EDWARD YORKE



OATHSWORN SUBCLASS:

OATHBREAKER FALLEN, SEEKING REDEMPTION.

Dark Benediction. Fallen from the light, but not entirely. You lose access to the following Radiant spells: True Strike, Heal, and Warding Bond; and gain access to the following Necrotic spells: Entice, Shadowtrap, and Dread Visage. Whenever you can choose a Utility Spell, you may choose a Radiant or Necrotic one.

Paragon of Power. (Replaces Paragon of Virtue) Advantage on Might checks when attempting to intimidate others.

Aura of Suffering. You gain an aura with a Reach of 4 and can Interpose for an ally anywhere within your aura; however, you no longer gain Judgment Dice when attacked. Instead, you gain Judgment Dice whenever you *could* Interpose *but don't*.

LEVEL 3 We All Suffer. Gain +2 max Wounds. When an ally within your aura would gain any Wounds or fail a save, you may suffer the effect instead.

Bring Me Your Pain. Reaction (When an ally within your aura would drop to 0 HP): You may switch HP with them instead (if your current HP is higher than their maximum HP, they gain temporary HP equal to the difference).

LEVEL 7 Torment. Your Lay on Hands heals you for twice as much, and others for half as much. Whenever you deal damage, you can expend healing power from your Lay on Hands pool to increase the damage dealt by an amount equal to the points spent (ignoring armor).

LEVEL 11 Exploit. Reaction (whenever an ally within your aura Defends), you may expend 2 Judgment Dice to force an enemy within your Aura to Interpose (a creature cannot interpose against its own attack).

LEVEL 15 Bloody Terror. Attacks against you gain 1 instance of disadvantage for each Wound you have (max 3).



ARTIST: EDWARD YORKE



COMMANDER SUBCLASS:

SPELLBLADE STEEL MEETS SPELL.

Arcane Command. Your focus on the arcane causes you to lose access to Weapon Mastery and Combat Tactics but you now gain INT mana whenever you roll Initiative (this mana is lost if unspent when combat ends). Whenever you could choose a Combat Tactic or Weapon Mastery, instead choose another Commander's Order, or a Tier 1 (or lower) spell from any spell school. Your Commander's Orders are also empowered with magical power:

- **Face Me! (Glimmering Decree).** Reaction (after an ally within 12 spaces is crit): That enemy takes STR d8 radiant damage (ignoring armor), is pulled up to 4 spaces toward you, and Taunted by you until you drop to 0 HP.
- **Move it! Move it! (Borne upon the Wind).** When you roll Initiative, you may give yourself and an ally advantage on the roll, +3 speed, and the ability to fly for 1 round. You both can then also move for free.
- **Hold the Line! (Crystalline Armor).** 1/encounter. Reaction (when an ally drops to 0 HP): Command them to continue the fight! They gain $3 \times \text{LVL}$ HP. Additionally, they gain that many temp HP. Enemies who reduce this Temp HP in melee have their speed halved until the end of their next turn.
- **Reposition! (Flashstep).** Action/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. You may exchange places with one of them.
- **I can do this ALL DAY! (Rising Phoenix).** Reaction (when you would drop to 0 HP): You may expend any number of Hit Dice, set your HP to the sum rolled instead, and deal that much fire damage to each enemy within 2 spaces of you. They gain the Smoldering condition. 1/encounter.
- **Coordinated Strike! (Withering Strike).** Any attacks made this way deal additional Necrotic damage equal to the max value of your Combat Die. An enemy damaged this way is considered undead for 1 round.

LEVEL 3 **Firebrand.** Whenever you roll Initiative you may cast Enchant Weapon for free.

Deep Knowledge (1). Choose any tier 1 (or lower) spell and any Utility spell.

Deep Knowledge (2). Choose any tier 2 (or lower) spell and any Utility spell.

Deep Knowledge (3). Choose any tier 3 (or lower) spell and any Utility spell.

Deep Knowledge (4). Choose any tier 4 (or lower) spell and any Utility spell.



REAVER

ARTIST: CHEN GUAN



SHADOWMANCER SUBCLASS:

REAPER CAST ASIDE. BORN ANEW.

Hollow One. Cut off from your patron, you can no longer cast Shadow Blast and you can no longer use Pilfer Power. However, as a parting token, you have stolen a secret from your patron: The magical Bonescythe. A weapon of sinew and bone, infused with shadowy magic. **Bonescythe.** Action: Summon a magical Bonescythe, a melee weapon: 2d12 slashing+DEX necrotic damage to each die (Reach: 2). It shatters after you hit with it (or when combat ends).

Higher Levels. Every 5 levels, add 1 extra damage die (Level 5: 3d12, Level 10: 4d12, etc.).

LEVEL 3 **Shadow Exploit.** Sacrifice a shadow minion to cast a spell at the max tier you have unlocked. Each subsequent spell you cast this encounter costs 1 additional minion. **Martyr Spawn.** Whenever you Defend, you can sacrifice a shadow minion to instead take no damage.

LEVEL 7 **Grim Harrow.** When you strike with your Bonescythe, you may divide the dice as you choose amongst any number of adjacent targets within Reach. **Reap.** Whenever you crit or kill a creature with your Bonescythe, summon a shadow minion for free.

LEVEL 11 **My Blood, My Power.** You may take 1 Wound to cast a tiered spell you know. **Otherworldly Might.** Advantage on concentration checks while you have at least 1 shadow minion.

LEVEL 15 **I'm the Patron Now!** Summon 2 shadow minions for free when you roll Initiative.



BEASTMASTER

ARTIST EARL LAM



HUNTER SUBCLASS:

BEASTMASTER TOGETHER, UNSTOPPABLE.

Beastmaster. Choose a Small, Medium, or Large animal as your companion.

No Stats or Actions to Track! Your companion's HP and movement are abstracted; it knows where it is most needed without being told—whether defending you or attacking your quarry. It is smart enough, and you are caring enough, to make sure it is never put in mortal danger.

Extra Abilities? At the GM's discretion, your companion can also do anything the base animal can do: Fly, sniff out scents, be used as a mount, etc. Even more complex actions like Grapple or Help may be doable if makes sense (you'll need to spend 1 Action to command it though—it isn't smart enough to do so on its own).

Instead of the first 2 TotH abilities you would choose, gain **Go for the Throat!** and **Protect Me!** to use with your companion.

SMALL COMPANION (Cat, Bat, Hawk, Raccoon, Rooster, Ferret, etc.)

- **Keen Eyes.** Can mark a target for free. 1/encounter. **Level 7.** 2/encounter. **Level 11.** 3/encounter.
- **Protect me!** Whenever you Defend, your companion distracts the attacker, causing the attack to miss and you move up to half your speed away. 1/encounter. **Level 7.** 2/encounter.
- **Go for the Throat!** (Costs 1 TotH charge) You and your companion attack your quarry for free, ignoring armor. 1/encounter. **Level 11.** 2/encounter. **Level 15.** 3/encounter.

MEDIUM COMPANION (Wolf, Boar, Panther, Vulture, Giant Spider, etc.) Req. Level 3.

- **Ferocious.** Whenever you or your companion crit your quarry, your companion attacks again for 1d4+LVL damage, and you can move up to 2 spaces for free. **Level 11.** 4 spaces. **Level 15.** 6 spaces.
- **Protect me!** When you Defend, your companion may first attack that creature for 1d4+LVL damage.
- **Go for the Throat!** (Costs 1 TotH charge) 1 Action: You and your companion attack your quarry, tripling your Hunter's Mark damage, ignoring armor. 1/encounter. **Level 11.** 2/encounter.

LARGE COMPANION (Lion, Owlbear, Elk, Giant Scorpion, Drake, etc.) Req. Level 3.

- **Alpha Protector.** Damage from the first attack against you each round is halved.
- **Protect me!** After you gain a Wound, your companion can whisk you away to safety up to 12 spaces away. 1/encounter. **Level 7.** You are whisked away before gaining the Wound. **Level 15.** 2/encounter.
- **Go for the Throat!** (Costs 2 TotH charges) 2 Actions: You and your companion attack your quarry, quadrupling your Hunter's Mark damage, ignoring armor. If that creature dies, deal half as much to another creature within range. 1/encounter. **Level 11.** 2/encounter.

Note. Your companion's attacks count as your own for gaining TotH charges. Your abilities that cost TotH charges do not miss! But neither do they generate charges.

