

Nimble

A fast, tactical TTRPG



HEXBINDER



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

Game Design and Art Direction: Evan Diaz.

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Special Thanks: Ross Brubaker & Matt Shiffler

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

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The
**HEX
BINDER**



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

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

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

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



HEXBINDER

Key Stats: WIL, INT **Hit Die:** 1d8 **Starting HP:** 13
Saves: WIL+, DEX- **Armor:** Cloth **Weapons:** Blades, Wands
Starting Gear: Adventurer's Garb, Dagger, Portable Cauldron (bucket)

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

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

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

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

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

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

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

Afflictions (3). Choose a 3rd Affliction.

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

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



AFFLICTIONS

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

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

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

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

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

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

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

Sundered. Target's armor reduced 1 step.

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

MYSTIC MARKS

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

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

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

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

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

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

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

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







HEXBINDER SPELLS

Misery *Tier 1, 2 Actions, Single Target*

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

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

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

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

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

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

Bloodcurse *Tier 2, 2 Actions, Single Target*

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

Wyrding Strands *Tier 3, 2 Actions, AoE*

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

Frogify *Tier 3, 2 Actions, Single Target*

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

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

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

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

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

Terror *Tier 5, 2 Actions, Single Target*

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



SUBCLASSES

COVEN OF THE HEX

- LEVEL 3** **Haunted.** When an Afflicted creature dies, apply all of their Afflictions to another enemy within Reach 8 of them.
- LEVEL 7** **Spitecurse.** When an Afflicted creature misses an attack, they suffer the damage instead.
- LEVEL 11** **Cursespitter.** Learn the Pestilent Affliction, double its Reach.
- LEVEL 15** **Hexcaster.** Your Enfeebled Affliction also Dazes the target. You can inflict Doomed 2/encounter.



SUBCLASSES

COVEN OF THE HUNT

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

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

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

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

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

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



FAQ

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

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

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

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

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

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