

## SUBCLASSES

# — CIRCLE OF — SKY & STORM

- LEVEL 3** **Deepening Study.** Choose the Ice or Radiant school to learn.  
**Creature of the Fey.** You may cast spells while Beastshifted.  
**Attuned to Nature.** (1/day) Add LVL to any skill check related to nature or weather.
- LEVEL 7** **Raging Tempest.** Whenever you crit 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 dis/advantage).
- 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. (1/Safe Rest) You can cast Ride the Lightning for 0 mana.

# — CIRCLE OF — FANG & CLAW

- LEVEL 3** **Swiftshift.** When 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.** (1/encounter) 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).  
**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) When you miss, you can crit instead.  
**Storm Wake.** (1/encounter) 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.
- LEVEL 11** **Master of Forms.** Your shapeshift forms can have 2 Chimeric Boons at a time.  
**Venomous Gaze.** (1/encounter) 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 for free.
- 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.



**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 (see pg. 13 of the *Core Rules*), and their damage is 1d4+STR.
- LEVEL 2** **Swift Feet.** While unarmored, gain +2 speed and +LVL Initiative.  
**Burst of Speed.** When you roll Initiative, gain DEX Bursts of Speed to use during that encounter. (1/turn) You may spend 1 Burst of Speed 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 on your turn, and ignore disadvantage from Rushed Attacks.
  - **Windstep.** Move on your turn, ignoring difficult terrain.
- LEVEL 3** **Subclass.** Choose a Zephyr subclass.  
**Kinetic Momentum.** Whenever you 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 (when-Wounded abilities, such as Kinetic Momentum, still trigger).  
**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 choose different Zephyr options available to you.

- 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.** Action: Make an unarmed strike against an ally and infuse them with a portion of your own strength instead of harming them. Expend any number of Hit Dice and heal them as you would heal yourself during a Field Rest (roll them and add your STR to each).
- 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 pg. 23 of the *GM's Guide*).
- LEVEL 20 Windborne.** +1 to any 2 of your stats. +1 additional burst of speed when you roll Initiative. Permanently gain 1 action (while Dying, you have a max of 2 actions).





# MARTIAL ARTS ABILITIES

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

**Blur.** (1/encounter) 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.

**Bodily Discipline.** You may spend 1 action to end any non-Wound condition on yourself.

**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.

**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.

**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).

**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.

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

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

**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.

**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.

***Focus.** Whenever you spend time meditating alone in a windy place during a Safe Rest, you may choose different Zephyr options available to you.*

## SUBCLASSES

### — WAY OF — PAIN

- LEVEL 3** **Bring the Pain.** (1/round) You may turn any melee attack against you into a crit. 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 Reach 2.
- 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.** Your Swiftstrike can also target a 3rd creature within Reach 4.

### — WAY OF — FLAME

- LEVEL 3** **Exploding Soul.** (1/round) On your turn, you may suffer a Wound. Whenever you 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. You may have Smoldering enemies take double, ending the condition.
- LEVEL 11** **Chain Reaction.** (1/turn) When you crit, deal fire damage equal to your STR+Wounds to creatures of your choice within 2 spaces of your target. Repeat any number of times, targeting creatures not yet damaged by this effect within 2 spaces of any already damaged.
- LEVEL 15** **Burning Soul.** Double any fire damage you deal.