

# CHAPTER 1

## CHARACTER CREATION

Attributes and saves are compatible with DnD 5e.

There are 3 main classes, each class embeds core dynamics related to Strength, Dexterity, and Wisdom.



# CHAPTER 2

## COMBATANTS

### The Combatant

Level	Prof	Stamina	Points	Features
1st	+2	1d6	2	Fighting Style, Path feature
2nd	+2	1d6	3	Extra feat
3rd	+2	1d8	3	Path feature
4th	+2	1d8	3	Extra feat, Ability Score Improvement
5th	+3	1d8	4	Extra Attack
6th	+3	1d8	4	Extra feat
7th	+3	1d8	4	Indomitable, Path feature
8th	+3	1d8	5	Extra feat, Ability Score Improvement
9th	+4	1d10	5	Path feature
10th	+4	1d10	5	Extra feat

### CLASS FEATURES

As a combatant, you gain the following class features.

**Hit Dice:** 1d10

**Hit Points at 1st Level:** 14 + your Constitution modifier

**Hit Points at Higher Levels:** 4 + your Constitution modifier per fighter level after 1st

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Medicine, Perception, and Survival

### STAMINA

You have a pool of stamina dices to use. A common use of your stamina is to enhance an attack in some

way. Each path specializes on the usage of stamina in a different way. For example, a fighter has controlled fighting maneuvers while a barbarian uses stamina to endure attacks.

- You regain all stamina points when finish a short or long rest.
- You regain 1 stamina point whenever an enemy scores a critical hit against you;
- You regain 1 stamina point whenever an ally within sight is knocked unconscious;
- You regain 2 stamina points when you get bloodied.

Outside of combat, you can apply a stamina die to double your jump distance (long jump or high jump), gain bonus to any athletics roll, or hold a collapsing portal, tunnel, wall, etc. for your stamina die minutes. Ultimately, stamina is a resource that you can

use to achieve epic things based on your sheer physical strength.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- Archery You gain a +1 bonus to attack rolls you make with ranged weapons.
- Defense While you are wearing armor, you gain a +1 bonus to AC.
- Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- GWF When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- TWF When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.



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## INDOMITABLE

Beginning at 7th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

## 2.1 BARBARIAN

**B**arbarians are tired of the empty battles they once craved. They wander, outcast, while their tribes curse the gods who abandoned them. They are consumed with rage and longing for foes worthy of their rage.

### RAGE

In battle, you fight with primal ferocity. Starting at 1st level, on your turn, you can use one point of stamina to enter a rage as a bonus action.

While raging, you gain the following stats if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 5 turns. It ends early if you are knocked unconscious. You can also end your rage on your turn as a bonus action.

### THE BEAST WITHIN

#### FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

#### RELENTLESS

Starting at 9th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.



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## 2.2 FIGHTER

Fighters rely on stout hearts, brute strength, and melee weapons to subdue their enemies and protect their allies. They generally disdain long-range warfare, preferring instead to charge into the fray swinging their weapon of choice.

### ACTION SURGE

Starting at 1st level, you can push yourself beyond your normal limits for a moment. Once per turn, you can use one point of stamina to make one additional attack.

### MANEUVERS

At 3rd level, you learn maneuvers that are fueled by your stamina dice. You learn four maneuvers of your choice. You learn two additional maneuvers of your choice at 7th and 10th level. Note that some maneuvers require you to be holding certain weapons or carrying a shield. Refer to the fighter's maneuvers table for descriptions.

**Saving Throws.** Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

**Maneuver save DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

### WAR SHOUT

By 7th level, You yell battle orders inspiring your allies. As a bonus action, up to three creatures within 60 feet of you including yourself gain 10 temporary hit points. You regain one stamina point.

Once you use this feature, you can't use it again until you finish a short rest.

### FIGHTING SPIRIT

Your intensity in battle can shield you and help you strike true. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead and regain 2 stamina points.

Once you use this feature, you can't use it again until you finish a long rest.



AndronicusVII

## Fighter Maneuvers

Name	Description
Goading Attack	When you hit a creature with a weapon attack, you can expend one stamina point to attempt to goad the target into attacking you. You add the stamina die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
Lunging Attack	When you make a melee <b>two-handed</b> weapon attack on your turn, you can expend one stamina point to increase your reach for that attack by 5 feet. If you hit, you add the stamina die to the attack's damage roll.
Maneuvering Attack	When you hit a creature with a <b>reach</b> weapon attack, you can expend one stamina point to maneuver one of your comrades into a more advantageous position. You add the stamina die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
Menacing Attack	When you hit a creature with a weapon attack, you can expend one stamina point to attempt to frighten the target. You add the stamina die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
Pushing Attack	When you hit a creature with a <b>bludgeoning</b> weapon attack, you can expend one stamina point to attempt to drive the target back. You add the stamina die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
Trip Attack	When you hit a creature with a weapon attack, you can expend one stamina point to attempt to knock the target down. You add the stamina die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.
Hold the Line	As a reaction when a hostile creature moves adjacent to an ally within 20 feet of you, you can spend one stamina point to immediately move up to your movement speed towards the creature. If you end your movement adjacent to the creature, make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You add the stamina die to the roll. If you win the contest, you knock the target prone.
Second wind	You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can spend one stamina point and use a bonus action to regain hit points equal to your stamina dice + your proficiency bonus.
Shield block	When another creature hits you with a melee attack, you can use your reaction and expend one stamina point to increase your AC until the start of your next turn by the number you roll on your stamina die provided that you are holding a <b>shield</b> .
Precision Attack	When you make a weapon attack roll against a creature with a <b>piercing</b> weapon, you can expend one stamina die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
Riposte	When a creature misses you with a melee attack, you can use your reaction and expend one stamina point to make a melee weapon attack against the creature provided that you hold a <b>sword</b> . If you hit, you add the stamina die to the attack's damage roll.

## 2.3 ZEALOT

### AURA OF COURAGE

**Z**ealots are battle-ready warriors for whom faith is a shield, and fights for what they believe to be right. Their steadfastness gives them powers to bestow blessings to their friends and wreak cruel justice on foes.

#### LAY ON HANDS

As a bonus action, you can spend one stamina point and a creature of your choice that you touch you regains Hit Points equal to  $1d6 + \text{your Spellcasting Ability modifier}$ .

Alternatively, you can expend one stamina point to cure the target of one disease or neutralize one poison affecting it.

You can both heal and cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending stamina points separately for each one.

#### SACRED IMMOLATION

#### DIVINE SMITE



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# CHAPTER 3

## TRICKSTERS

### The Trickster

Level	Prof	Cunning	Points	Features	- Spell Slots -		
					1st	2nd	3rd
1st	+2	1d6	2	Expertise, Thrown Weapon Fighting, Path feature	-	-	-
2nd	+2	1d6	3	Extra feat	2	-	-
3rd	+2	1d6	3	Path feature	3	-	-
4th	+2	1d8	3	Extra feat, Ability Score Improvement	3	-	-
5th	+3	1d8	4	Fast Movement, Path feature	4	2	-
6th	+3	1d8	4	Extra feat	4	2	-
7th	+3	1d8	4	Evasion	4	3	-
8th	+3	1d8	5	Extra feat, Ability Score Improvement	4	3	-
9th	+4	1d10	5	Path feature	4	3	2
10th	+4	1d10	5	Extra feat	4	3	2

### CLASS FEATURES

As a trickster, you gain the following class features.

**Hit Dice:** 1d8

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 3 + your Constitution modifier per fighter level after 1st

**Armor:** Light armor, shield

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords, scimitar, longbow, whip

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth, and Survival

### CUNNING

You have a pool of cunning dices to use. A common use of your cunning is a strike of luck, performing an inexplicable deed. Each path specializes on the usage of cunning in a different way. For example, a bard mocks his enemies while a rogue tumbles across the battlefield.

- You regain all cunning points when finish a short or long rest.

Once per round, you either:

- regain 1 cunning point whenever you or an ally within sight scores a critical hit. The hit disorients the target and you chase the moment in your favor; or
- regain 1 cunning point whenever when you reduce a hostile creature to 0 hit points.

Outside of combat, you can apply a cunning to any deception, persuasion, or investigation roll. You can use cunning to cause a diversion and draw attention away from your for your cunning die minutes, e.g., a bard may shout about a muse making the public look at her while a rogue can throw a rock and draw the guard's attention to the noise while she sneaks by. Ultimately, cunning is a resource that you can use to achieve epic things based on smooth talk and subterfuge.

## EXPERTISE

Choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## THROWN WEAPON FIGHTING

Beginning at 1st level, you can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

## SPELLCASTING

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and clever thinking.

### Cantrips

You learn three cantrips: Mage Hand and two other cantrips of your choice.

### Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice, two of which you must choose from the enchantment and illusion spells list.

The Trickster Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Whenever you gain a level in this class, you learn a new spell. Additionally, you can replace one of the spells you know with another spell of your choice from the trickster spell list. The new spell must be of a level for which you have spell slots.

### Spellcasting Ability

## CHAPTER 3. TRICKSTERS

Intelligence or Charisma is your spellcasting ability for your spells. You use your Intelligence or Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence or Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence/Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence/Charisma modifier

## FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

## EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



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### 3.1 BARD

HEALING HANDS

SACRED IMMOLATION

DIVINE SMITE

AURA OF COURAGE



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## 3.2 HUNTER

**H**unters have undergone extensive training, ruthless mental and physical conditioning in preparation for facing all the sorts of beasts, demons, and aberrations.

### WANDERER

The hunter's nomadic culture allows them to adapt to the most inhospitable environments. For example, a hunter traveling through a marsh or a rain forest will quickly learn about edible and poisonous mushrooms, therefore gaining resistance to poison damage.

- You have advantage on initiative rolls.
- You gain you proficiency with medium armor, and martial weapons.
- You gain resistance to either poison, cold or fire damage. Whenever you finish a long rest, you may change your damage resistance type.
- When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### PREDATOR'S CUNNING

At 3rd level, you learn maneuvers that are fueled by your cunning dice. Refer to the hunter's cunning action table for details.

### BIRD'S TALONS

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If you don't have any cunning points at the start of a combat, you can burn a spell slot and have one cunning point per spell slot level instead.

### CLAW AND FANG

At 9th level, you become a legendary hunter. You gain several benefits, depending on your fighting style:

- **Sword & Shield:** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- **Two-weapon fighting:** You score critical-hits on 19-20

- **Bowmanship:** Once per turn, you can reduce the movement speed of a creature hit by your arrows by 10 feet.



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## Hunter Cunning Actions

Name	Description
Rain of Arrows	As a reaction, you can spend one cunning point to make an attack of opportunity against any creature entering a space 15 feet away from you provided that you are holding a <b>ranged</b> weapon. If you hit, you add the cunning die to the attack's damage roll. Additionally, any feats or benefits applied only to melee weapons apply to your attack.
Giant Killer	When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use a cunning point to spend your reaction to attack that creature immediately after its attack, provided that you can see the creature. If you hit, you add the cunning die to the attack's damage roll.
Augmenting Concoction	You can use your bonus action to spend one cunning point and drink a special potion that is toxic to any creature other than you. On you, the concoction makes you stronger. Until the end of your next turn, add your cunning die as extra damage to your attack rolls.
Mercury Weapon	You can use your bonus action to spend one cunning point and dilute a mercury like chemical element over a pair of <b>melee</b> weapons or <b>20 missiles</b> . For the next 10 minutes, your weapons count as magical for the purpose of overcoming magical resistance and receive a +1 bonus to attack and damage rolls.
Herbal Vigor	You can use your bonus action to spend one cunning point and chew a special set of herbs to strengthen your immune system. For 1 hour, you gain resistance to poison damage and you gain temporary hit points equals to your cunning die.



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### 3.3 THIEF

**T**hieves are experts at stealth and surprise, they can move through the shadows, vanish into thin air, or steal items from their opponents in the blink of an eye.

#### SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the table below.

#### SNEAK ATTACK DAMAGE

Level	Sneak Attack
1st	1d6
2nd	1d6
3rd	2d6
4th	2d6
5th	3d6
6th	3d6
7th	4d6
8th	4d6
9th	5d6
10th	5d6

#### CUNNING ACTION

At 3rd level, you learn maneuvers that are fueled by your cunning dice. Refer to the rogue's cunning action table for details.

#### ETHERAL JAUNT

You are a master of subterfuge. At 5th level, you can see normally in darkness, both magical and nonmagical, to a distance of 30 feet.

Additionally, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. The teleport action is either of magical nature or raw physical reflexes.

You can use this feature three times. You regain all expended uses of it when you finish a long rest. You can burn a cunning point for additional uses.

#### PIERCE THE VEIL

Like a ghost, you have the ability to slip in and out of the Ethereal Plane.

Starting at the 9th level, you can use your cunning action in your first turn of a combat to cast the *blink* spell.

Once you use this feature, you can't use it again until you finish a long rest or until you spend a spell slot of 3rd level or higher.



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## Rogue Cunning Actions

Name	Description
Quick Footwork	Your quick thinking and agility allow you to move and act quickly. You can spend one cunning point to take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
Quick Reflexes	You can spend one cunning point to take the Dodge action as a bonus action on your turn.
Fast Hands	You can spend one cunning point and use your bonus action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.
Precision Attack	When you make a weapon attack roll against a creature, you can expend one cunning die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
Slow Fall	You can use your reaction when you fall to spend one cunning point and reduce any falling damage you take by an amount equal to five times your cunning die.



# CHAPTER 4

## SPELL WEAVERS

### The Trickster

Level	Prof	Mana	Points	Features	- Spell Slots -				
					1st	2nd	3rd	4th	5th
1st	+2	1d6	2	Mend, Path feature	2	-	-	-	-
2nd	+2	1d6	3	Extra feat	3	-	-	-	-
3rd	+2	1d6	3	Path feature	4	2	-	-	-
4th	+2	1d8	3	Extra feat, Ability Score Improvement	4	3	-	-	-
5th	+3	1d8	4	Weave Ward	4	3	2	-	-
6th	+3	1d8	4	Extra feat	4	3	3	-	-
7th	+3	1d8	5	Path feature	4	3	3	1	-
8th	+3	1d8	5	Extra feat, Ability Score Improvement	4	3	3	2	-
9th	+4	1d10	6	Path feature	4	3	3	3	1
10th	+4	1d10	6	Extra feat	4	3	3	3	2

### CLASS FEATURES

As a spell-weaver, you gain the following class features.

**Hit Dice:** 1d6

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 2 + your Constitution modifier per fighter level after 1st

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows, javelins, clubs, and spears

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose three from Arcana, Animal Handling, Insight, Medicine, History, Investigation, Nature, Perception, Religion, and Persuasion

### MANA

You have a pool of mana dice to use. Spell-weavers use mana to bend reality. Novice spell-weavers use mana to mend wounds while seasoned ones apply powerful metamagic to their spells.

- You regain all mana points when finish a long rest.
- You can sacrifice part of your life force to regain mana points. Roll your Hit dice you regain 1 mana point or 2 in case you roll a 5 or 6.

### MEND

As a bonus action, you can spend one mana point and a creature of your choice that you can see within 60 feet of you regains Hit Points equal to your mana die + your Spellcasting Ability modifier.

## SPELLCASTING

You have learned to untangle and reshape the fabric of reality through sheer force of will.

### Cantrips

You learn three cantrips draw from the cleric, wizard, or druid spell list.

### Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice.

The Spell-weaver Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Whenever you gain a level in this class, you learn two new spells. Additionally, you can replace one of the spells you know with another spell of your choice from the trickster spell list. The new spell must be of a level for which you have spell slots.

As per your GM discretion, you can learn spells through other means. For example, an arcanist can scribe scrolls, a druid might join a ritual in an ancient glade and be bestowed with new powers, while a cleric can learn new spells from their gods' blessing. Please remember that it's up to you and your GM do reach consensus on when it's appropriate to learn spells in this exceptional way.

### Spellcasting Ability

Intelligence or Wisdom is your spellcasting ability for your spells. You use your Intelligence or Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence or Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence/Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence/Wisdom modifier

## WEAVE WARD

You weave arcane energy to create a protective ward that boost the party's morale.

Starting at 5th level, whenever you or a friendly creature within 20 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your proficiency bonus. You must be conscious to grant this bonus.



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## 4.1 ARCANIST

**A**rcanists are cloistered scholars that have spent years studying ley lines and the patterns of magic. They have learned to weave these lines and shape reality according to their will.

### SPELL SHIELD

When you are hit by an attack or targeted by the magic missile spell, you can spend your reaction to create an invisible barrier of magical force to appear and protect you. Spend a mana die, until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

### METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. Refer to the arcanist's metamagic table for details.

The more powerful the metamagic, the more instability there is in successfully applying it to a spell. For example, there is always a risk that you won't sculpt a spell to protect all your allies.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

### HIGH-WEAVER

At 7th level, you have achieved such mastery over certain spells that you can cast them at will. Choose two 1st-level arcanist spells. You can cast those spells at their lowest level without expending a spell slot. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Additionally, apply one of the effect of the high-weave table to your high weave spells.

**Named Spell:** Add your name as a suffix or prefix to your high weave spells. For example, if Maya has chosen magic missile as her high weave, people around the world might start to recognize it as Maya's magic missile.

**Cosmetic Changes:** Discuss with your DM any cosmetic changes that distinguish your high weave spells from mundane ones, e.g., Maya's magic missiles are three green darts always floating around her head like a corona. At her command, the darts fly towards a target and a few seconds after, new darts appear.

### SYPHON-WEAVE

The weave is nothing more than a source of magical restoration for you. You can disrupt it and recover energy. Lore tells that areas of dead magic are the result of power-hungry syphon-weavers.

At 9th level, you can use your bonus action to regain all your mana points.

Once you use this feature, you can't use it again until you finish a long rest.



THE ALCHEMIST

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### HIGH WEAVE EFFECTS

**Deadly** Add your mana die as extra damage to one creature hit by the spell.

**Warding** A spell that requires concentration or that has a fixed duration (e.g., Mage Armor) and that targets you or an ally grants temporary hit points equal to your mana die + your spellcasting ability modifier

**Execrate** The first time a creature succeeds on a save against your spell, roll your mana die. On a 1 or 2, the creature fails. This effect applies only once per spell.

## Arcanist Metamagic

Name	Description
Sculpt Spells	<p>When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 mana point and choose a number of those creatures up to your mana die (minimum of one creature). The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.</p>
Distant Spell	<p>When you cast a spell that has a range of 5 feet or greater, you can spend 1 mana point to increase the range of the spell by 10 feet times your rolled mana die.</p> <p>When you cast a spell that has a range of touch, you can spend 1 mana point to make the range of 10 feet times your rolled mana die.</p>
Empowered Spell	<p>When you roll damage for a spell, you can spend 1 mana point to reroll a number of the damage dice equal to your rolled mana die. You must use the new rolls. Additionally, you add one mana die to the damage of the spell.</p> <p>You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.</p>
Heightened Spell	<p>When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 2 mana points to give one target of the spell a penalty to its saving throw equals to your mana die on its first saving throw made against the spell.</p>
Quickened Spell	<p>When you cast a spell that has a casting time of 1 action, you can spend 2 mana points to change the casting time to 1 bonus action for this casting.</p>



## 4.2 ELEMENTALIST

**E**lementalists are multi-faceted spellcasters that channel elemental forces, making fire, earth, and lightning do their bidding. What they lack in physical toughness, they make up in versatility summoning shamanic totems to ward allies and also conjuring extremely destructive and raw magic.

### ELEMENTAL WARD

When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, at the cost of one mana point, you can use your reaction to grant resistance to the creature against that instance of the damage.

### SHAMAN TRAINING

You gain proficiency with spears, light armor and shields.

### SHAMANIC MAGIC

At 3rd level, you gain the ability to tap into the raw energy of the primordials. Refer to the Elementalist's shaman magic table for details.

Your shamanic magic requires you to summon a totem (no action required) embedded with the power of a single element. Treat the totem as a small creature that appears in an unoccupied space on a horizontal surface within 5 feet of you.

Until the end of your next turn, you can take a bonus action to cause the totem to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the totem to slowly fly up to 20 feet to an unoccupied space near the ground. While the totem has fly speed, it hovers just above the ground unless said otherwise.

The totem has an AC of 18 and a number of hit points equal to 4 times your level. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or saving throw, treat all its ability scores as 10 (+0).

### BEND ELEMENTS

At 7th level, you have learned how to absorb part of any incoming elemental damage into elemental power.

Once per round, if you take 10 or more acid, cold, fire, lightning, or thunder damage, you can spend your reaction to gain a mana point.

### STORM, EARTH, AND FIRE

At 9th level, you have learned to bend and combine elements in unspeakable ways.

Blazing orbs of fire plummet to the ground, lightning strikes, and earth is torn asunder. As an action, choose three points in sight. Each creature in a 20-foot-radius sphere centred on each point takes 3d10 of fire damage, 3d10 of bludgeoning damage, and 3d10 of lightning damage. Each affected creature must make a Dexterity and Wisdom saving throws.

On a failed Dexterity save, a creature is knocked prone and it is restrained by the debris until the start of your next turn.

On a failed Wisdom save, a creature is frightened. It must spend its next turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you.

Once you use this feature, you can't use it again until you finish a long rest.



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## Shamanic Magic

Name	Description
Typhoon Ward	You can spend one mana point to create an almost invisible sphere of wind and hovering leaves. The totem emits strong winds causing disadvantage in the first ranged attacks against an ally within 15 feet of the totem. Including itself. This effect activates only once per creature per turn. This totem can fly in any direction.
Geode Armor	You can spend one mana point to create an orb of dust, rocks, and gravel. The totem emits a burst of positive energy that grants itself and up to two creatures of your choice within 15 feet of it a number of temporary hit points equal to you mana die + your spell casting ability modifier. The dust barrier protects the creature from natural heat.
Pyre Leash	You can spend one mana point to create a sphere of flames and cinder. The totem must hover directly 5 feet above a creature. The warm flames protect the creature from natural cold. Once per round, whenever the protected creature takes melee damage, the sphere rebukes with flames. The attacking creature takes your mana die + your spell casting ability modifier fire damage.
Magnetize	You can spend one mana point to create an orb of dust and gravel. The earth sphere fires rock javelins upon your command. Make a ranged spell attack targeting one creature or object within 60 feet of the totem. On a hit, the target takes your mana die damage + your spellcasting ability modifier force damage and it is pushed 10 feet away from the totem.



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## 4.3 THEURGIST

### IMPROVED MENDING

You can use your Mend class feature twice per combat without expending a mana point.

### DIVINE SMITE

### AURA OF COURAGE



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