

# Old Epic

Arthur Marques

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# 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

## 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	Path feature	4	3	2	-	-
6th	+3	1d8	4	Extra feat	4	3	3	-	-
7th	+3	1d8	5	Weave Ward	4	3	3	1	-
8th	+3	1d8	5	Extra feat, Ability Score Improvement	4	3	3	2	-
9th	+4	1d10	5	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 six.

### 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 1d6 + 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. Please remember that at the end of the day 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** =  $8 + \text{your proficiency bonus} + \text{your Intelligence/Wisdom modifier}$

**Spell attack modifier** =  $\text{your proficiency bonus} + \text{your Intelligence/Wisdom modifier}$

## WEAVE WARD

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

Starting at 7th 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 half your proficiency bonus (rounded up). You must be conscious to grant this bonus.



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## 2.1 CLERIC

### IMPROVED MENDING

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

### DIVINE SMITE

### AURA OF COURAGE



## 2.2 DRUID

HEALING HANDS

SACRED IMMOLATION

DIVINE SMITE

AURA OF COURAGE



OVERWATCH

## 2.3 WIZARD

HEALING HANDS

SACRED IMMOLATION

DIVINE SMITE

AURA OF COURAGE



THE ALCHEMIST